

JUNE NEWSLETTER

Dr. A.T. LEATHERBARROW PRIMARY SCHOOL

Dream Achieve Teach Learn



IMPORTANT DATES TO WRITE ON YOUR CALENDAR



Monday, May 30—Swimming program begins, check the schedule in this newsletter for your child's class schedule

Wednesday, June 1- Pizza for the month of June starts. (Pizza will be on Wednesdays for the month of June)

Thursday, June 2- AM Gr. 2 tour HES; PM School participates in Walk & Roll

Friday, June 3—Kindergarten Transition Day (No school for our current Kindergarten Students)

Monday, June 21 to Friday, June 25—STEAM Week

Friday, June 24—Last day of school for students & report cards go home

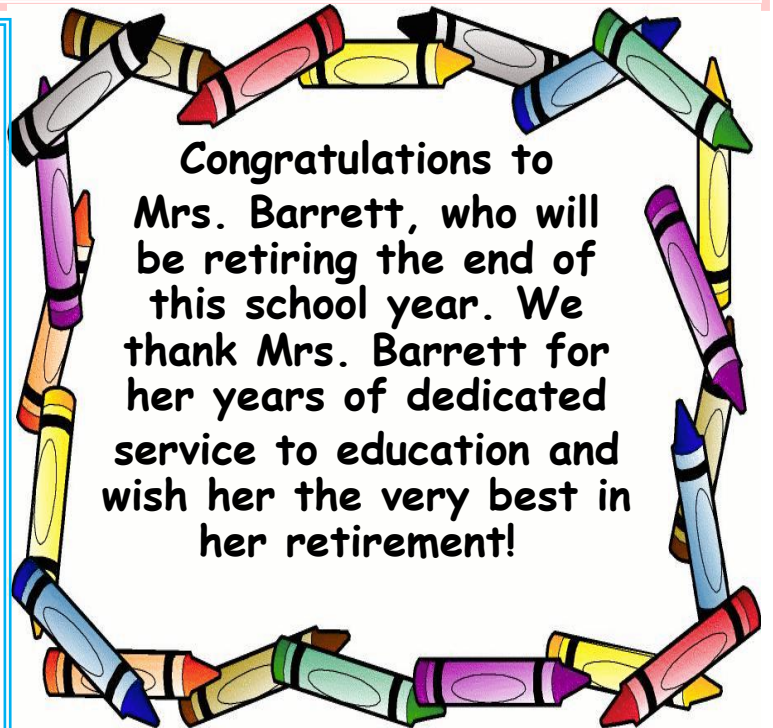
Please review the school calendar for more events and dates.

KINDERGARTEN TRANSITION DAY

THERE IS NO SCHOOL FOR OUR KINDERGARTEN CLASSES ON FRIDAY, JUNE 3

Next year's kindergarten students will come to school for Transition Day on June 3rd.

This is a wonderful opportunity for our future K students to see the classroom, experience school routines, and interact with a teacher and future classmates. They will also go for a short bus ride on School Street.



Congratulations to Mrs. Barrett, who will be retiring the end of this school year. We thank Mrs. Barrett for her years of dedicated service to education and wish her the very best in her retirement!

**National
AccessAbility
Week2022**
INCLUSIVE FROM THE START

MAY 29 TO
JUNE 4

#NAAW2022

#InclusiveFromTheStart



Canada

PHYSICAL EDUCATION NEWS

Disability Awareness Week May 30-June 3

New Brunswick has set this week as Disability Awareness Week. At our school, students will hear a different daily announcement defining disability and accessibility, as well as vision, hearing and mobility impairment. A take home sheet for students and families to have discussions about the above impairments will be sent home on by TUESDAY. All students who complete the sheet by June 3rd will have their name put in a draw for a small prize. Thank you for helping to support their learning on this topic.

Swimming

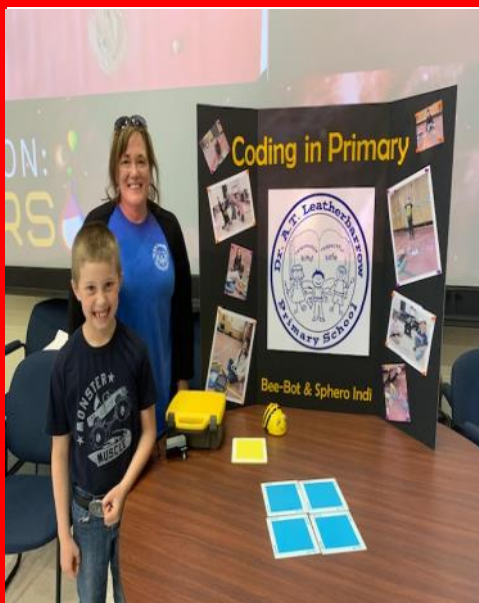
Swimming begins this week! We are so fortunate to have the pool so close to us. Lessons will happen rain or shine. The schedule was included with the May newsletter and is also on the last page of this newsletter. Please send warm clothing for your child to change into afterwards; it can be a chilly walk back to school some days.

STEAM Week at DATL



To celebrate the end of school, DATL will be having our second annual STEAM week from June 20-24. Each day your child's class will be participating in activities related to the five areas of STEAM: Science, Technology, Engineering, Art, and Math.

Our ducks have hatched and are doing swimmingly in Kindergarten!



ASD-S, in partnership with Brilliant Labs was pleased to host the ASD-S Maker Faire. This event showcased some of the innovative teaching that is happening across the district.

DATL was lucky to show off some of our coding skills!

A special thank you to Ms. Creighton, Mrs. Kierstead and some of our grade 2 students for representing DATL!

Well done!



June 2022 Swimming Schedule

Swimming Lessons Week 1

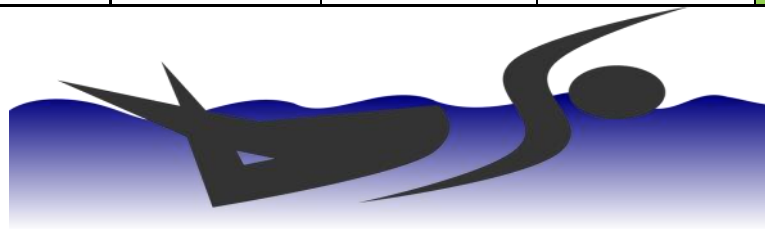
Times		Monday	Tuesday	Wednesday	Thursday	Friday
Start	Finish	30-May-22	31-May-22	1-Jun-22	2-Jun-22	3-Jun-22
9:00	9:30	2 Barrett	1 Mitchell	K Creighton		Rain Day!
9:30	10:00	2 Peters	K Walsh	1 Landry		
10:00	10:30	1 Allaby	K Kingston	1 White		
10:30	11:00	1 Brown				
11:00	11:30	1/2 Kierstead				

Swimming Lessons - Week 2

Times		Monday	Tuesday	Wednesday	Thursday	Friday
Start	Finish	6-Jun-22	7-Jun-22	8-Jun-22	9-Jun-22	10-Jun-22
9:00	9:30	2 Barrett	1 Mitchell	K Creighton		Rain Day
9:30	10:00	2 Peters	K Walsh	1 Landry		
10:00	10:30	1 Allaby	K Kingston	1 White		
10:30	11:00	1 Brown				
11:00	11:30	1/2 Kierstead				

Free Swim

Times		Monday	Tuesday	Wednesday	Thursday	Friday
Start	Finish	13-Jun-22	14-Jun-22	15-Jun-22	16-Jun-22	17-Jun-22
9:00	10:00	2 Peters	2 Barrett	K Kingston	K Creighton	
10:00	11:00	1 Mitchell	1 White	1 Brown	1 Landry	
11:00	1:00	1 Allaby	1/2 Kierstead	K Walsh		



Wishing you a...
Happy
Father's
Day!

Have an
awesome
Summer!