Don Callejon School Weekly News

Principal Hans Barber's Newsletter for Don Callejon Families • March 30, 2011

Si usted necesita esto traducido al Español, por favor comuníquese con la oficina de la escuela.

Dear Don Callejon Families,

We are just one and one-half weeks from Spring Break. Typically, this is a very busy time in the office at schools. With the weather finally due to heat up, students begin to smell the spring and teachers are beginning to get fatigued. Please talk with your students and encourage them to stay on track these next couple of weeks. We are certainly all looking forward to a much deserved Spring Break!

We have also entered the home stretch to STAR testing preparations. Teachers have been working with students over the past several months to prepare for the test in class. STAR testing for Middle School students will begin on Tuesday, April 19. Elementary students in grades 2-5 (students in Kindergarten and 1st grade do not test) will begin with practice tests on Monday, April 25. Please look for the STAR Schedule to be posted on our website soon, and for more STAR related news in the newsletter next week!

Please remember- we will **not** have school this Friday, April 1, for a teacher inservice. As always, please let us know if we can help in any way.

Hans Barber
hbarber@scusd.net, 423-3300

New Law Regarding Tdap Pertussis Booster Shots:

Pertussis (also known as whooping cough) is widespread in California. There is a new law which requires all students who will be entering 7th – 12th grade next fall to show proof of having received a Tdap Pertussis booster shot given after their 10th birthday. Without this proof, those students will be excluded from starting school in the fall. If your child is 10 years or older and has not yet received the Tdap pertussis booster shot, please contact your doctor or health department at **408-885-3980** for clinic dates and locations. When your child receives the Tdap booster shot, please be sure to bring in the immunization record to the school office as soon as possible.

Staff Development Day:

There is a Staff Development Day this Friday, April 1st. There is no school for students.

Triton Museum Family Art Day:

Saturday, April 2nd is the Family ART Day at the Triton Museum. Everyone is welcome to come and try some art. The event is from 10:00am - 2:00pm. It is free admission and it is located on Warburton Avenue in Santa Clara. Come see our K-8 Callejon artwork on exhibit!

Technology Career Exploration Camp:

When: June 6-10, 2011, Mon-Wed 8:00am – 1:15pm, Thu 8:00am – 4pm, Fri 8:00am – 3pm (Tentative Schedule)

Where: Central County Occupational Center, Ohlone College and Santa Clara Adult Education Industry Visit (High Tech)

Who: Middle School Students from Cabrillo, Buchser, Peterson, Don Callejon

What: Create projects in 4 interesting careers, Tour an Industry Site, Visit one College & Adult Education Center

Explore careers, make new friends, and have fun!

Total Cost: **$10.00 (Includes daily snacks)**
To Sign Up: Turn in Registration form, $10 fee, and Permission packet (Cash or Check made out to SCUSD) to the school office by May 20th
For more information contact Tabitha at 408-423-2109

Important Dates and Details:

- **School Site Council Meeting:** March 30th, 5:00 – 6:00 pm
- **Staff Development Day (No School):** April 1st
- **Science Fair:** April 5th
- **Minimum Day (K-8):** April 8th
- **International Night:** April 8th
- **Spring Break:** April 11th – April 15th
- **½ Price Book Fair:** April 29th
- **Staff Appreciation Week:** May 2nd – May 6th
- **Spring Concert:** May 9th

International Night:

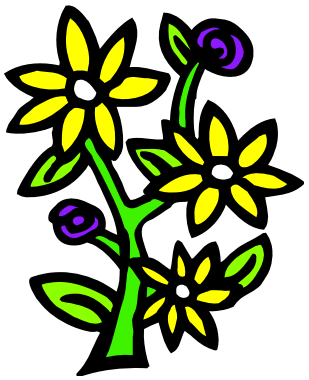
On April 8th 6:30-8:30pm, DCSCO will be sponsoring our annual International Night full of food, fun, festivities, and culture! Everyone is welcome! We will have free food samplings, cultural artifacts, and a great show for you! We need your help to make the event successful. So please sign up to do any of the following:

To participate in the cultural show - 2 min performance, and/or fashion show - dress to represent a country, please email Ms Sarafa at hsarafa@scusd.net.

We have parents that have volunteered to be the lead for cultural tables representing in a country. Please contact them if you would like to share any cultural objects, artifacts, flags, books, posters, maps, crafts or food samples such as finger foods, individual sample size servings of dishes, or desserts.

Somalia: Abdul Egal aegal@yahoo.com
Pakistan: Humaira Ahmad pakmasood@aol.com
India: Sona Arora sonaarora75@yahoo.com
China/Vietnam: Ms Melissa Le mcle@scusd.net
Japan: Minako Kojima minako1208@gmail.com
Costa Rica: Larrisa Gray larissa.montes.gray@gmail.com Iran: Ozzie Azordegan ozzie.jahadi@gmail.com Mexico: Alyssa Arana leonlope@msn.com Ukraine: Nadya Filimonova nadya@bitmagic.net

If you would like to represent other countries, help with setup or cleanup, please e-mail Reshma Tawade at reshma_tawade@yahoo.com. We hope to see you all there! More details will be e-mailed to those participating. Thank you!



TechKnowHow offers programs for students to learn technology skills while engaged in fun and interesting projects. Our goal is to have students learn how to do some amazing things with technology - all in a supportive and fun environment.

HOURS and TUITION

Weeklong classes run from 9:00 am - 3:30 pm. Extended care from 8:30 am - 5 pm is available at most locations. Tuition begins at $215/wk for half-day classes and $375/wk for all-day sessions. Early-bird and multiple-week discounts are also available. Extended care costs are additional.

For complete schedules and tuition, visit our web site at
www.techknowhowkids.com

CAMP STRUCTURE

Each student has his/her own laptop computer and/or LEGO®/NXT® or K'NEX® construction kit to work with in class. A typical class is led by two TechKnowHow instructors, with a class size of 20 students. Certain classes may also have high school counselors-in-training, who provide additional support to the students.

Camps are structured around a particular theme, such as Game Design, or LEGO® Robotics. The instructors provide overviews of key concepts, and then teach specific skills. Students practice and apply the skills through high-interest, fun activities. Students have flexibility in creativity (the orientation and design of their projects), but follow a general progression of activities taught by the instructor to help them master important skills.

We take outdoor recreation breaks each morning and afternoon, as well as thirty-minute lunch breaks for students who stay all day.

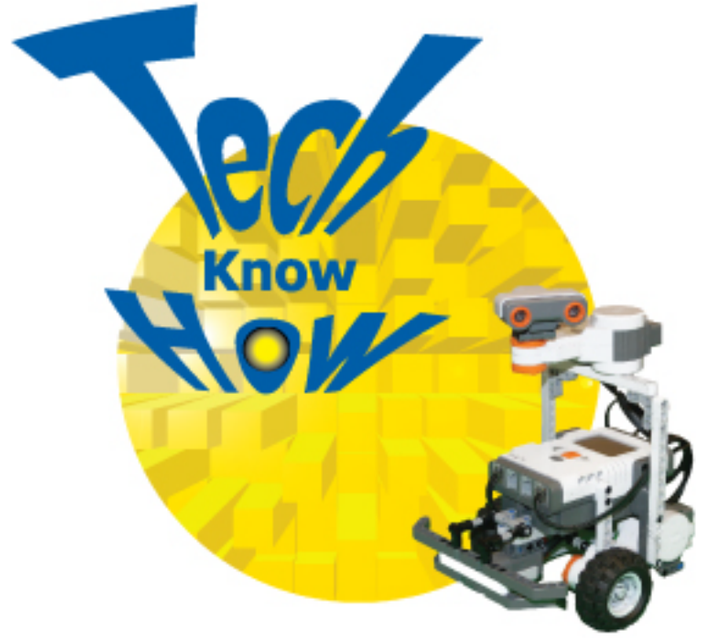
SATISFIED STUDENTS & PARENTS

"My kids both really enjoyed the camp this year and last. My daughter was always excited to show me what she had learned. My son also had a great time in his classes, where he learned how to make his own computer games. He was thrilled to learn these new concepts, and I was very impressed with the new knowledge that he came home with."
- Parent of a 4th and 5th grader

"My son absolutely loved this class. As a parent, we liked it too, because of the great instruction, quality care, and attention the staff provided. Thanks!"
- Parent of a second grader

2011 Summer Camp Schedule

Peninsula & S.F. Locations		Dates
Belmont	Notre Dame Elementary	6/13 - 7/08
Burlingame	Burlingame Intermediate	7/18 - 8/05
Menlo Park	Nativity School	7/11 - 7/29
Palo Alto	El Carmelo School	6/20 - 7/29
Palo Alto/Los Altos	Etz Chayim	8/01 - 8/12
San Mateo	Peninsula Temple Beth El	7/05 - 7/22
S.F. - Mission Dolores	Friends School	7/11 - 7/15
S.F. - Sunset Dist	Brandeis School	6/27 - 8/05
S.F- See website for additional location(s)		
South Bay Locations		**Dates**
Cupertino	Portal Park Recreation Ctr	6/13 - 7/08
Cupertino	Portal Park Recreation Ctr	7/18 - 8/12
S.J./Almaden	Holy Spirit School	6/20 - 7/01
S.J./Campbell	Latimer School	6/13 - 7/08
S.J./Los Gatos	Yavneh School	6/27 - 8/05
Milpitas	India Community Center	7/25 - 8/12
Santa Clara	Don Callejon School	6/20 - 7/15
Sunnyvale	Raynor Park	6/13 - 8/05
East Bay Locations		**Dates**
Danville	Hap Magee Ranch Park	8/01 - 8/12
Fremont	Irvington Community Center	7/11 - 7/22
Fremont	Teen Center at Lake Elizabeth	7/25 - 8/19
Lafayette	Lafayette Recreation Ctr.	7/25 - 7/29
Lafayette	Lafayette Recreation Ctr.	8/08 - 8/12
Livermore	Livermore Recreation Dept.	7/25 - 8/12
Pleasanton	Regalia House	6/13 - 7/22
Walnut Creek	Walnut Creek Recreaton Ctr.	8/08 - 8/19



TechKnowHow Inc.

TechKnowHow
SUMMER COMPUTER & LEGO® CAMPS

(650) 474-0400
www.techknowhowkids.com

Our 17th Year of Serving the San Francisco Bay Area!

SUMMER
COMPUTER & LEGO®CAMPS

- Proven and innovative technology classes using empowering software and technology tools.
- High-interest, fun, and challenging projects for students ages 5 to 14.
- Reasonably priced, with half-day classes starting at $215/wk and all-day classes at $375/wk. Early-bird and multiple-week discounts are available.
- Experienced Company and Teachers - TechKnowHow Inc. has been teaching technology to students in Bay Area schools since 1994. In the past year, we trained over 2,000 students during our summer camps as well as in GATE and weekend programs.
- **For more information or to register, visit www.techknowhowkids.com or call (650) 474-0400.**

Course Description - Ages 5 - 9

YOUNG LEGO® CITY BUILDERS

Students learn LEGO building techniques to design structures such as a fire station, school, and stadium, then add bridges, vehicles and animals. Students also use battery boxes and gears to create light and motion. For Ages 5-7.

COOL CONSTRUCTIONS with K'NEX®

Students build K'NEX projects which move with the use of motors and gears. Projects include motorized cars, an airplane, SpongeBob® on a segway, a crawling crab, an airport control tower, and more. Projects teach about structural design and mechanical movement. For Ages 5-7.

LEGO® MOTOR MADNESS with an Introduction to NXT® Robotics

Build LEGO creations which move with motors and battery packs! Design cars, boats, planes, and animals which make use of gears and pulleys for speed and motion. Plus, explore robotics with afternoon projects that use the LEGO Mindstorms NXT microcomputer and sensors.

SPYBOT ROBOTICS with LEGOs®

Students build vehicles and machines that contain a LEGO microcomputer, which can then be controlled with a remote! Create a bumper car, an AT-AT type walker, a spiderbot, a tall standing robot, and more! Work with specialty LEGO pieces such as a touch sensor, fiber-optic cable, caterpillar treads, and geartrains. Download programs to perform a variety of missions and challenges.

MASTER BUILDERS
Advanced LEGO® Building and Game Design

Build robotic vehicles and machines that use the LEGO Scout microcomputer, "programming" their actions with built-in buttons. Projects include a 4x4 truck, a dune buggy that you steer, an upright bot, a hybrid (electric/solar) vehicle, and a slinking cat. In the afternoon, students create their own adventure computer game to take home to play.

Course Description - Ages 10 - 14

BEGINNING GAME DESIGN:
Arcade and Racing Games

Learn important skills of game design and computer science, while producing two high-quality games – an arcade action game and a two-player racing game! Develop a storyline and select or design the characters, arrange the levels, and create the game play by assigning actions to objects and events. Add music, sound effects, two-player split-screens, and even cheat codes. Take home the games to play on a Windows-PC.

GAME DESIGN STUDIO: 3D Games

Design two computer games while gaining an understanding of intermediate game development, from creating 3D models to defining game action and using special effects. Design a 3D first-person adventure, using cameras to provide the realistic feel of being in the game. Then, learn 3D modeling while you make a 3D Scrolling game where the player needs to speed around obstacles and battle enemies to safely reach home base. Take home your games to play on a Windows-PC.

NXT® ROBOTICS: Design & Performance

Explore the world of robotics using LEGO®'s NXT line. Build robots with motors and sensors to explore the environment and perform tasks. Make a bumper bot that spins itself out of any jam, build an electronic baseball batter which uses a sensor to time its swing, create a robot lawnmower, and more! Program your bots by using software in which you place icons in sequence to create the instructions that you desire. Teaches about program logic and concepts such as loops and conditional statements.