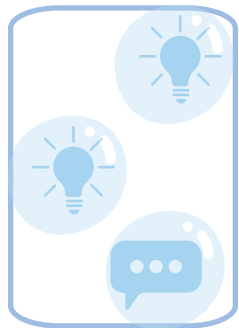




ASPIRATIONS

# ASPIRE

YEAR 2



1. Be a role model
2. Complete classroom responsibilities
3. Talk to your class about your hero

## KEY:



**RESILIENCE**



**COMMUNICATION**

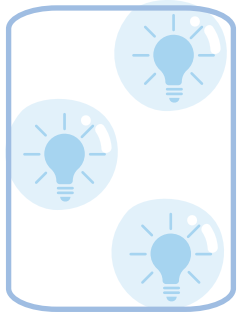
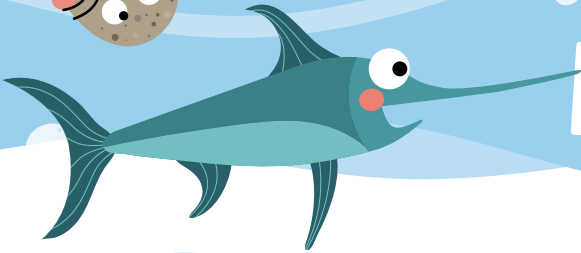
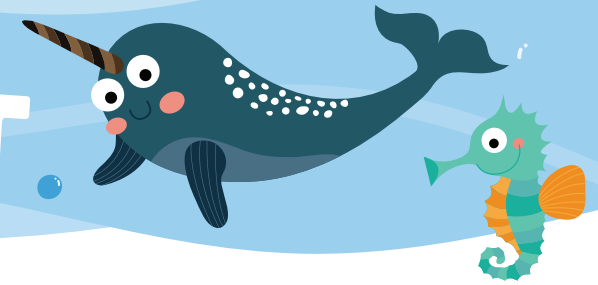


**INITIATIVE**





# ENGAGEMENT



4. Run a playground game
5. Take part in the Christmas show
6. Go on a school trip on a coach

## KEY:



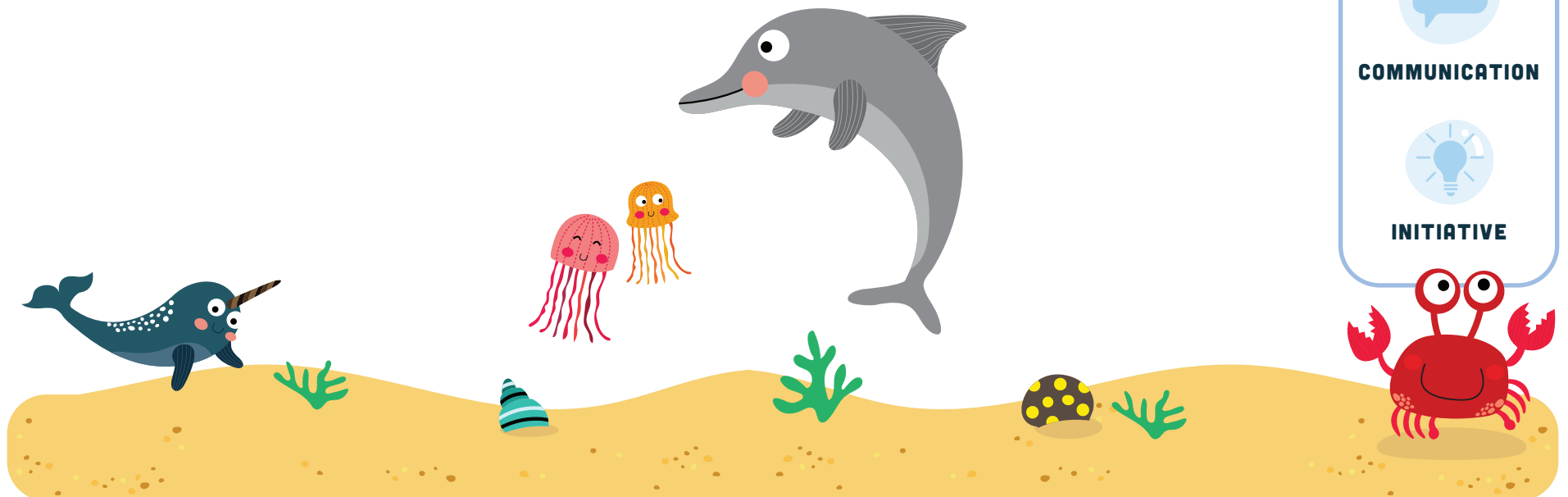
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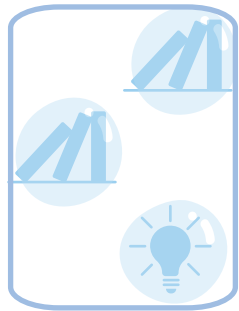


**COMMUNICATION**



**INITIATIVE**





7. Get onto Accelerated Reader

8. Earn your pen licence

9. Decide how you will change the world

## KEY:



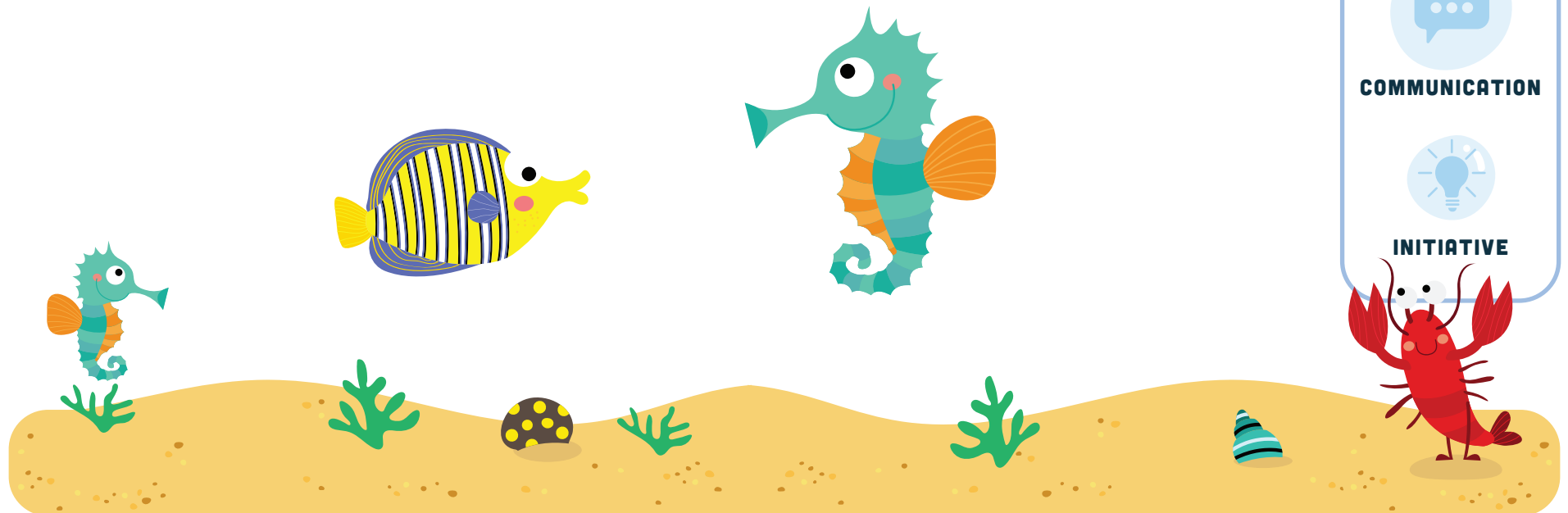
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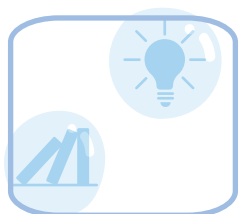


**COMMUNICATION**



**INITIATIVE**





10. Make your own bug hotel

11. Go in the sea at four beaches

**KEY:**



**RESILIENCE**



**COMMUNICATION**



**INITIATIVE**





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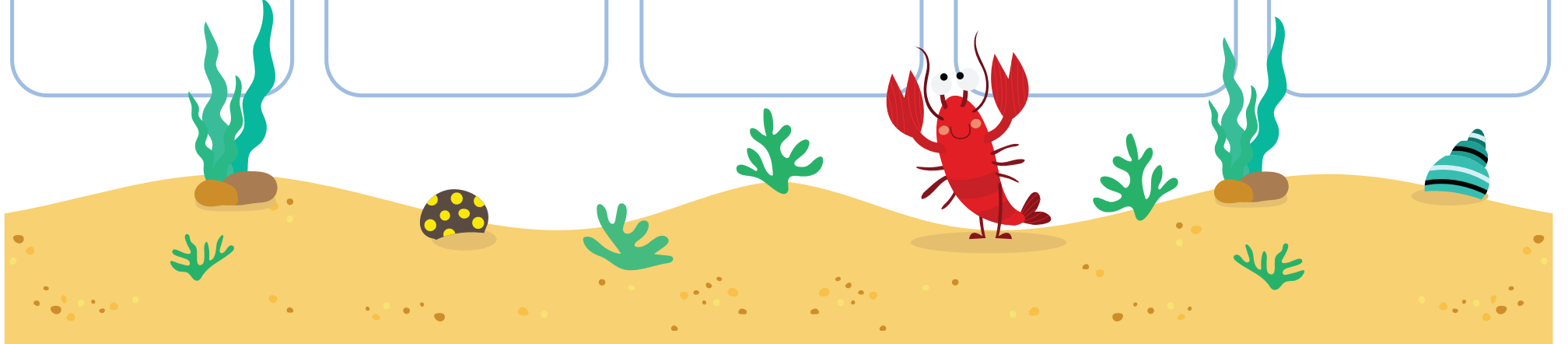
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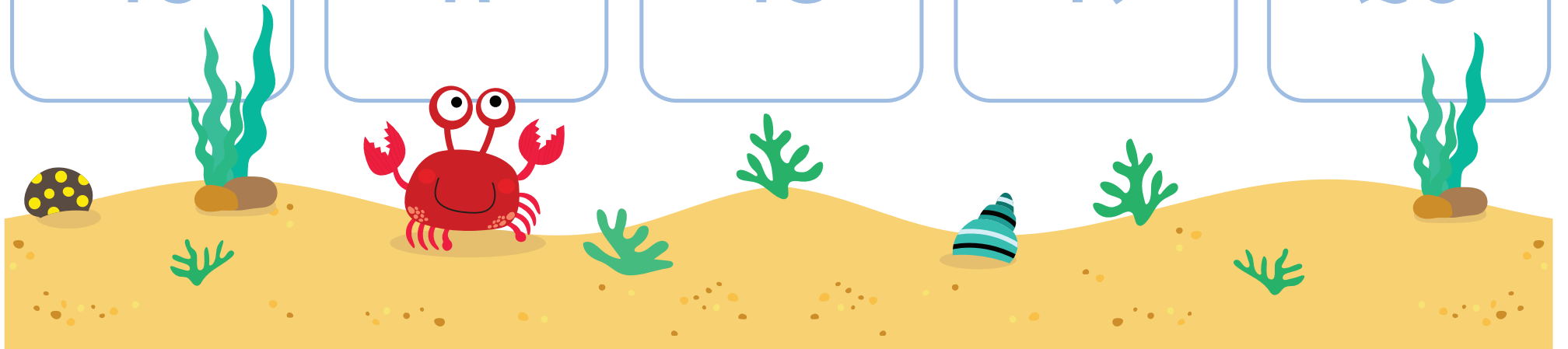
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