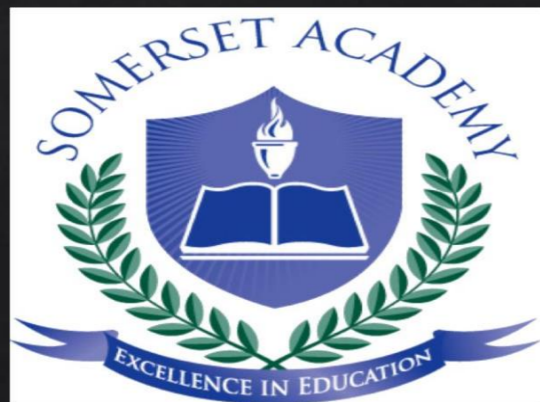


SOMERSET PURPOSE

◆ Somerset Academy, Inc. promotes a transformational culture that maximizes student achievement and the development of accountable, global learners in a safe and enriching environment that fosters high-quality education.



S - Set high expectations

O - Objective

M - Meaningful curriculum

E - Effective

R - Resourceful and responsible life long learners

S - Scholars who achieve proficiency and beyond

E - Evaluate continuously and use data to drive curriculum

T - Teachers who are highly qualified

DO NOT...

“Hang out” in the stairwells or on the second floor during lunch.

Chew gum. DO NOT BRING GUM!

Go on the basketball court with a skateboard!

Use the elevator without approval from the office.

Leave campus if you are a Middle Schooler, Freshman or Sophomore (Except for DE students)

Allow an underclassmen in your vehicle without prior permission, or you will lose all privileges for the remainder of the school year.

Throw anything off the balcony.

Throw anything from the ground level to the 2nd floor.

Eat or carry food over the basketball court or turf field

Litter or leave garbage around at lunch

Hang out by the wavy wall side or behind the basketball court bleachers

Hang on or grab the basketball nets/rims

Playing “keep away” = a detention

Yoga pants/ leggings/ are not allowed. Not even during dress down days. Dress code violations earn detentions

You are not to go to the Deans’ office during class to argue a detention. You will be turned away.

**NO FOOD
ON THE
COURT**





There is NO open food or liquid on the turf!!!

If you are caught, you will be having a meeting with the deans



Attention Students

- Do Not Spray any Body Sprays , Perfumes or Cologne's in the Restroom or Locker rooms. Anyone caught will receive a Detention



FIELD DAY!

JUNE 1ST

A DAY FILLED WITH MUSIC, FUN, AND GAMES

Tickets sold only May 22-30 at lunch in the spill out. NO TICKETS WILL BE SOLD May 31 or June 1 FOR ANY REASON.

- **\$8 per person. Your ticket includes dressdown, admission to event, one free Kona ice, one cotton candy, and Pizza**
- This year's winning house will receive a special room with treats just for them!

- This year, there will be water-based inflatables! Make sure to get those permission slips signed and wear clothes you don't mind getting wet (NO SWIMSUITS/ LIGHT OR WHITE COLORED T-SHIRTS). Bring a towel and a change of clothes

- **CANNOT BE ON ACADEMIC OR BEHAVIORAL PROBATION TO ATTEND! IF YOU BUY A TICKET THEN GET PUT ON PROBATION, YOU WILL NOT BE REFUNDED**



Stay tuned for a list of teachers who are getting in the dunk tank.

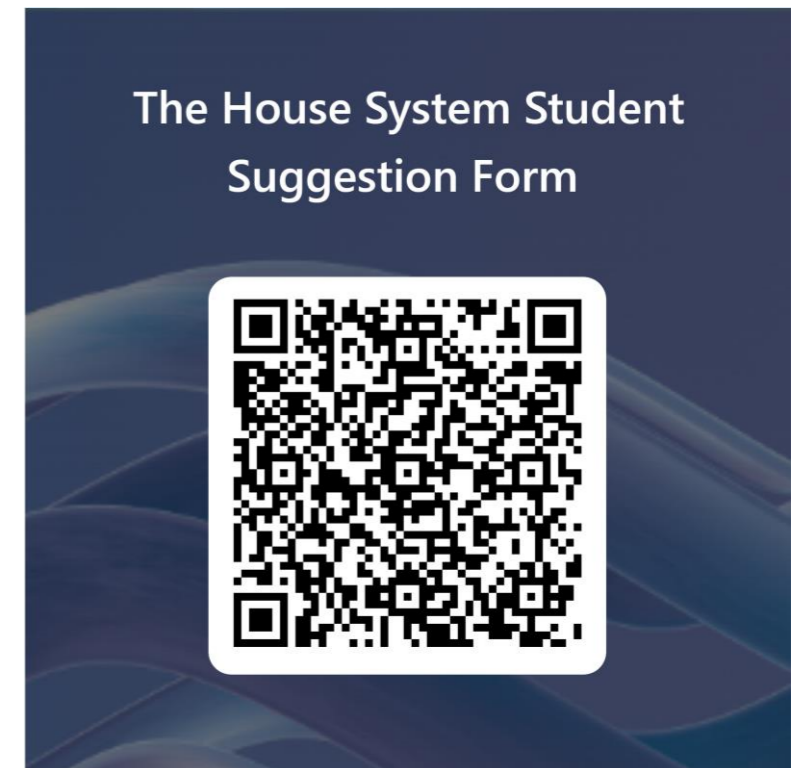
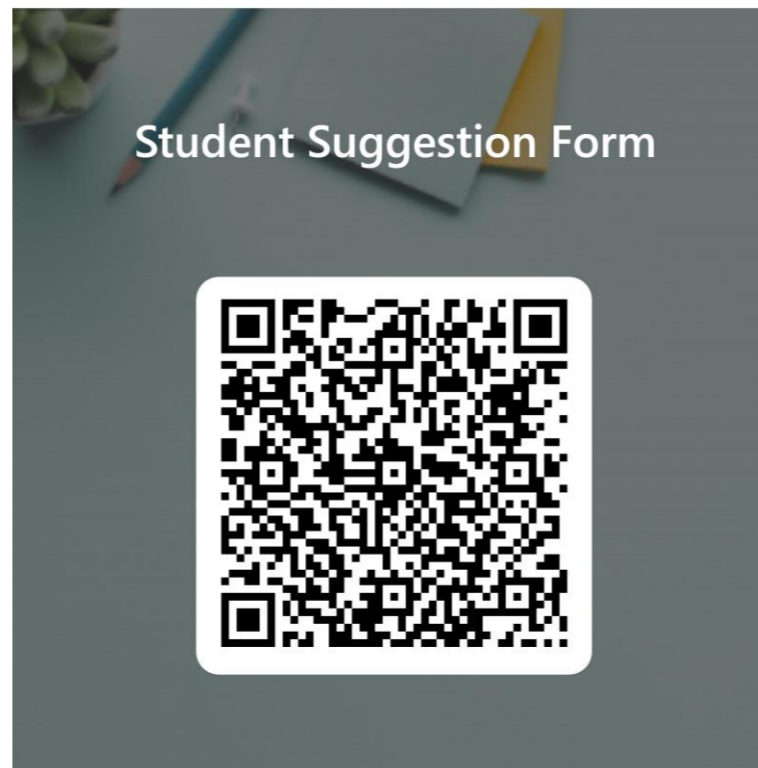


Seniors who graduate May 27 are welcome to return as long as you have a permission slip and buy a ticket



Suggestions

► With the QR codes you can give SGA suggestions as to what events and projects that you would like us to organize or host. All suggestions should be appropriate and reasonable.



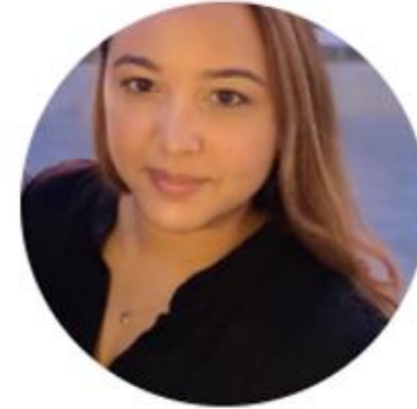
Girls and Boys Soccer Club

- Tuesday and Wednesday
- Will start June 6th – July 19th
- June 6,7,13,14,20,21,27,28 and July 5,11,12,
- July 5,11,12,18,19
- From 9am – 11am. On the Turf at SCPA
- Remind Codes: For notifications
 - Send text to 81010 and text this message: @8achdgf
 - https://www.remind.com/join/8achdgf?utm_medium=ios



YOUR AMAZING COUNSELORS!

6th & 9th = Salazar



7th & 11th = DeLaCruz



8th and 10th = Fuksman



12th = Russo



House Reminds

For anyone who needs the house remind this year ☺ This is important for communication with your house head.

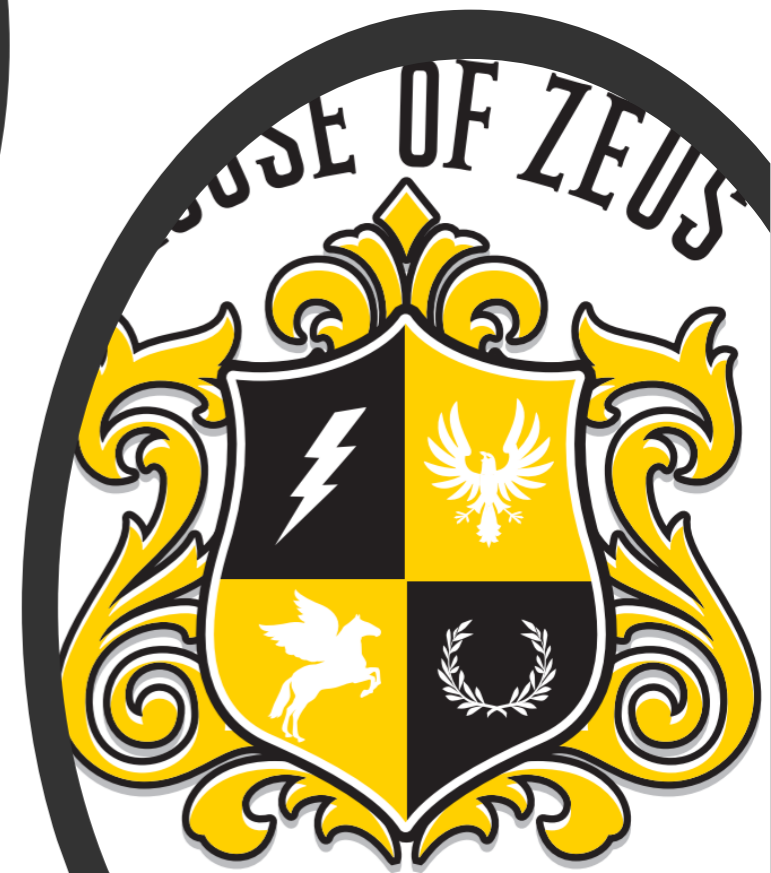
Ares-@houseare

Athena-@scpaathena

Hestia- @househes

Poseidon- @psdnscpa

Zeus-@housezeus





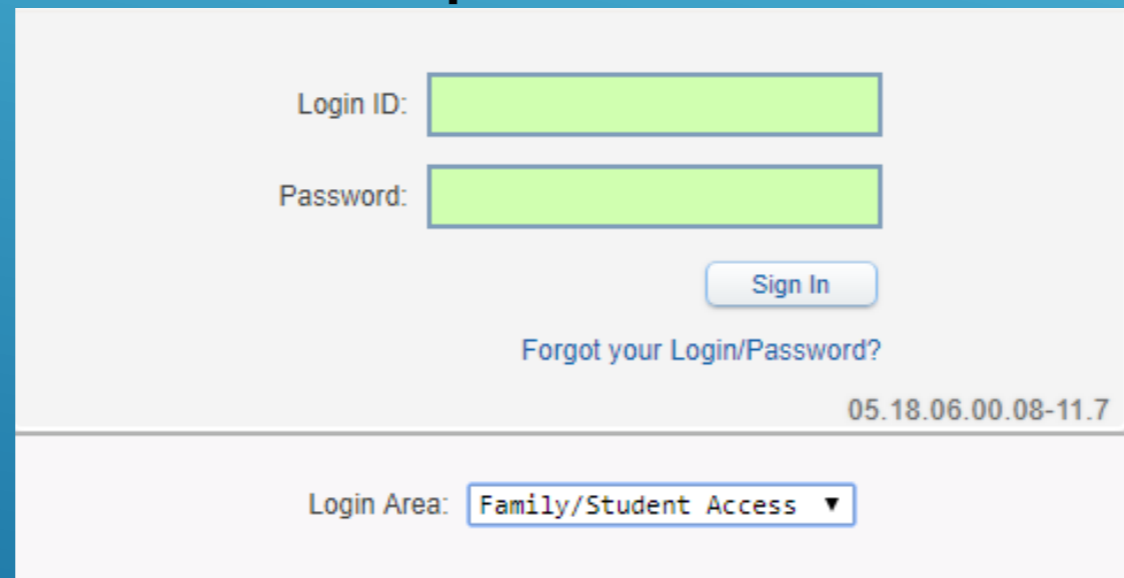
STUDENT SKYWARD ACCESS



Login ID: (Student 562#)

Password: (8 Digit Birthdate - MMDDYYYY)

Example: 08032005



The screenshot shows a login form with the following elements:

- Label: Login ID:
- Label: Password:
- Button: Sign In
- Text: [Forgot your Login/Password?](#)
- Text: 05.18.06.00.08-11.7
- Text: Login Area:

****You May access Skyward through the school's website.**