

Dragon Newsletter



Volume 2, Issue 22
February 19th, 2020

UPCOMING EVENTS

- ◆ **2/19:** [7PM] Boys basketball playoff
- ◆ **2/20:** [5-7PM] STEM Night
- ◆ **2/27:** [4:30-6:30PM] Winter Open House Conferences

9th—12th Grade



GOOO DRAGONS!

Congratulations

to our boys and girls basketball teams for making playoffs!
Our girls played Atwater last night and our boys play
TONIGHT against Lincoln (home game—7PM)!



>STEM Night<

Sac High will be hosting its first STEM Night **THIS THURSDAY, 2/20** from 5-7PM! All students will be able to create their own projects and get help with projects during monthly workshops. If you like Science or Math, want to do research, and compete for prizes then participate in STEM night!

ADA

2/10—2/14

91%

ADA = Average Daily Attendance
At Sac High, we are tracking our ADA weekly and trying to meet our goal of 97% ADA each week!



It's Black History Month and we are having a scavenger hunt in order for scholars to learn more about influential people in black history! Students can fill out their scavenger hunt board throughout the month by listening to announcements, participating in lunchtime activities, answering questions, and visiting local businesses. Prizes for completing the board include: treats, swag, food, free dress passes, and a Visa gift card!

Sacramento Charter High School

2315 34th Street
Sacramento, CA 95817

Phone: 916-277-6200 EXT 1500
Fax: 916-277-6370

www.sthope.org



SENIORS **CLASS OF 2020**

REMEMBER! You cannot miss more than 9 days from any single class or you will not walk at graduation (even if you are passing the class).

- 3 lates = 1 absence
 - (late = arriving 30+ minutes after class starts)
- Each week in advisory you will receive YOUR attendance count. Come to the Front Office ASAP to reconcile any discrepancies!



WINTER SPORTS SCHEDULE

Show your
DRAGON PRIDE!

Congratulations to our winter athletes on a successful season! Good luck to our basketball players in the playoffs!



Believe in yourself

and you will be unstoppable

