

OLGC Preschool



May 2024 Newsletter

I hope everyone had a blessed and joyful Easter. We are looking forward to all of the excitement that these last weeks of school hold for us, including watching caterpillars go through metamorphosis in our classrooms and chicks hatching from eggs in the science lab!

Mark your calendars: we will be having our “Spring Sing” on Friday, May 10, at 10:15 a.m. Parents are invited to join us in De Sales Hall for our program, with light refreshments to follow. Please see the invitation (sent home on April 26) for details, and **please return the RSVP**. Children may dress in their spring finery that day. School will dismiss at 11:15 that day.

During the month of May there will be a special Marian shrine set up in the preschool. Children may bring in flowers from home to place by the statue of Mary any time during the month.

Important Dates

- May 8: Muffins with Mom 8:00-8:30
- May 10: Spring Sing 10:15 in De Sales Hall; 11:15 Dismissal; PTO Spring Fling 3:00-5:00 PM
- May 23: Water Safety program for students
- May 24: Preschool Field Day; 11:15 Dismissal
- May 27: No School, Memorial Day

A Grace for May

Thank you for the flowers
Pushing through the ground,
For each springtime beauty
That can now be found.



Summer Birthday Dress-out Days



Students with June birthdays (after June 11) may dress out of uniform on May 16, students with July birthdays on May 23, and students with August birthdays on May 30. Children should wear clothing that they can play in comfortably!

Writing Readiness

One of the things we focus on in preschool is fine motor development – fine-tuning the muscles that are used to control writing tools and scissors. The following activities can help strengthen these muscles:

- Manipulating play dough
- Swinging from monkey bars
- Wheelbarrow races (child walks on their hands while adult holds their feet)
- Writing at an easel or on paper hung on the wall
- Stringing beads
- Using tongs or tweezers to pick up small objects
- Squirting spray bottles