



LUKACHUKAI COMMUNITY SCHOOL

'LCBE, INC. provides a strong comprehensive curriculum that enhances and strengthens individuality and independence in our global societies.'



NOVEMBER 2024

November is Native American Heritage Month



Níłch'its'ósi

Níłch'its'ósi means 'slender winds'. It's called this because November is known to have light but very cold winds as this is the first month of winter and the wintery weather begins.

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	
Important Notes: * Native American Heritage Week schedule will be shared once it is finalized and approved. * Food Handlers Training on 11/08/24 will be for students, staff, parents and relatives. * Winter weather is upon us, please dress your kids with warm clothing (Beanies, Scarfs and Gloves).						1	2
3 Daylight Saving Time Ends (Turn clock one hour back)	4	5	6	7 ESS Fall Parent Training 9 am – 2 pm PSCO Mtg. @ 6 pm School Gym	8 National STEAM Day ½ Day of School Early Release @ 1:30 pm PD – 1:30 pm – 4 pm Food Handlers Training 3 pm – 5 pm	9	
10 Veterans Day Holiday School Closed	11	12 School Board Mtg. @ 10 am Nazlini Comm. School	13 LCS Elementary Princess & Brave Pageant 6 pm – 8 pm School Gym	14 LCS Jr. High Princess & Brave Pageant 5 pm – 9 pm School Gym	15	16	
17 Residential Opens @ 4 pm	18 'Wear Camouflage Day' Jr. High Basketball Scrimmage w/ Cottonwood & Tsaille 4 pm - Home	19 'Wear a Tie or Bow Tie Day'	20 'Wear Hawaiian Day' Community Thanksgiving Luncheon @ 12 pm Jr. High Basketball w/ Black Mesa Comm. School Girls – 2 pm Boys – 3 pm	21 'Wear Bright or Neon Color Day' ½ Day of School Early Release @ 1 pm PTC 4 pm – 6 pm	22 'Wear Hat, Beanie, Cap Day' Title I Family Engagement Conference 9 am – 12 pm School Gym	23	
24 Residential Opens @ 4 pm	25	26	27 Remote Learning Day	28 HAPPY THANKSGIVING School Closed	29 NAVAJO NATION Family Day School Closed	30	

* For School Information call/text (928) 349-9905 or email harlant@lukaschool.org

Approved by Principal:

Date: 11/04/2024

* Calendar Subject to Change