## Ashley NEWSLETTER **High School** 14<sup>th</sup> October 2024 **Resilience Honesty** Respect **Responsibility** Aim High **Team Spirit** Student Student **Student Of The Week 10RH** 7LA G.Copley **B.Moss** OPERATION OPERATION 7SA A.James-Daley **10RF** H.Bate Aimit **D.Brady-Preece** A.Stawarz 10SC 7CB A.Roberts 11GG S.Stokes **8MS** Shini K.Thomas **11RS** M.Vickery 8**A**C Honest Hon A.Morrison 810 tesi itence Resililence 9JO E.Williams REspect 91 N.Tavlor REspect 6<sup>th</sup> Form Student Achiever Of The Week – L.Cox aaY urΥ Ashley Action! On World Mental Health Day, Ashley High School students and staff wore yellow to promote awareness of children's mental health. Time and estimating Students in 9JO have practiced estimating and timing activities. Students enjoyed estimating, carrying out different activities, timing the actual time taken to complete each activity and calculating the difference. The Merseyside school games bowling competition was attended by 7SA participants. Everyone had an enormous amount of fun and some very good bowling was on display. Well done to all of you! Year 12 students have started a topic on democracy as part of their Preparing for Adulthood course. They had some great discussions about what it means to live in a democratic society. Leah from Year 13 has been working very hard in the school kitchen producing lunches on a Wednesday morning. The school cook is very impressed with her progress and mentioned that Leah now understands the different tasks that need to be completed each week. Keep up the good work Leah! Excellent work produced by Jack in year 10 towards his assessment in Home Cooking Skills. Jack has prepared and made a delicious Spaghetti Bolognaise. Necessities vs. Luxuries: 8LQ went to Tesco, armed with their shopping lists, to examine necessities for daily life as well as luxury items, deciding whether they were necessities or indulgences. racy Democracy Democracy Democracy Democracy Democracy Democracy Democracu

## Skills Builder Challenge – Problem Solving

Consider this problem: a town has an area of land that is abandoned and is no longer being used for anything. It has become untidy, littered wasteland. You have been chosen to completely change the space and design something that will make the town a better place. You should: Consider the options, come up with three different ideas to solve the problem, Choose the best option - this should be the one you think the most people will like, Design the new area, this could be written, drawn, typed. Pitch the idea to your friends and family

