

We have enjoyed a very productive term with all children displaying the school's values of respect, and excellence. It has been wonderful to see all students engaged in their learning and building positive relationships with others. Our school website is constantly being updated, our focus has been to show are students engage in their learning.

Chat Space with Miss Jess

All students have had the opportunity to spend time with Miss Jess our school chaplain at lunch times on a Tuesday and Wednesday. Board games, colouring, and skipping are some of the many activities the students enjoy.



School Security

We have had some damage to the school in recent weeks and people on the school grounds after the end of the school day displaying anti-social behaviour. Parents are asked to be alert and report any suspicious behaviour within the school to School Watch 1800 177 777 or the police on 131 444.

We will be locking all the gates around the school starting at 3:10pm/2:45pm (Wednesday). To assist we ask that you leave the school grounds once you have collected your children. If you are still on the grounds after this time due to a parent meeting, you will need to exit the school via the office.

Voluntary Contributions

A huge thank you to the families that have paid their voluntary contributions this year. We encourage all our families to make this payment as all the monies go directly to supporting your child's education. **Progress payments** are welcome and can be paid at the School Administration or by direct deposit into the school bank account.

How to Make Payments

Payment of **Contributions** can also be made at the school office by cash, cheque, or EFTPOS or by direct deposit into the school bank account

Edney PS BSB 066-112 Acct No. 00904132

Please note child's name in details

School Board

Thank you to everyone who voted in our recent election for a parent representative for the School Board. I would like to welcome Mr Phoenix Palfreyman to the Board.

Kind regards

Rebecca Coslani

PRINCIPAL