

Agency, Belonging & Innovation

Empowering and leading learning. Creating a preferred future.



Agency

Taking ownership and responsibility for your learning through choice, voice, initiative, independence and self regulation.

Facts / Characteristics

- Student voice is valued and heard
- Learners take responsibility for learning
- Choice and ownership are provided
- Students are engaged and self-directed
- Independent and collaborative learning
- Students ask questions and seek understanding
- Active participation in learning

Examples

- Choosing assessment methods
- Asking questions
- Student-led events and forums
- Debating and sharing perspectives
- Reflection and goal-setting activities
- Choosing units, pathways or activities
- Working collaboratively with others



Non-Examples

- Giving up
- No initiative
- Refusing to do work
- Procrastinating
- Being told everything to do
- Passive participation
- Disrupting learning



Learners take **charge** of their learning journey and **contribute** to a **shared future**.



Belonging

Feeling accepted, included, safe, respected and valued within a community where everyone can be themselves.

Facts / Characteristics

- People feel safe and welcomed
- Diversity is respected
- Positive relationships are built
- Everyone has opportunities to participate
- Students feel heard and valued
- Community and connection are important
- Equity supports student success

Examples

- Multicultural Day
- Clubs and academies
- Sports teams
- BASE, Library, International Room
- Teacher-student connections
- Collaborative projects
- Welcoming and supporting new students



Non-Examples

- Excluding others
- Bullying or discrimination
- Making people feel unsafe
- Being disrespectful
- Ignoring others' ideas
- Lack of trust and support
- Unfair treatment



A strong sense of **belonging** creates a caring, inclusive and **supportive** community.



Innovation

Using creativity, imagination, collaboration and critical thinking to develop new ideas and improve existing solutions.

Facts / Characteristics

- Creative and future-focused thinking
- Problem-solving and improvement
- Open-mindedness and curiosity
- Builds on existing ideas
- Creates opportunities and growth
- Encourages engagement and experimentation
- Connects learning to real-world situations



Examples

- Market Day projects
- Innovation classes
- Creative assignments
- Group projects and inquiry learning
- Workplace observations
- Technology-based solutions
- Developing new school initiatives
- Applying learning to real-world problems

Non-Examples

- Plagiarising
- Using AI to do all the thinking
- Avoiding tasks
- Lack of effort or engagement
- Not participating
- Being distracted
- Keeping the status quo when improvement is needed



Innovation turns **ideas into action** and helps us grow, adapt and make a positive impact.