

ASSEMBLY

27th June 2025



WELL DONE

Yossi

Three parallel white lines of varying lengths are positioned in the bottom right corner of the image, slanted diagonally upwards from left to right.

WELL DONE

Nave

A series of four parallel white lines of varying lengths, slanted diagonally upwards from left to right, located in the bottom right corner of the image.

WELL DONE

Shachar

Three thin, parallel white lines are positioned in the bottom right corner of the image, extending diagonally upwards and to the right.

WELL DONE

Roni

Three parallel white lines of varying lengths are positioned in the bottom right corner, slanted diagonally upwards from left to right.

WELL DONE

Daniella

Three white diagonal lines of varying lengths and positions, located in the bottom right corner of the image, extending from the right edge towards the center.

WELL DONE

Iarlaith

A decorative graphic consisting of three parallel white lines of varying lengths, slanted upwards from left to right, located in the bottom right corner of the image.

WELL DONE

Shay

A series of three parallel white lines of varying lengths, slanted upwards from left to right, located in the bottom right corner of the image.

WELL DONE

Erez

A series of three parallel white lines of varying lengths, slanted diagonally upwards from left to right, located in the bottom right corner of the image.

Oh the places
you'll go!

Dr. Seuss

Congratulations! Today is your day.
You're off to Great Places! You're off
and away!



You have brains in your
head.

You have feet in your
shoes.

You can steer yourself
any direction you
choose.

You're on your own. And
you know what you
know.

And YOU are the guy
who'll decide where to
go.



You'll look up and down streets.
Look'em over with care. About
some you will say, "I don't
choose to go there."

With your head full of brains
and your shoes full of feet,
you're too smart to go down a
not-so-good street.



And you may not find any you'll want to go down. In that case, of course, you'll head straight out of town. It's opener there in the wide open air.



Out there things can happen and
frequently do to people as brainy and
footsy as you.
And when things start to happen, don't
worry.

Don't stew.
Just go right along.
You'll start happening too.



Oh! The places you'll go!



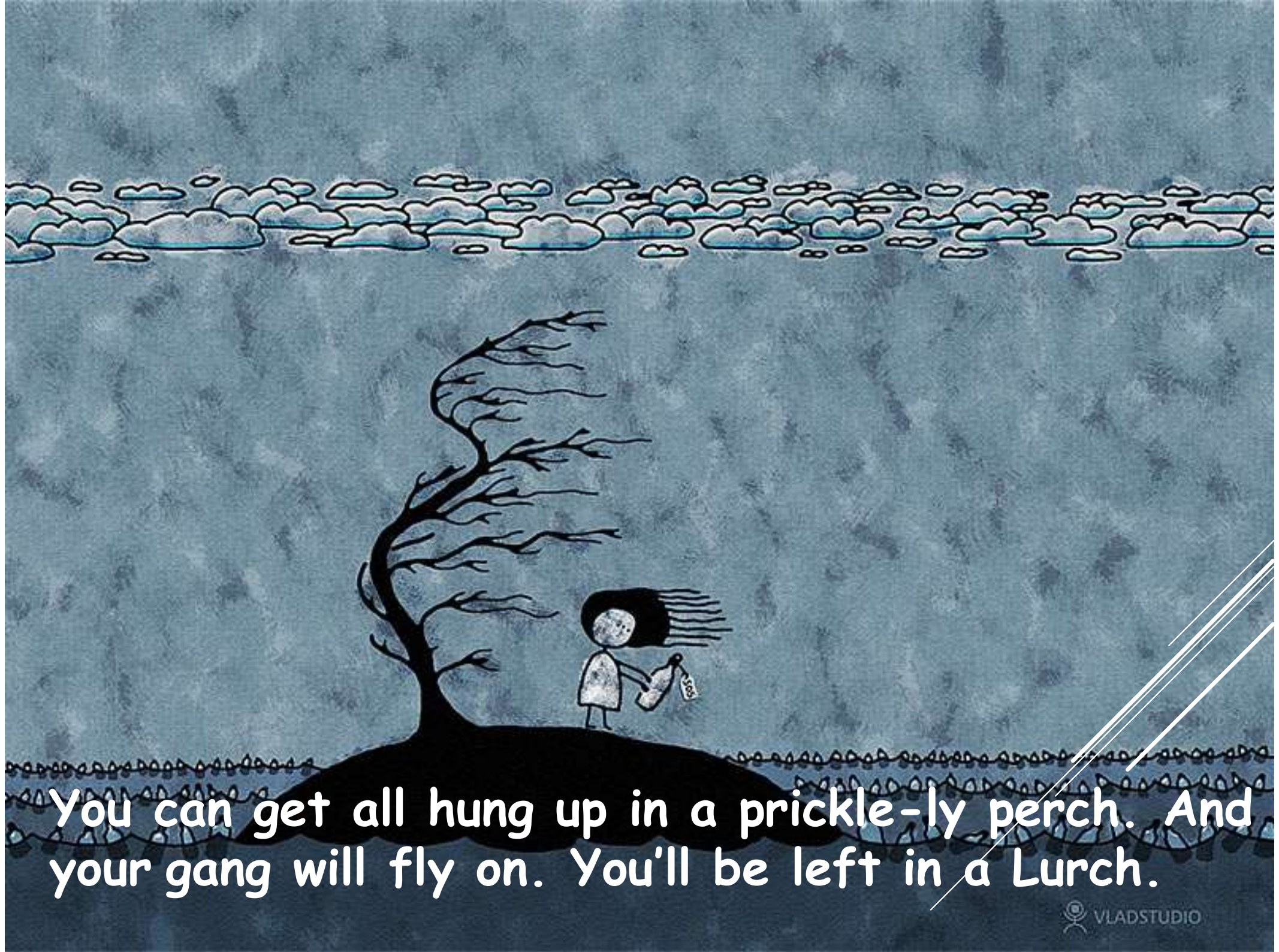
You'll be on your way up!
You'll be seeing great sights!
You'll join the high fliers who soar to high heights.
You won't lag behind, because you'll have the speed.

You'll pass the whole gang
and you'll soon take the lead.

Wherever you fly, you'll be best of the best. Wherever
you go, you will top all the rest. Wherever you go, you will
top all the rest.

Except when you don't.
Because, sometimes, you won't.
I'm sorry to say so but, sadly, it's true that Bang-ups
and Hang-ups can happen to you.



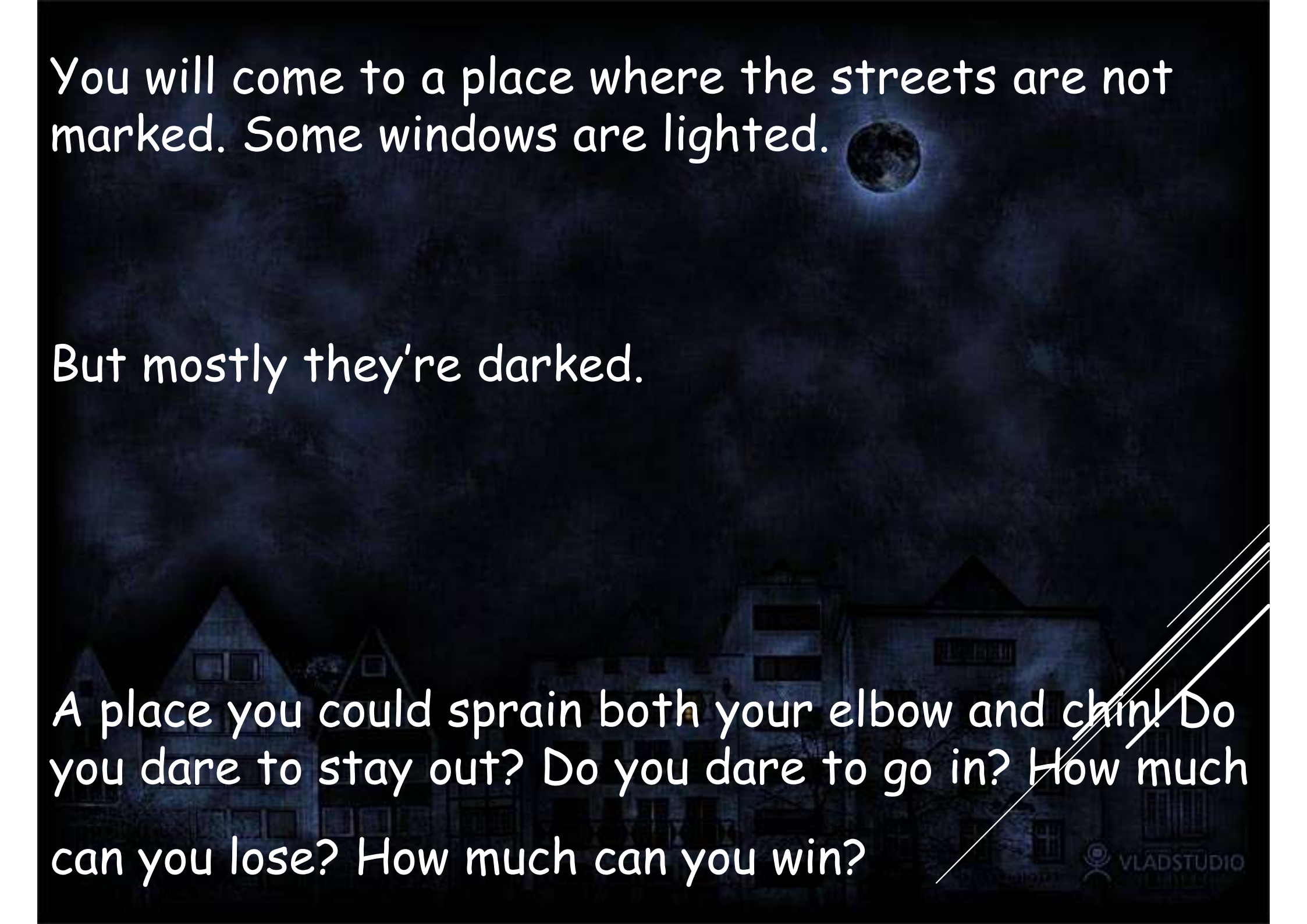


You can get all hung up in a prickly perch. And
your gang will fly on. You'll be left in a Lurch.

You'll come down from the Lurch with an unpleasant bump. And the chances are, then, that you'll be in a Slump.



And when you're in a Slump, you're not in for much fun. Un-slumping yourself is not easily done.

The background of the entire image is a dark, atmospheric night scene of a town. In the upper right, a full moon is visible, partially obscured by wispy clouds. Below the moon, the silhouettes of several buildings with gabled roofs are visible against the dark sky. The overall tone is mysterious and slightly ominous. The text is overlaid on this scene in a white, handwritten-style font.

You will come to a place where the streets are not marked. Some windows are lighted.

But mostly they're darked.

A place you could sprain both your elbow and chin! Do you dare to stay out? Do you dare to go in? How much can you lose? How much can you win?

And if you go in, should you turn left or right...or right-and-three-quarters? Or, maybe, not quite? Or go around back and sneak in from behind? Simple it's not, I'm afraid you will find, for a mind-maker-upper to make up his mind.



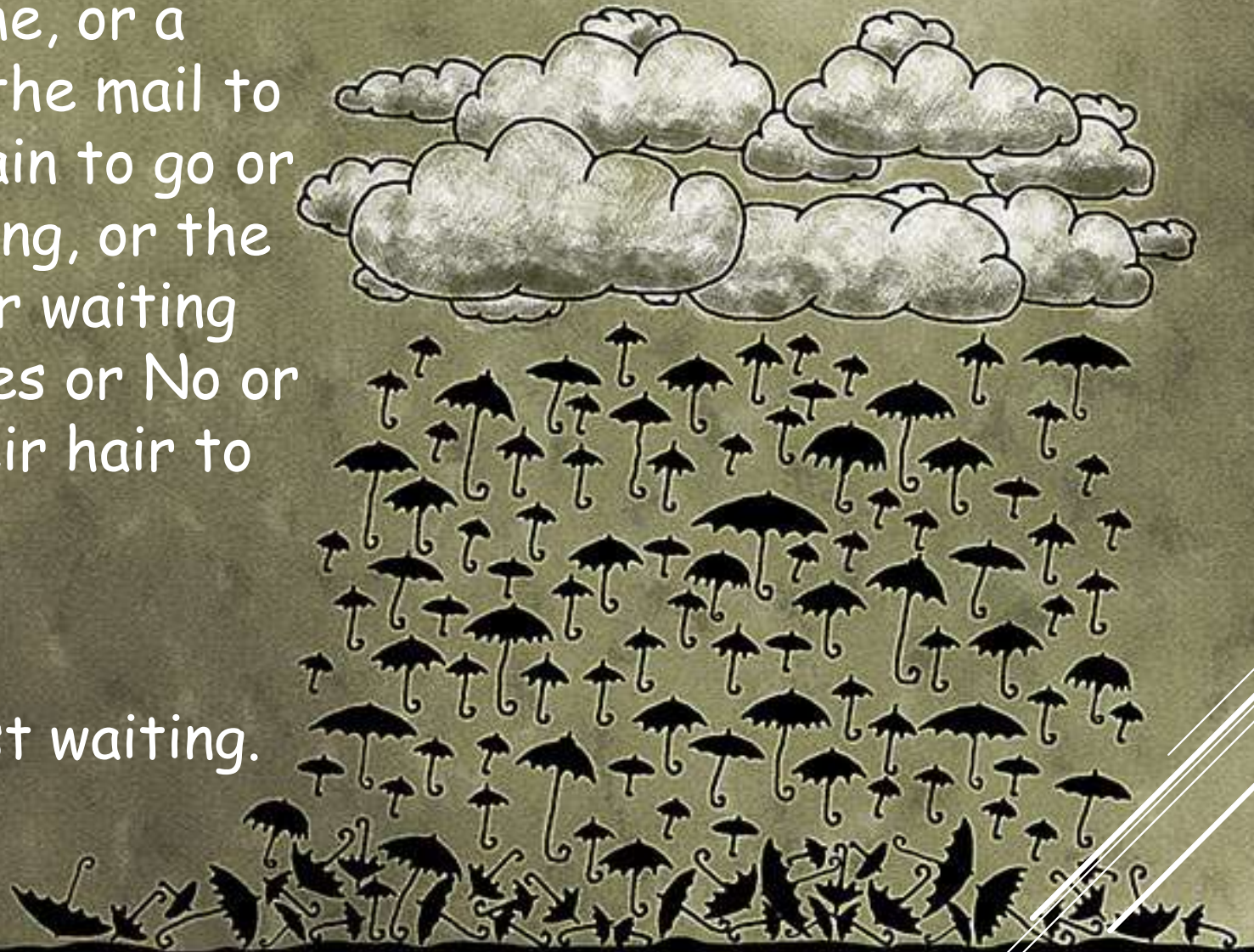
You can get so confused that you'll start in to
race down long wiggled roads at a break-
necking pace and grind on for miles across
weirdish wild space, headed, I fear, toward a
most useless place.

A blue-toned illustration of a dense forest of bare trees. The trees are rendered in various shades of blue, with black outlines for the branches. A lone figure stands in the distance, silhouetted against the lighter blue background of the trees. The foreground is a dark, textured ground.

The Waiting Place...for people just waiting.

Waiting for a train to go
or a bus to come, or a
plane to go or the mail to
come, or the rain to go or
the phone to ring, or the
snow to snow or waiting
around for a Yes or No or
waiting for their hair to
grow.


Everyone is just waiting.





Waiting for the fish to bite or waiting for wind to fly a kite or waiting around for Friday night or waiting, perhaps, for their Uncle Jake or a pot to boil, or a Better Break or a string of pearls, or a pair of pants or a wig with curls, or Another Chance.

Everyone is just waiting.



No! That's not for you!
Somehow you'll escape all that waiting and staying.
You'll find the bright places where Boom Bands are playing.
With banner flip-flapping, once more you'll ride high! Ready
for anything under the sky.

Ready because you're that kind of a guy!



Oh, the places you'll go! There is fun to be done! There are points to be scored. There are games to be won.

And the magical things you can do with that ball will make you the winning-est winner of all.

Fame!

You'll be famous as famous can be, with the whole wide world watching you win on TV.

Except when they don't. Because, sometimes, they won't.
I'm afraid that some times you'll play lonely games too. Games you
can't win 'cause you'll play against you.

All Alone!

Whether you like it or not, Alone will be something you'll be quite a
lot.





And when you're alone, there's a very good chance you'll meet things that scare you right out of your pants.

There are some, down the road between hither and yon, that can scare you so much you won't want to go on.

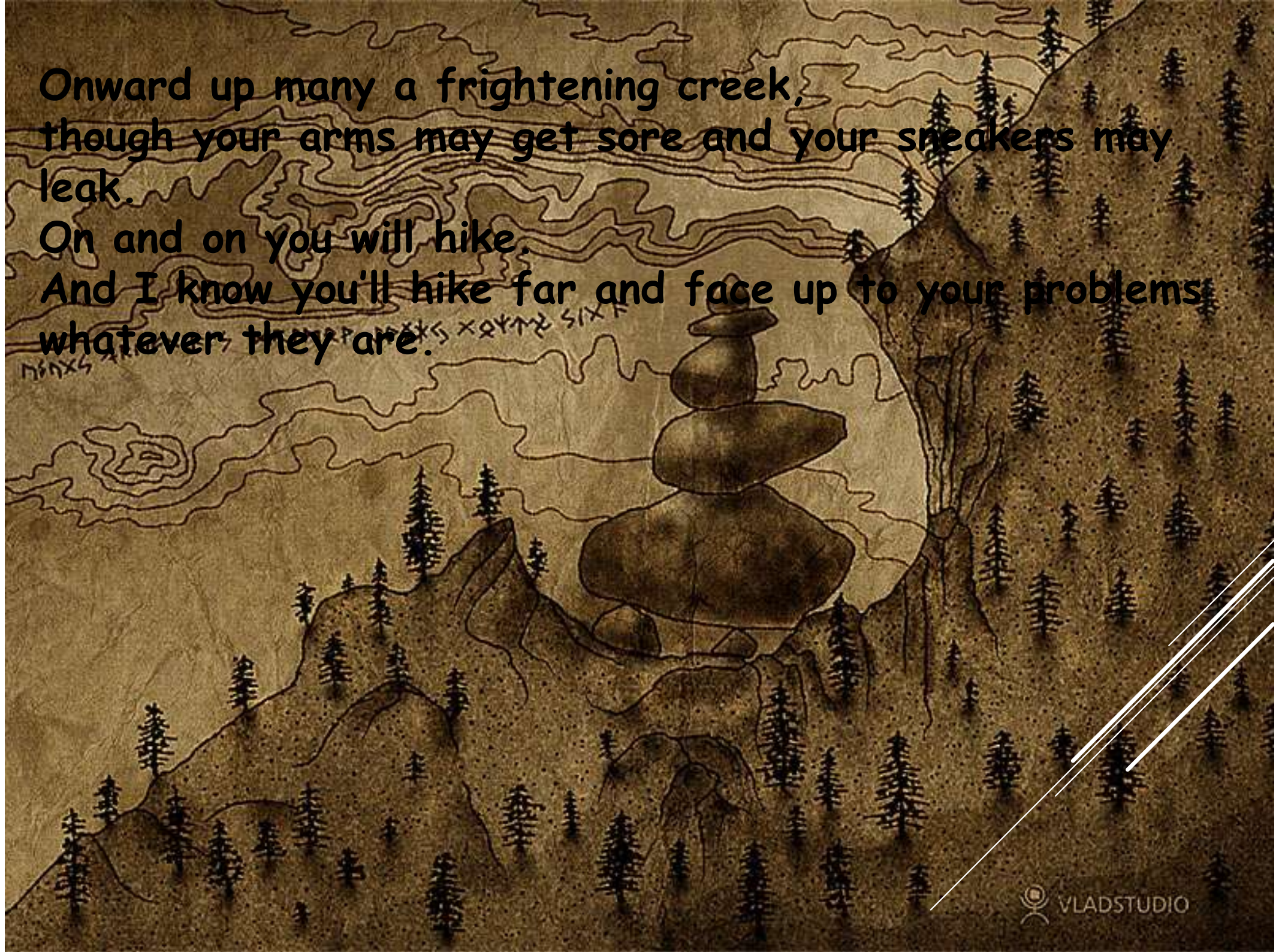
But on you will go though the weather be foul.
On you will go though your enemies prowl.
On you will go though the Hakken-Kraks howl.



Onward up many a frightening creek,
though your arms may get sore and your sneakers may
leak.

On and on you will hike.

And I know you'll hike far and face up to your problems
whatever they are.



You'll get mixed up, of course, as you already know.
You'll get mixed up with many strange birds as you go.
So be sure when you step. Step with care and great
tact and remember that Life's a Great Balancing Act.
Just never forget to be dexterous and deft. And never
mix up your right foot with your left.



A whimsical illustration on a dark teal, textured background. A person with a large, spiky head and a simple body is climbing a tall, thin ladder. At the top of the ladder, the person is reaching up towards a large, light-colored crescent moon. From the bottom of this moon hangs a large, ornate key. Several other smaller crescent moons are scattered across the sky, each with a smaller key hanging from it. In the bottom right corner, a curved path leads towards the ladder, with several small snails crawling along it. The overall mood is one of aspiration and hope.

And will you succeed?
Yes! You will, indeed!
(98 and $\frac{3}{4}$ percent guaranteed.)

A vibrant aurora borealis (northern lights) display in shades of blue, green, yellow, and orange, dancing over a dark, silhouetted mountain range under a starry night sky. The scene is reflected in a calm body of water in the foreground.

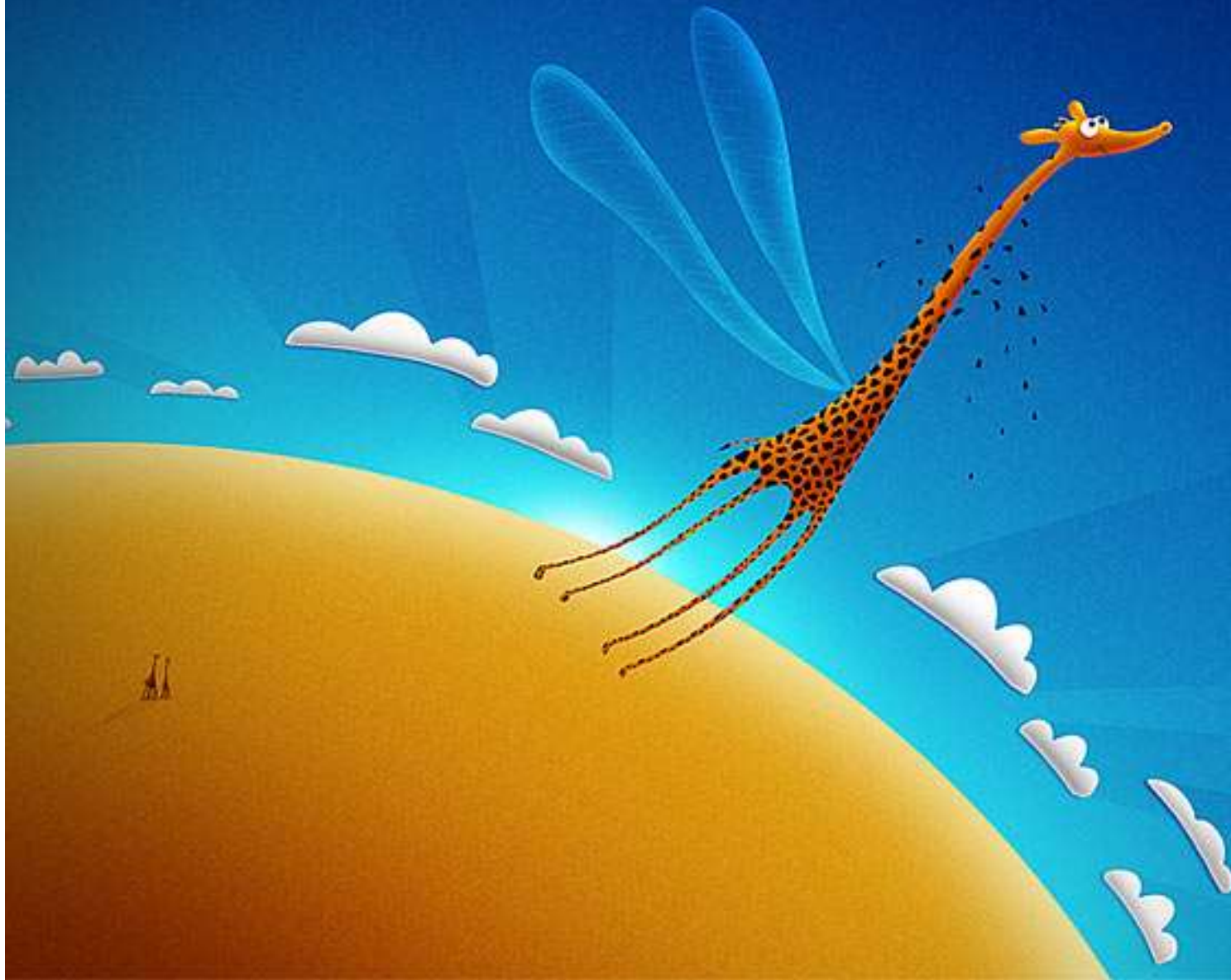
Kid, you'll move mountains!

So...be your name Buxbaum or Bixby or Bray...
...or Mordecai Ale Van Allen O'Shea, you're off to
Great Places!
Today is your day!

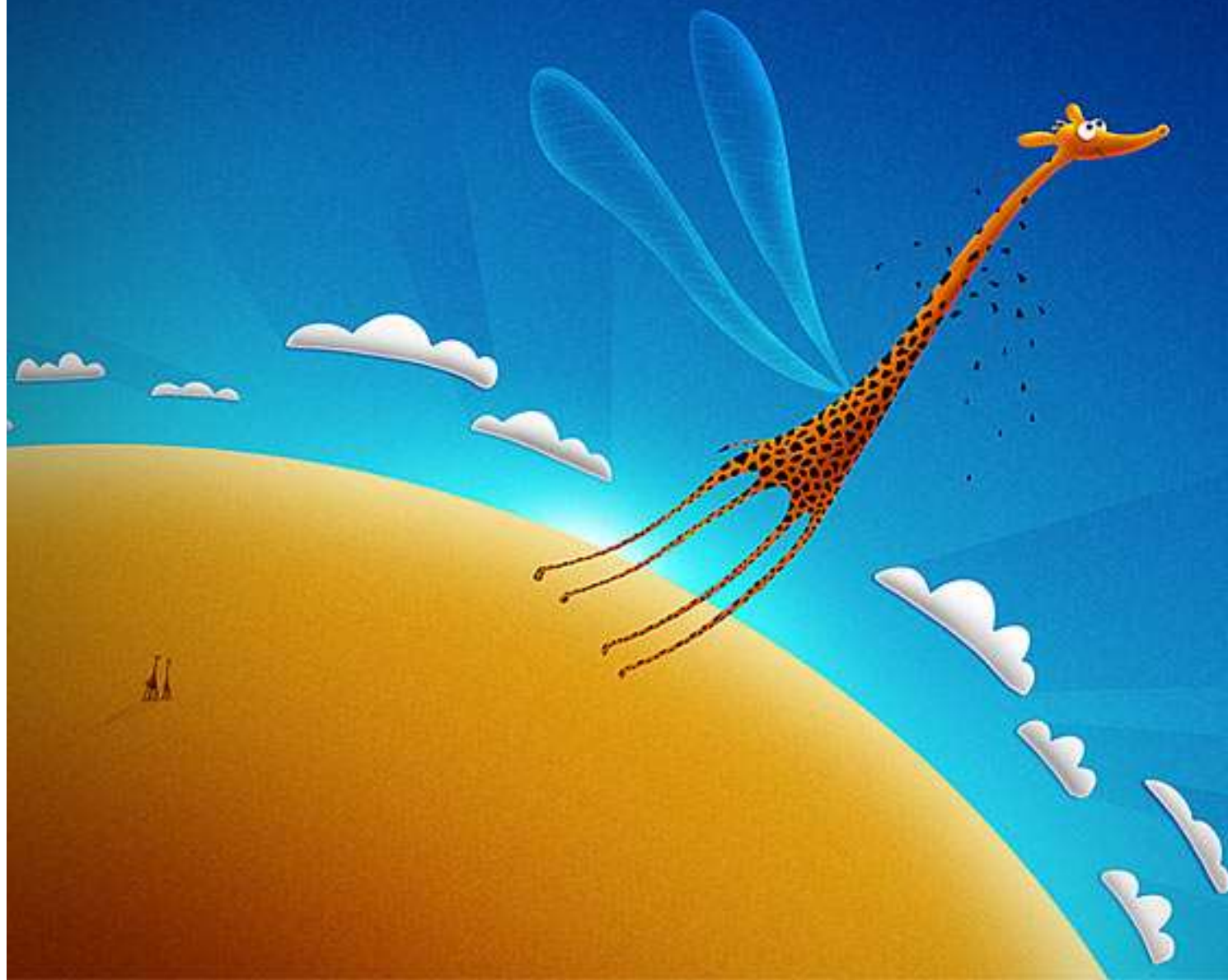
Your mountain is waiting.



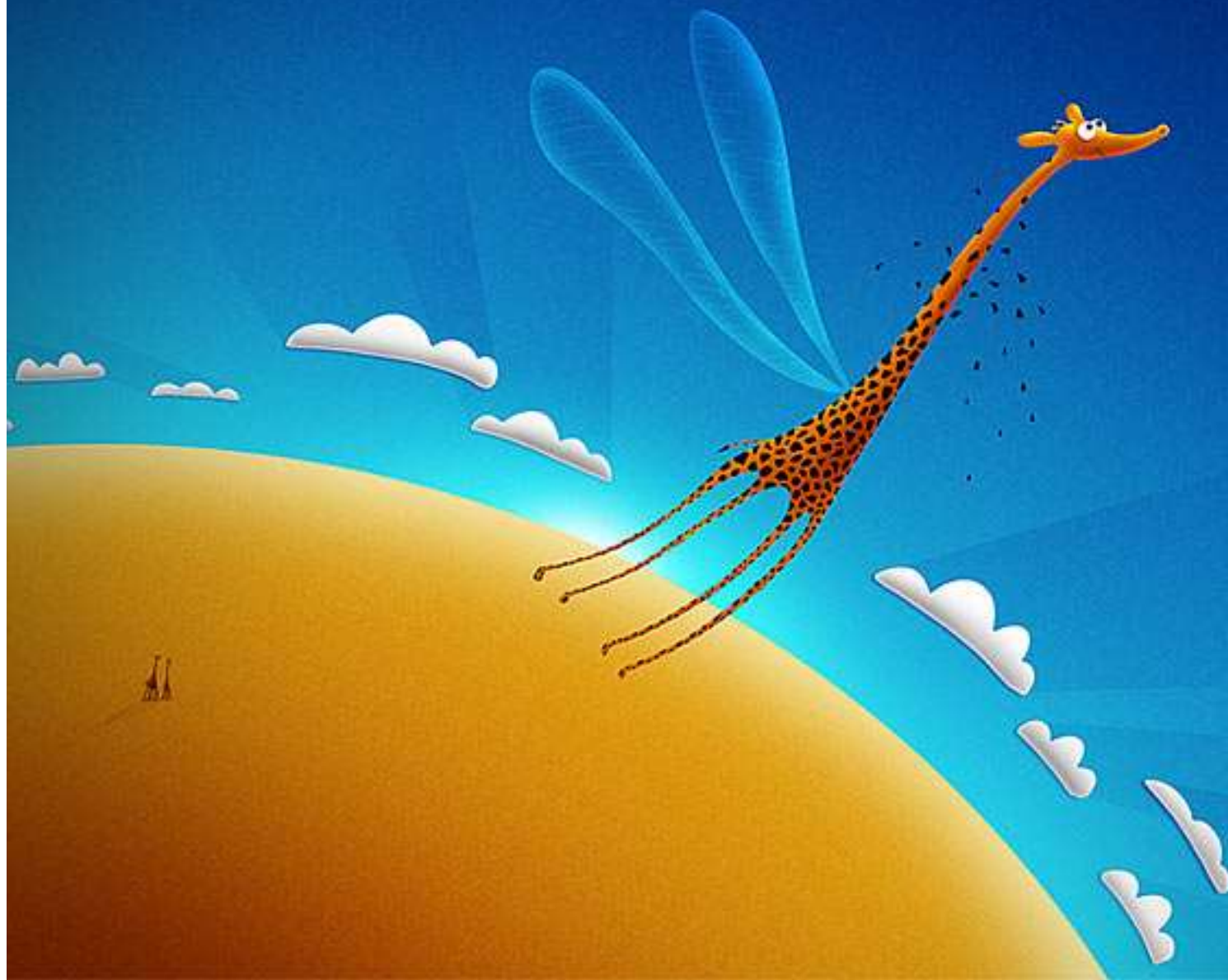
So...get on your way!



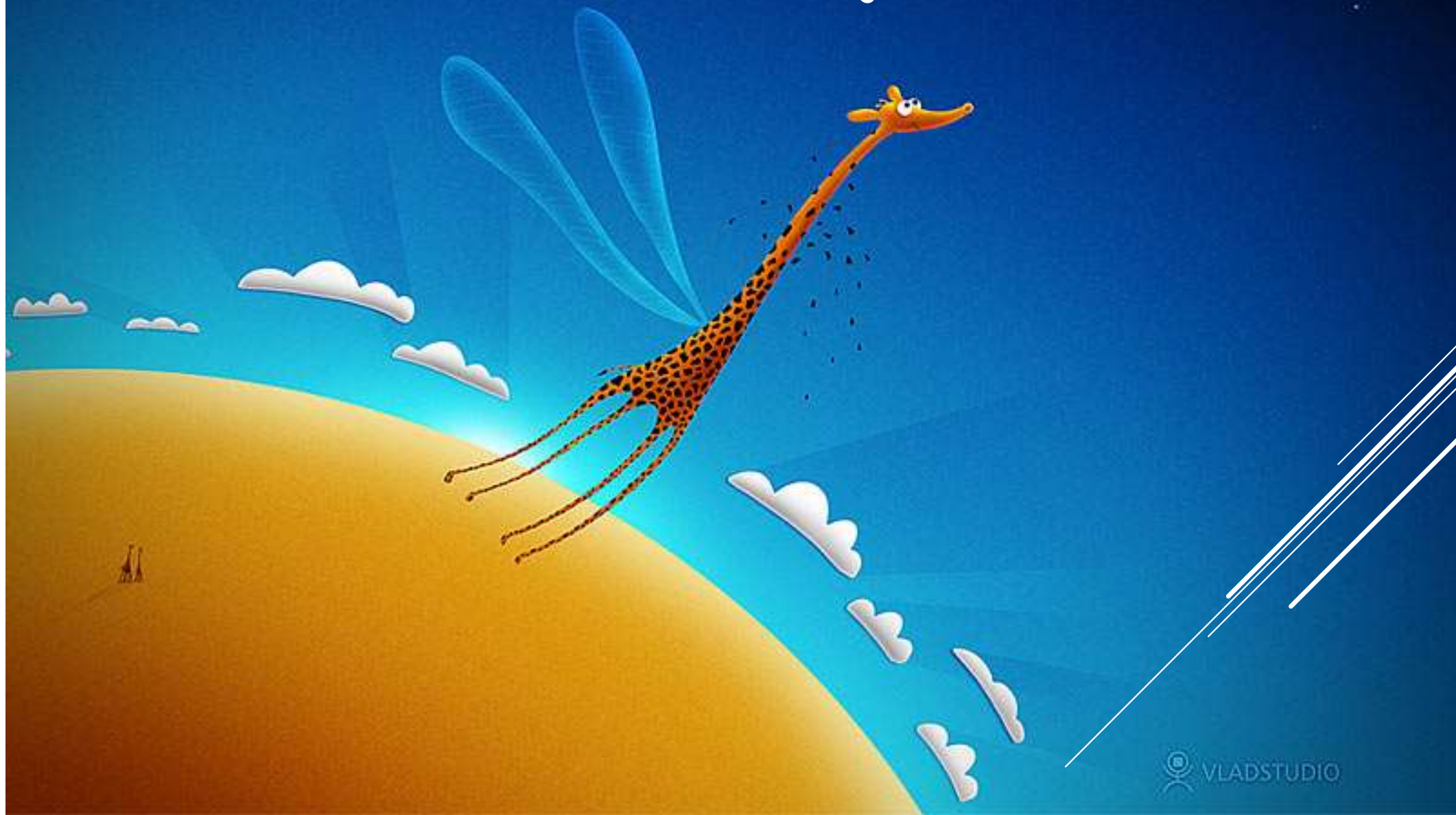
Nave



Finn



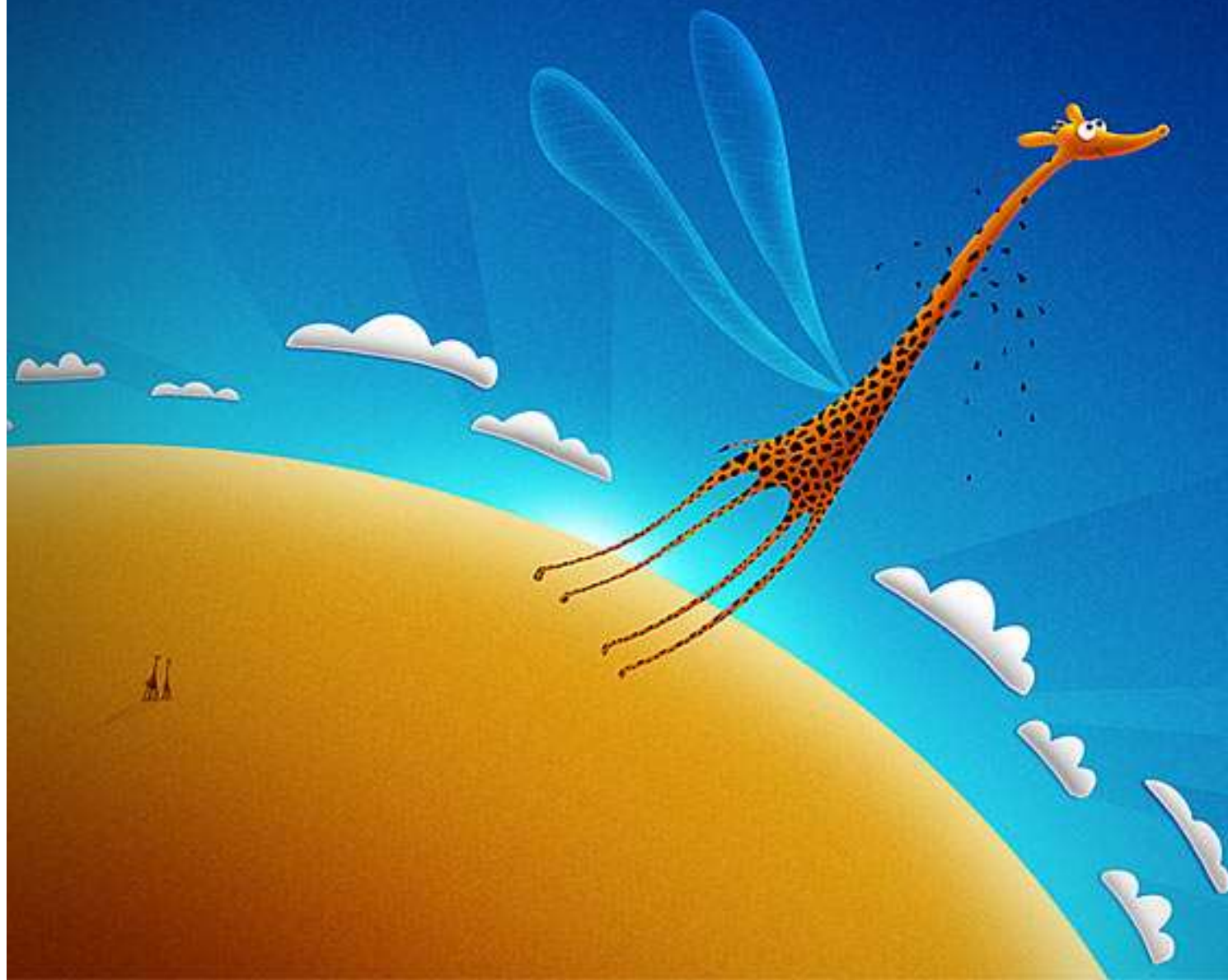
Teddy



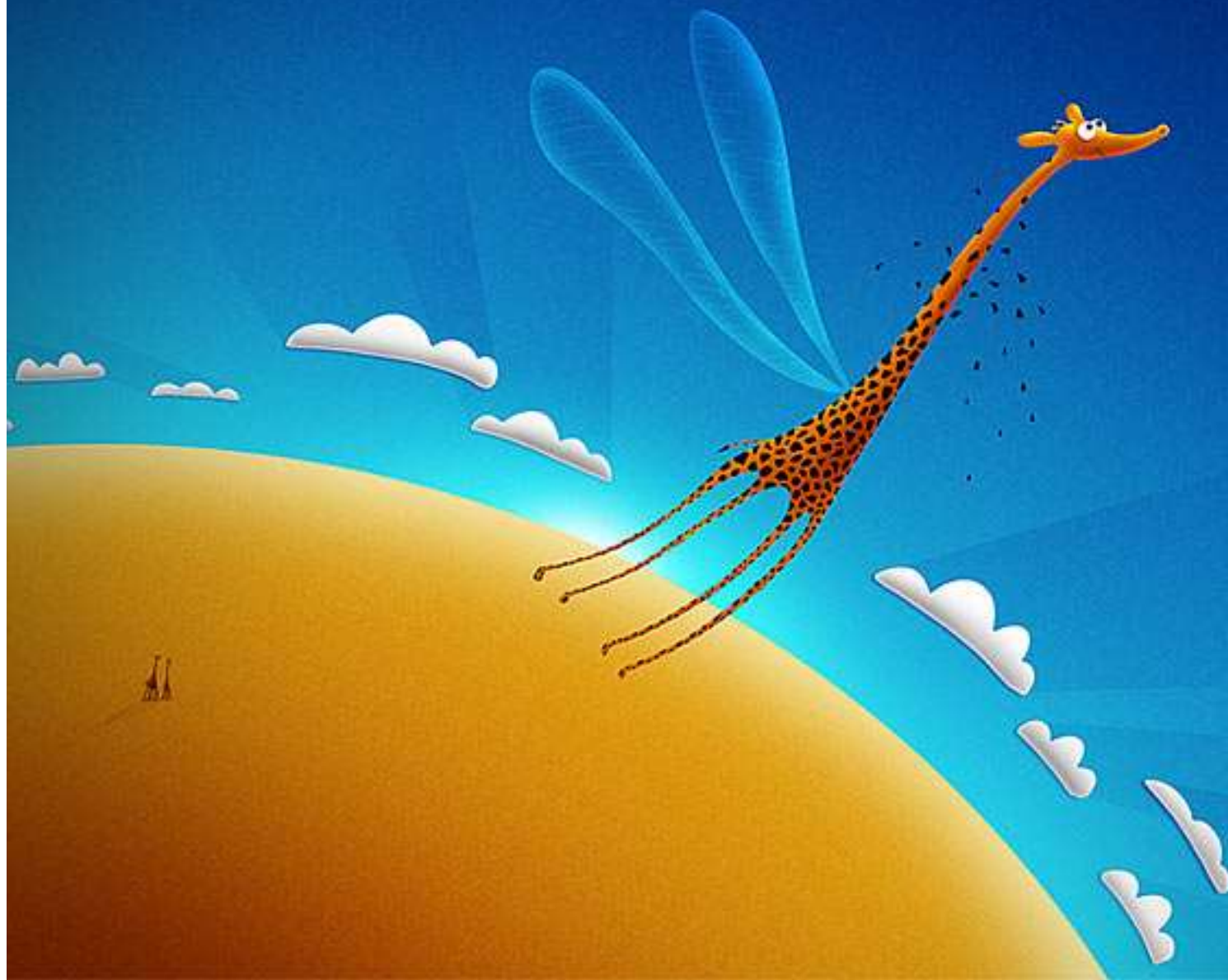
Michaela



Isaac



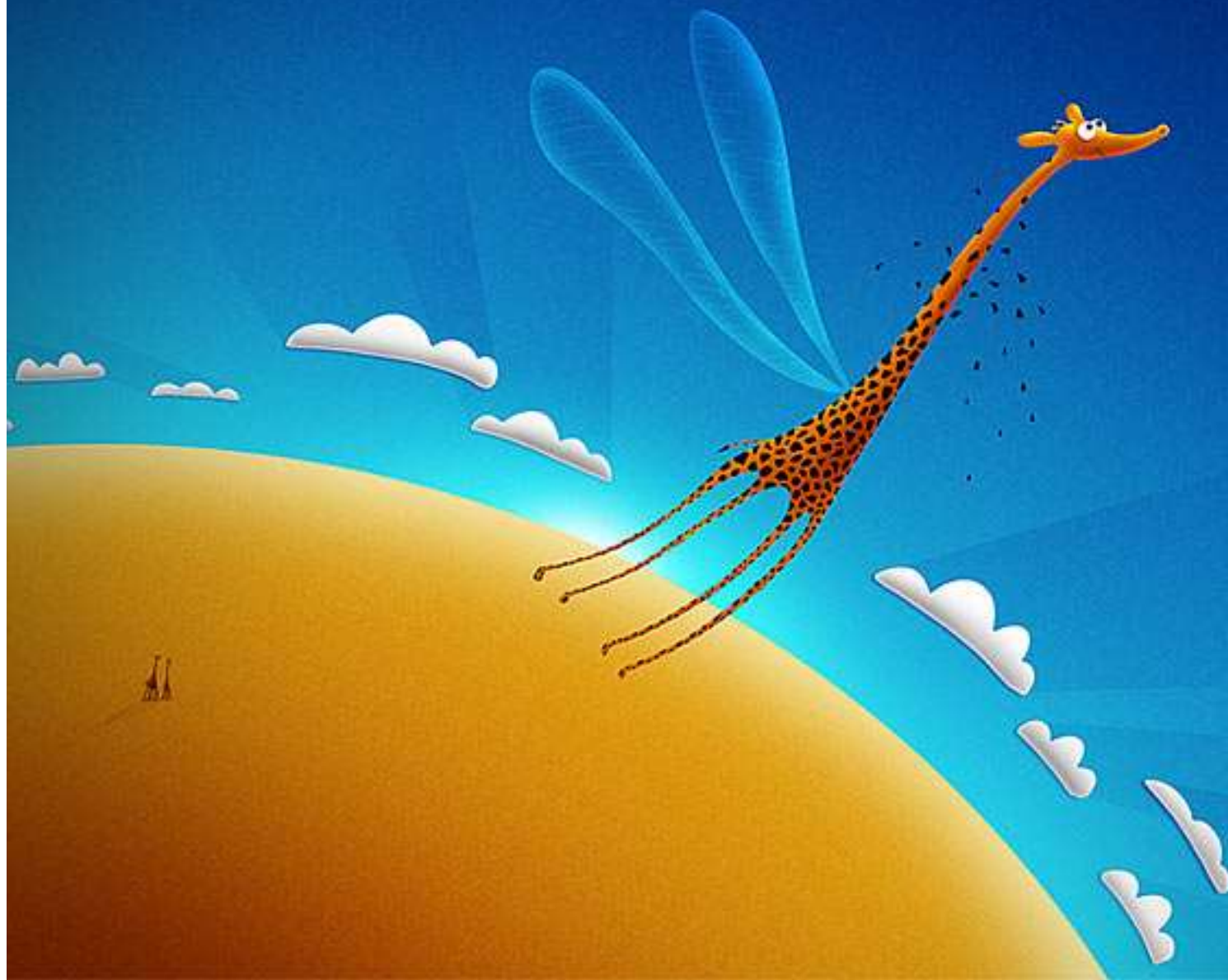
Lior



Nathan



Roni



Ms Garry



Ms Tuite



Ms Monaghan



Ms O'Mahony



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