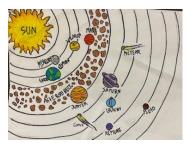
LYNDHURST JANUARY 2022 NEWSLETTER







We are happy to be back together at Lyndhurst after our extended winter break and everyone has settled back into our routines and our new COVID protocols.

- Basketball Intramurals for Grade 6/7 began Dec. 12, thanks to Mr. Singh
- Black Excellence Day Jan 14th. Our grade 6 & 7s watched the district event and other classes did stories and activities celebrating the contributions of Black Canadians.
- January 26 Shelter in Place Practice Drill A real 'shelter in place' happens when there is danger outside the school building and everyone needs to remain inside, such as a wild animal on the playground.
- January 27th Read-a-thon and 'Read in your Jammies Day' Students did extra reading as part
 of our library fundraiser and everyone was invited to come to school in pajamas

Upcoming:

- January 28th School Spirit Day Disney Day. Our Grade 6 and 7 leadership students invite staff and students to wear clothing, pictures or costumes of Disney Characters or shows.
- February 22 Saleema Noon Sexual Health (Body Science) Educator session for parents on Zoom in the evening (time TBA)
- February 23 Saleema Noon Body Science sessions for students. These sessions are generously funded by our Lyndhurst PAC.
- February 25 Professional Development Day no school for students

New Playground Update – equipment has now been ordered and we are waiting to find out when installation will begin.

Hepa Air Scrubbers have been provided for our school. These are large units that filter the air in rooms throughout our school.

We are continuing to work on our school goal of improving student numeracy/math. See the back side of this page (or below online) for tips to support your child at home with Math.

See the February Calendar and remember that any changes that occur after the calendar goes home will show up on our school website under 'Upcoming Events' <u>https://lyndhurst.burnabyschools.ca/</u>

Lyndhurst is also on Twitter (@LyndhurstSD41). Our tweets give families another way to see what is happening at school. You do not need a Twitter account to see our Tweets because they will also appear on our school webpage <u>https://lyndhurst.burnabyschools.ca/</u>











HELPING YOUR CHILD WITH MATH AT HOME

(from https://www.ontario.ca/page/support-your-childs-math-learning)

As a parent, you can make a difference and support your child's learning by making math a regular part of your day-to-day life at home. You can help your children make connections between what they learn in school and everyday experiences at home and in the community.

You can:

- find ways to incorporate math at home
- inspire a love of learning and better understanding of math
- talk with your child about their math school work
- show an interest in what they are learning in class
- help make learning fun by finding real world applications of what they are learning together

Make math part of your day-to-day routine

You can use the following methods to help make learning fun and find real world applications of math.

- **Math games** math puzzles, or card and board games can show that math is fun. They also require trial and error thinking, enhance numeracy and logical thinking, and promote discussion.
- **Math in digital games** if your child enjoys using technology, introduce them to fun and educational online games and activities.
- Math at the grocery store talk to your child about how to weigh items on a scale or how to estimate the total bill as you fill your cart.
- Math with money create a budget together or save to make a special purchase to help your child manage money. You could go shopping together and ask your child to estimate the amount of a purchase, calculate tax and check their change.
- Math in the kitchen bake, cook and prepare food with your child. There are many great math opportunities in the kitchen, such as measuring ingredients.
- **Math on TV** watch educational TV shows. Many shows have websites with activities to do together, including free games, apps, math crafts and songs