

KISHE BAPIIWAT

DECEMBER
2025 NEWSLETTER

MR. GABES GRADE3/4
CLASSROOM

What We Learned

Literacy & Speech Development

Students began weekly Building Bridging Literacy group sessions with Hannah from Anderson Therapy. These lessons focus on oral language, phonological awareness, and early literacy skills. Students are building confidence in speaking, listening, and foundational reading skills, supporting Ontario Language curriculum expectations in oral communication and reading.

Science: Plants & Photosynthesis

We continued our study of plants, learning how photosynthesis helps plants grow and survive. Students explored how sunlight, water, and air work together to help plants make food, aligning with Science expectations related to living things and their basic needs.



What We Learned

Math: Skill Building

Students continued developing number sense and problem-solving skills through Symphony Math. Learning focused on recognizing patterns, building fluency, and applying strategies, supporting Mathematics expectations in number sense and operations.

Important Dates

- Elders Lunch - January 24
- PD Day - February 20th
- Term 2 Report Cards - Feb 23

Winter Reminder

- Please ensure students come to school with boots, hats, and proper winter gear
- Continue supporting learning at home by using Lexia and Symphony Math
- Reading to your child at home makes a big difference and is strongly encouraged

DECEMBER FUN & CELEBRATIONS

- December was filled with memorable experiences and hands-on learning. Students enjoyed tobogganing at the high hills, celebrating the season through outdoor play and movement.
- We also made sugar cookies from scratch, with students helping prepare the dough, shape cookies, mix colours for frosting, and decorate their creations. This activity blended creativity, teamwork, and a lot of fun.
- To end the month, we celebrated together at the community Christmas feast, where Santa surprised the students with gifts. It was a joyful way to come together and celebrate the season as a community.

