

Every Reader Is A Winner

Dear Parents,

Every reader is a winner! That's our theme for this year's reading month. There is a calendar with daily activities for you to do at home, many of which we will also be doing at school. A fun and exciting feature is on non-school days, when your child completes the activity on the calendar, you can upload a photo of each activity students complete to

<http://holynamcomputers.weebly.com/reading-month.html> or email pictures to kfrank@hncschool.com. Each child's name will be placed in a drawing for a prize to be held the week of April 1. Three winners will be selected: one in grades Preschool-2nd grade, one in 3rd-5th grades and one in 6th-8th grades. The more pictures you submit, the better your chances are of winning!



Attached is your reading log. **Start at the bottom of the sheet**, record the minutes your child reads each day, sign the form and tear off that week's log. Send the signed log in with your child on **FRIDAY** mornings.

The top reader in each class will win a prize. The classes with the most minutes read will earn a pizza party. One class from Preschool-2nd grade will win, one class in 3rd - 5th grades will win and one class in 6th-8th grades will win. Watch the game pieces move around the board by the office. Our school goal is **200,000 minutes**. If the school meets this goal, there will be a prize for all students.

Again this year, Academy students will be able to participate in a locker decorating contest. All decorations must fit into the Board Game theme and be school appropriate. Lockers must be decorated by **Monday, March 4**. A prize will be awarded to the most creatively decorated locker.

Students will begin reading on Friday, March 1. All reading logs must be turned in no later than **11:00 am on Friday, March 29**. Reading logs turned in after that time will not count towards the total hours their class reads. Students will participate in a Read-In on Tuesday, March 5. Please see the attached letter for details.

Reading Month Committee