

# WELCOME TO LITTLE LAMB

# **NEW STUDENT INFORMATION**

We are glad to have you here! Here is what you need to know when starting.

## **To Do Before Day One**

- <u>Enrollment packet</u> completed online and emailed to office.
- Current Health Form aka: "School and Camp Form" emailed to office.



#### **Water Bottles**

- Contigo Kids Water bottle LABELED with guality name label or silicon nameband.
- Unlabeled bottles will incur a \$25 fee and two name bands will be ordered for you.

# **Toileting**

- All students: Bring a labeled pack of wipes for your cubby.
- Bring in a SMALL sleeve of diapers as needed.
  We will send a brightwheel message when supply is running low.
- At 2 years 6 months, we will begin offering the toilet to students who are not yet using the toilet already.

#### Meals

- Lunch brought to school in a LABELED <u>BentgoKids</u> lunch box.
- No microwaves, meals must be ready to eat.
- No glass jars, containers, bottles, etc.
- Peanut FREE School!
- We provide AM & PM snacks.
- Hot Lunch Desired? Inquire with the office about our Monday/Wednesday/ Friday program.

### **Rest Time**

- Rollee Pollees are our cot cover systems. (All in one sheet, blanket pillow, and a provided storage bag.
- \$25 will be charged to your account.
- Take home on Fridays to wash, or sooner if needed.

### **Extra Clothes**

- Labeled weather appropriate clothes are stored at school in a shoebox size container.
- 2 shirts, 2 pants, 2 pairs of socks, 2 pairs of underwear.
- Soiled clothing will be sne home in a wet bag.
- Wet bag can be provided by you, or purchased from Little Lamb for \$7.
- When clothes are sent home, please replenish extra clothes bin the next school day.

## **First Day!**

The first day of school can feel scary for students and parents. We are prepared to support your family during this transition. A prolonged drop off makes it harder for children and adults. The best drop offs are with a hug, a kiss and a quick goodbye! We will send you a brightwheel update later in the morning!