





day back at school... Which one were you?



**Head of Primary's Message** 

### Dear Parents,

As we close out the first week of the new academic year, I would like to take a moment to express my immense pride in your children. For me, there is no better job in the world than to work in a primary school. To be greeted with smiles, laughter and even the odd tear.

### **Singers and Dancers:**

It was lovely to pop into some of the choir and dance squad auditions this week. Our students continue to surprise me with their latent talents, passion, and commitment to the arts. With Tunes on Tuesdays and Footloose Friday there will be plenty of opportunity for anyone who wants to express passion for performance. Starting any new tradition will take time, but please join in supporting the early adopters of this initiative, and of course if any parents want to perform with or for their children, you are welcome to.

### **Environments:**

A special shout-out to our amazing team of teachers who put in countless hours last week and in their own time preparing their classrooms. Their efforts have transformed our spaces into inviting, warm, and engaging learning environments. As always, the best displays happen as the children begin to create amazing work. Please look out for your year reps on ways to be involved in our learning environments as there will be a number of projects during this first term.

### Squads:

The trials for Football, Netball, and Swimming have been quite the spectacle! The overwhelming participation from Years 3-6 - with 615 students in total - speaks volumes about the enthusiasm and sporting spirit that thrives at DIA Primary. Last year we participated in more DASSA events than any other primary in the region and we look set to reach similar heights this year. Please let me extend my thanks to all parents who give up so much time in support of your children's participation. The remaining trials are lined up for next week.

### Pick-Up and Drop-Off Advisory:

We understand that the first weeks can be hectic during the school run. The commencement of squads and CCAs will soon streamline the process. Below, you will find some guidance aimed at promoting the safety and efficiency of our pick-up and drop-off procedures.

### Community and WhatsApp

Community is one of our drivers and I look forward to all that we will achieve this year. Whenever possible, please support our events, workshops, CCAs and initiatives. Engage with books when they are sent home, come to class assemblies and performances. WhatsApp groups can be place to connect build community, however sadly, they can also incite confusion and some rather unpleasant conversation. In many cases, the written and spoken word do not match up. Please think carefully about any contributions made in writing and I encourage WhatsApp as a place to organise, share and support one another.

### **Embracing Change:**

Beginning a new school year always brings with it a myriad of changes, the size of which are often based on perspective and experience. As the Head of DIA Primary, I believe in the power of change to catalyze growth and resilience. Teaching our children essential life skills is paramount in today's ever-evolving world. At times that means coping with disappointment and becoming stronger from it. Together, as a united community, we must instill these skills in our children and set them up for a successful future.

I look forward to seeing many of you in the coming weeks. Kind regards, Tom Collar

# **Drop off**

In order to support parents with multiple pick ups, at DIA we have unified pick up and drop off from Year 1. While this is naturally busy in the beginning of term, once CCAs and squads begin, drop off and pick up will be less congested.

That said, here are a few suggestions from this week:

- No drop off before 7am, we do not have academic staff to supervise before this time.
- Place bags next to the children in the car, rather than the boot. This may mean you won't need to get out the car.
- If you need to exit your car, please return to it promptly.
- Carpool if you can.
- Horns are for making someone aware of your vehicle (sometimes needed) and not for venting your frustrations. Please remember that children see, children do. Let us teach children to be empathetic to each other.
- While the above point stands, please try to be mindful of the community and keep in the swift spirit of 'kiss and drop'.



You <u>must not</u> 'park' here.





Pick up is being slowed by parents entering the building and waiting in doorways. Please wait in the shaded areas provided and do not enter the school building. Pick Up

Year 1A, B, C, D, E from the Kiss and Drop

The area outside the courts is shaded for parents to wait in

KG2, Year 1F&G and Year 2 will wait under the shade either side of the gym.



Shading has been added along the running track

### Self and Sibling Dismissal

Year 4-6 can self dismiss if THIS FORM has been completed. They can then either walk home or can meet you in the car park or nearby community such as the lakes

Year 3 can be collected by an older sibling and go home but cannot selfdismiss.

Year 2 and below can be collected by a Year 4 and above in order to meet an adult on site, but must be accompanied by an adult off site. Year 3-6 will be brought to the shaded courts for collection.



Please be mindful of how and where you are leaving your car.

All CCA's will be brought to the shaded courts at 4pm when they finish. Please be punctual and we will do the same.

## **Indoor Hot Weather Games**

Many parents are calling for a reduction in technology and increased exposure to socialisation. I firmly agree and as such am encouraging teachers, children and parents to spend time experiencing games that for the most part, do not require much equipment to have a good time.

**Pass the Drawing**: Each child starts with a piece of paper and draws a picture or a scene. After a set time (1-2 minutes), everyone passes their drawing to the next person who adds to it. This continues until the drawings have made a full circle.

**Telephone Whispers:** Children sit in a circle. The first child whispers a sentence to the next, who whispers what they heard to the next, and so on. The last child says out loud what they heard, and everyone gets to hear how much the message changed.

**Simon Says**: A simple yet engaging game where one child is 'Simon' and the others must follow the instructions only when preceded by "Simon says".

**Hangman**: A word-guessing game that only requires a blackboard or a piece of paper. One child thinks of a word, and the other children guess the letters. If they fail to guess correctly within a certain number of tries, they lose.

**Hot Potato**: Children sit in a circle and pass around a small object (like a small ball or beanbag) while music plays. When the music stops, the person holding the 'hot potato' is out.

**Charades**: Children can take turns acting out a word or phrase without speaking while the rest of the group tries to guess what it is.

**Pictionary:** Similar to Charades, but this time the child must draw the word or phrase while others guess. This only requires a board and something to draw with.

**Story Circle**: One child starts a story with a sentence, then the next child continues the story with their own sentence, and so on around the circle.

**Heads Up**, **Thumbs Up**: Children are selected and the rest put their heads down with their thumbs up. The children go around and each press one person's thumb down, then those children must guess who chose them.

**20 Questions:** One child thinks of an object, person, or place and the other children take turns asking yes-or-no questions until someone guesses correctly or they reach 20 questions.

**I Spy**: One child selects an object in the room without telling the others and says "I spy with my little eye something..." and then gives a descriptive clue. The other children then try to guess what the object is.

**Wink Murder:** One child is secretly assigned the role of the 'murderer' and can 'kill' others by winking at them discreetly. If a child is 'killed', they sit down quietly. The game continues until the 'murderer' is caught or everyone is 'dead'.

**Squares (Dots and Boxes)**: A game for two or more players on a grid of dots. Players take turns to connect two adjacent dots; completing a box earns a point and an extra turn. Game ends when all boxes are claimed. The player with the most boxes wins.

**Sticks**: This two-player game starts with each player extending one finger on each hand. Players alternate tapping an opponent's hand with their own, adding the number of fingers from their hand to the tapped hand. Hands are 'out' once they hold five fingers. Instead of tapping, a player may also split their fingers between their own hands, if both hands hold less than five fingers. A player wins when both of their opponent's hands are 'out'.

## **Outdoor Games**

Skipping Rope (Jump Rope): Players use a long rope, swing it over their heads and jump over it as it comes down.

**Speed Skipping:** Competitively, individuals or teams try to make as many jumps as possible in a given time.

**Double Dutch:** Involves two ropes turning in opposite directions. One or more jumpers try to jump simultaneously.

**Hopscotch:** Players throw a stone into a grid drawn on the ground and then hop or jump following the grid's pattern to retrieve it.

**Tag:** One player tries to "tag" other players. Once a player is tagged, they often become "it" and must then try to tag others.

**Stuck in the Mud:** Similar to tag, but when a player is tagged, they are 'stuck in the mud' and can't move until another player 'frees' them.

Hula Hoops: Players try to keep a circular hoop rotating around their waist by moving their hips.

**Duck, Duck, Goose:** Players sit in a circle while one player walks around tapping heads saying "duck" until they decide to say "goose". The "goose" then jumps up and chases the first player, trying to tag them before they sit down in the "goose's" spot.

**Four/Six Square:** Played with a ball and a four-quadrant court. Players must bounce the ball between the squares, first landing the ball in their own square and then the ball landing in another square. If the ball bounces twice in your square you exit the square.

Marbles: Players use their marbles to hit other players' marbles out of a designated area.

**Simon Says:** One player gives commands like "Simon says touch your toes". Players only follow the command if it starts with "Simon says".

**Red Light, Green Light:** One player turns their back and says "green light", letting others advance, and "red light" to make them stop. They turn quickly to try to catch others still moving.

**Capture the Flag:** Teams try to capture the other's flag, usually hidden in their territory, without getting tagged.

**Poison Ball:** Players stand inside a large circle drawn on the ground, with a ball. The aim is to roll the ball to hit another player's foot. If your foot is hit, you're out.

**Sleeping Lions:** Children lie down and pretend to sleep, and two are chosen to walk around trying to make the 'sleeping' children laugh without touching them.

**Four Corners:** Indoors or out, one child is 'it' and stands in the middle of the play area. Four corners are designated. While 'it' counts with eyes closed, the others run to a corner. A corner is called out, and anyone in that corner is out.

**Bulldog:** One or more children stand in the middle of a play area. The rest stand at one end and try to run to the other side without being tagged.

## Comm's Corner

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## NOTICES

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YEAR I

EAR 2

• NO HAT NO SUNSHINE! Tough to find a catchy headline for this. However, it is vital that your children are protected from the sun if they are in the direct light. From next week we will be enforcing this rule in full.

YEAR 3

<u> (EAR 4</u>

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CLICK HERE to purchase the DIA Baseball Cap 
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TURN

OVER

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00.		SEP	TEMB	BER		2023
SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
27	28 HOPES AND DREAMS ACHANE TO MEET YOUR TEACHER, ASK QUESTRONS AND ORIENTATE YOURSLEVS (PARENT S AND STUDENTS BY APPOINTMENT)	29 AUDITIONS FOR DANCE, MUSICAL CHOIR Dance and choir lunch time walk ins. Hairspray Jr. The Musical during Lesson 7, sign up tink to follow.	31 AUDITIONS FOR DANCE, MUSICAL CHOIR Dance and choir lunch time walk ins. Hairspray Jr. The Musical during Lesson 7, sign up tink to follow.	31 AUDITIONS FOR DANCE, MUSICAL CHOIR Dance and choir tunch time walk ins. Hairspray Jr. The Musical during Lesson 7, sign up tink to follow.	01 CCA SIGN UP INFO & LINK WILL BE SHARED. YEAR GROUP REPS MEETING WITH MR. TOM TO TALK ABOUT THIS YEARS MITIATIVES	02
80	04	05 PAID CCA EXPO INTERNATIONAL DAY OF CHARITY CHILDREN WILL LEARN ABOUT OUR GIVE FOUNDATION AND THE WORK TI DOES TO SUPPORT UNDERPRIVIALGED CHILDREN.	00	20	08	60
9	11 CCA TERM 1 BEGINS CAT4 TESTING YEAR 3 AND NEW STUDENTS IN YEAR 4-6)	12 NGRT TESTING A READING TEST FOR ALL CHILDREN IN YEAR 2 AND ABOVE	13 NGRT TESTING A READING TEST FOR ALL CHILDREN IN YEAR 2 AND ABOVE	14 NGRT TESTING A READING TEST FOR ALL CHILDREN IN YEAR 2 AND ABOVE	15 NGRT TESTING Areading test for all children in year 2 and above	16
17	18 KG1 AND 2 WELCOME MORNING DAEH CANTEEN @ 7:45	19 YEAR 1 AND 2 WELCOME MORNING DIAEH CANTEEN @ 7:45	20 YEAR 3 AND 4 WELCOME MORNING DIAEH CANTEEN @ 7:45	21 WORLD PEACE DAY (CHILDREN WEAR WHITE) YEAR 5 AND 6 WELCOME MORNING DIAEH CANTEEN @ 7:45	22	23
24	25	26	27	28	29	30

