

Topsail Elementary School

École Élémentaire Topsail 12 Spruce Hill Road, C.B.S., NL A1W 2K1



Dear TES Parents/Caregivers,

On Tuesday, October 31 our class will be having Halloween activities. The activities will start at 12:30pm and will continue for the afternoon. We will also be incorporating many Halloween themed activities into our math and literacy blocks in the morning. There are a few reminders for you to make note of:

- 1. It is STRONGLY RECOMMENDED that students stay for lunch and have a costume that they can put on themselves. They will be allowed to change into their Halloween costumes only after the teacher has returned to the classroom from lunch at 12:20 pm.
 We are requesting that you please DO NOT pick up your children to go home to change into their costume. We will have some teachers and staff members available to help the students if they need it in their classrooms.
- 2. Halloween masks are allowed to be worn with costumes while the children are seated. When they get up to move around the classroom, the mask must be removed. In school, the application of makeup is not permitted. Also, weapons are not permitted, even if they are a part of a costume.
- 3. We are asking that for our Halloween celebration, each child brings their own snack and drink.
- 4. Please be careful not to send in any snacks for your child that contain tree nuts or peanuts. Also, healthy snacks are encouraged.
- 5. We are a **SCENT FREE** school. Please refrain from using/sending in scented hair sprays or other scented products on your children. We have staff members and students who get severely ill should they come in contact with these scented items.
- 6. Please be reminded that we are asking parents to **NOT send in any** items/food for sharing with your child's class (i.e.loot bags).

Thank you for your cooperation and have a safe and fun Halloween!

Rosanne Collett
Principal/Directrice

Phone: 709-834-2968

Roger Deveaux
Assistant Principal/ Sous-directeur

Fax: 709-834-6429 https://topsailelem.nlesd.ca