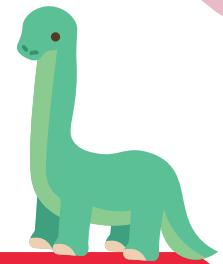
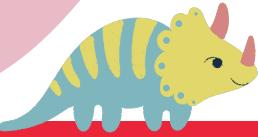


# THE DRAWBRIDGE

February 2026



## FEBRUARY THEME:

**Theme:** Dinosaurs/ Friends

**Bible Story:** Johnathan & David

**Bible Verse:** 1 Samuel 16: 14

**Letters:** Ll, Xx, Vv

**Numbers:** 15-17

**Shape:** Heart

**Color:** Pink

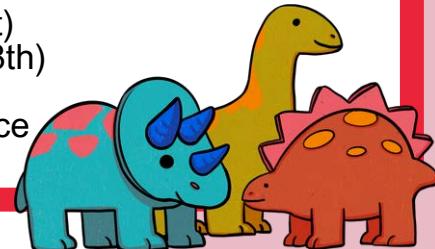


## PIONEER REGISTRATION HAS BEGUN:

Every year we hold a special enrollment period for our currently enrolled families to lock in their student's spot for the upcoming school year. This early opportunity will also include a reduced registration fee and lock in the lower tuition rates. This special enrollment period is called our Pioneer Parent Registration. In order for your child to re-enroll for the next school year, we will need a new registration packet filled out for each child. Please stop by the office to pick-up your registration packet beginning on February 3. All packets must be returned and filled out entirely by February 28th, this locks you in for the lower tuition rates, as well as secures a spot in your child's classroom for next school year. Please do not delay as we have limited spaces in all our classrooms and registration will be open to the public on March 3rd. Any packets turned in after February 28th, will have a \$90 registration fee and may be subject to a higher weekly tuition rate. So please don't delay!

### To have a complete registration:

- A New Registration Packet (entirely filled out)
- Registration Fee (\$50 per child before Feb. 28th)
  - 1 week Deposit on File
- Current Shot and Physical Records in the Office
- Account current and up to date



# THE DRAWBRIDGE

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## A NOTE FROM MRS. JACKIE:

A reward system can be a helpful tool for encouraging positive behaviors in children. The focus is on reinforcing good actions, rather than punishing bad ones, which helps children learn the behaviors that you want to see.

- **Visible Progress Toward Reward:** Children should be able to see that their good behavior is leading to progress. For example, a marble or sticker system helps them visualize their success.
- **Motivating Rewards:** The reward should be something that genuinely motivates your child, whether it's a toy, a treat, or a special privilege.

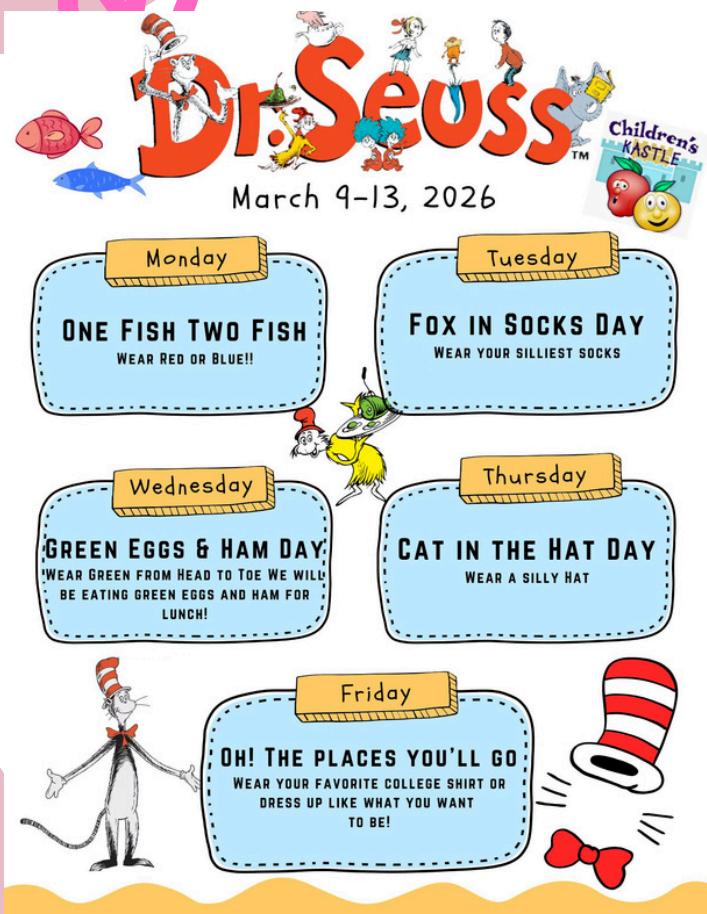
### Example Reward System:

- **Marble or Rock Jar:** Place a small vase or bowl with marbles or rocks. Every time your child exhibits a positive behavior (like following directions or being helpful), they earn a marble to put into the jar. Once the jar is full, they can choose a reward, like going to the dollar store for a toy.
- **Important Tip:** If a behavior earns a marble, it should never be taken away. For instance, if a marble is earned for good behavior, even if a misstep happens later (like running away), the marble remains in the jar.

### Top Tips for Success:

1. **Praise Along with Rewards:** Children, especially younger ones, may not immediately associate the reward with the positive behavior. Verbal praise helps them feel good about the behavior they just displayed.
2. **Keep Rewards Simple:** Make rewards small and straightforward so that children can easily connect them to the behavior they are being rewarded for.
3. **Explain the Reason for the Reward:** It's important to explain why they're receiving a reward. This helps children understand the connection between their actions and the positive outcomes.

By using a reward system consistently and thoughtfully, you can help children learn important behaviors in a way that is motivating and reinforces positive habits.



## HAPPY BIRTHDAY:

**February 3:** Elijah K.  
**February 4:** Ruby H.  
**February 6:** Cora H.  
**February 6:** Evan S.  
**February 15:** Jaxon C.  
**February 15:** Atlas G.  
**February 17:** Linkyn H.  
**February 25:** Camilla G.  
**February 9:** Ms. Cyann  
**February 26:** Ms. Becky