



NEWSLETTER

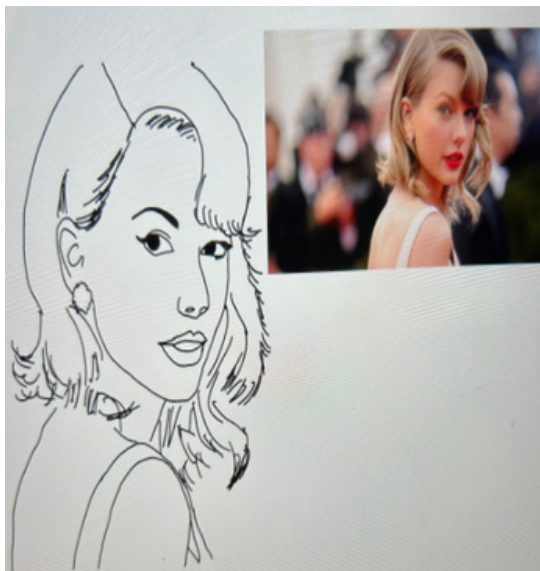
St. Agnes of Assisi CES



STREAM AND CATHOLIC EDUCATION WEEK

Students combine literacy with STREAM by using ozobots and the Code Mouse to retell Catholic Education Week stories.

Students also created stop-motion animation using Google Slides to animate the CEW theme "We are called to love."



IPADS

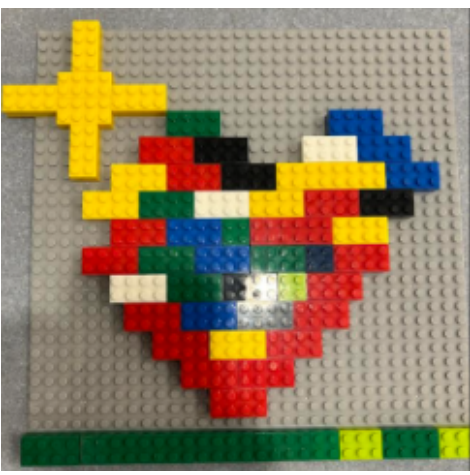
Innovation & Design

Students worked on iPad apps like Reality Composer, Key Note and Clips to create digital spaces and art work. Primary students learned to code using the Scratch Junior App.

[Read More](#)



LEGO CREATIONS



In library, students used Lego to visually retell the story "The Scarecrow," which discusses themes of friendship, love, and caring for one another. These marvelous creations were put on display in the library for Catholic Education Week.

STREAM DAY AT SAA CES

Trustee Wigston visited SAA during Catholic Education Week for our STREAM Day display.

Intermediate students showcased videogames that they created using Scratch, creations made using Key Note and Reality composer (they taught the trustee how to use the app as well), and demonstrated their knowledge of Python coding! Junior students displayed STREAM creations that they made in class for the solar eclipse and pulleys and gears unit, as well as ozobot story retells. Primary students showcased stop-motion creations, code mouse and bee bot paths, and Lego creations. Thank you to Trustee Wigston for participating in this fun day of sharing and learning.



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OUTDOOR EDUCATION PROJECT

MS. FUDA, MS. LIBONATI

Grade 5 students learned about environmental conservation and Indigenous education at Crawford Lake after being awarded a grant for the excursion.

Students went on a hike around the lake, learned to play lacrosse, and got a glimpse at what life was like in a longhouse.



HEALTHY SCHOOLS - P.L.A.Y. PROGRAM PEER LEADERSHIP FOR ACTIVE YOUTH MS. NAPOLI

STUDENTS IN GRADE 7 HAVE BEEN TRAINED IN THE PLAY PROGRAM AND BECAME STUDENT LEADERS. DURING THE TRAINING, STUDENTS LEARNED ABOUT LEADERSHIP, RESPECT, CONFLICT RESOLUTION, COMMUNICATION, BULLYING PREVENTION, ROLE MODELING POSITIVE BEHAVIOUR, AND LEARNED SKILLS TO PROMOTE PHYSICAL LITERACY AND PHYSICAL ACTIVITY AT SCHOOL. THE PLAY PROGRAM ALSO PROMOTED POSITIVE MENTAL HEALTH AND WELL-BEING THROUGH REGULAR PHYSICAL ACTIVITY AND AN INCREASED SENSE OF COMMUNITY DURING PEER-LED INTERACTIVE GAMES DURING OUTDOOR RECESS WITH OUR PRIMARY STUDENTS.

FOR ADDITIONAL RESOURCES AND INFORMATION, PLEASE VISIT THE YCDSB MENTAL HEALTH AND WELL BEING [LINK](#)
MENTAL HEALTH LITERACY & PARENT ENGAGEMENT [LINK](#)

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