



Freiler Announcements

September 30, 2022



Good bye
September

Today is the
Last Day of
September

What Amazing Things Will You
Accomplish in October?

"Listen! the wind is rising, and
the air is wild with leaves, We
have had our summer evenings,
now for October eves!"

-
Humbert Wolfe, Autumn
Resignation

CHARACTER COUNTS

CARING



FAIRNESS



RESPECT



RESPONSIBILITY



TRUSTWORTHINESS



CITIZENSHIP



This Weeks
Character
Counts Winners
Are:

- 1st – Dylan (Debus) Leandro (Debus)
2nd – Sofia (Azama) Muhammad (Azama)
3rd – Neha (Rogers)
4th – Gurveer Singh (Gardner) Emily Martinez (Little)
5th – Carson (Allen)
7th – Davon (Tamez)
8th – Abraham (Tamez)

Movie Night is Tonight

Thank You to everyone that purchased a ticket to see tonight's feature presentation of *Monster's, Inc.*

Doors Will Open at 5:30

Snack Bar will be open! Candy, Chips, Drinks and Popcorn will be sold.

Bring your pillows and blankets to be extra comfy.

Please make sure you have a ride after movie night!

See You Tonight!





Attention: We will now have new Weekly Spirit Days

Monday: Red for Ed/College Wear

Wednesday: Green for TEA

Friday: School Spirit Wear (Red, Yellow or Freiler Wear)

Thank You for Participating in Tie Dye Day! Our Next Themed Spirit Day is next Friday October 7th – Cultural Appreciation Day.

Did You Submit Art for the October Bulletin Board?

If you haven't yet....they are due today.

If you did....Thank You for your Submissions! Leadership will be looking at them next week and winners will be notified.

Thank You all for participating! So many talented artists! We loved seeing all the art come through the classroom!

Awesome Job!





Coding Club

If you are interested in joining
the Coding Club
the forms are due today 9/30

Coding Club starts in second
week of October. First meeting
on Thursday 10/13/22 from
3pm – 4pm in Mrs. Nijjar's
classroom - Room 35.

```
mirror_mod.mirror_object =  
operation == "MIRROR_X":  
mirror_mod.use_x = True  
mirror_mod.use_y = False  
mirror_mod.use_z = False  
operation == "MIRROR_Y":  
mirror_mod.use_x = False  
mirror_mod.use_y = True  
mirror_mod.use_z = False  
operation == "MIRROR_Z":  
mirror_mod.use_x = False  
mirror_mod.use_y = False  
mirror_mod.use_z = True
```

```
selection at the end -add  
mirror_ob.select= 1  
modifier_ob.select=1  
context.scene.objects.active =  
("Selected" + str(modifier_ob.name))  
mirror_ob.select = 0  
bpy.context.selected_objects =  
data.objects[one.name].select  
print("please select exactly one mirror")
```

OPERATOR CLASSES -----

```
types.Operator):  
X mirror to the selected  
object.mirror_mirror_x"  
mirror X"
```

```
context):  
context.active_object is not
```

No Character Backpacks



Plush Backpacks are no longer allowed on AFS campus. If one is brought to campus, it will be confiscated, and student can pick up at the end of the day in the office.

No Trading Cards Allowed on Campus



That is all for this week
Stars!



Have an
AMAZING
Weekend!