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news from the trunk

Superintendent's Message

Bridget Davies
KAS Superintendent

A Message from the Early Childhood & Elementary Principal

Gryffindor, Slytherin, Ravenclaw and Hufflepuff, these are the four houses from the Harry Potter series. The purpose of the houses is to create fair and quality competitions, mentoring younger students and to give leadership roles to older students. As we see in the movie these competitions and challenges bring groups together and foster a sense of belonging and school spirit.

Here at Khartoum American School we are introducing a house system to encourage the same qualities helping to foster our 4 C's; Community, Citizenship, Character and Curriculum. On Thursday the 26th the students were divided into three houses to compete in competitions throughout the year to earn points for their respective houses. The students were first placed into their houses based on the birthday months. Then each team selected captains of their houses one male and one female senior who will help make final decisions for the houses.

The houses then competed in two competitions. The first competition was for selection of house color. All house members created a chain by holding hands and the objective was to pass five hula hoops down the line without letting go of hands. The first team to finish had first selection for team color and second place received second selection of team color. The third place team then had last selection for team color. The second competition of the day was a relay race involving; water, cups, buckets and a ping pong ball. All members of each house set up in a line with each house receiving 5 cups at the beginning of the line. Once a cup was filled they passed the cup down the line until the last person in line received the cup of water, who then poured it into the bucket that had a ping pong ball in it. That person then ran with the cup to the back of the line and filled the cup with water and started passing it down the line. The first team that had the ping pong ball float over the top of the bucket was the winner. This competition was for choosing house mascot. The houses had a selection of, Rhino, Lion, Falcon and Leopard. Each house was also awarded points for finishing first, second or third. These points will continue to add throughout the year.

We plan on using these houses throughout the year and in future years for competitions and activities. We are planning on having other sporting events that will make use of the houses, such as a sports day, track and field event and even a swimming competition. As we develop the house system we would like to have students earn points in other ways such as; percentage of students that earn honor, displaying good behavior and citizenship, and completion of service projects. These are just a few examples of how we plan to use the house system here at Khartoum American School. The students will be a part of these houses for the entirety of their time here helping to provide the students with school pride and a sense of belonging.

"Competition is very good . . . as long as it's healthy. It's what makes one strive to be better." - Christine Lahti

Jeremy Albright

Early Childhood & Elementary Principal

STEAM Projects

Grade 4 is loving their mechanical engineering unit with hands on activities. They are using STEAM (Science, Technology, Engineering, Art, and Math) to create different projects like a wind turbine, rubber band racer, and a hydraulic claw. STEAM helps students become more proficient in collaboration, questioning, problem-solving, and critical thinking by using hands-on, project-based learning where students learn by doing.

What 4th graders are saying about their STEAM projects:

"Can I stay in at recess and make something?"

"Can we make our own project and show it during the Thursday morning assembly?"

"I can't wait until Discovery time!"

Jon Caldwell

Grade 4 Teacher

