



SUIS Pudong offers an opportunity for students to enter a continuum of education from Primary through to the end of Secondary to prepare them to become Global's citizens for the 21st century.

Dear Parents,

Unfortunately, due to the recent Covid situation, we are unable to hold our regular Winter Bazaar. Instead, we will celebrate Christmas in school time. Our school has offered online learning to our quarantined students this week. Although there were some technical difficulties at the beginning, our students are now involved in online learning and receiving thorough resources and feedback from our teachers. We hope all of our students enjoy learning at home.

Matters Of Time and Space – History and Geography at SUIIS PD

Last week, Mr. James Lotter and his class of Grade 9 geographers began an exploration on the topic of population density and urban planning. On the topic of population density, Mr. Lotter used the popular videogame, Minecraft, to illustrate and visualise the differences between sparsely and densely populated areas. The class engaged in a discussion of the different characteristics of these places and worked on creating their own virtual urban settlements.



This week, the class continued on their exploration as junior urban planners. They worked in groups to discuss the aspects of good urban planning and began working on their own settlements. We look forward to their presentations next week and will publish the results of their work in a future newsletter article!



Historical Fiction Competition

In short story form, take your readers back in time through the eyes of a real or imagined historical character. Perhaps you'll write a story centred around the Renaissance movement, a piece set in the trenches of World War I, a Roman or Greek child's life, or ask a grandparent about their earliest memories.

Here are some tips:

- **Historical accuracy** – even down to the choice of names characters are given and any props additional to the historical setting
- **A riveting read** with a good plot!
- **A convincing story** - i.e. is it plausible that these events and/or this character could have existed at the time?
- **Use of historical knowledge** to feed the plot, context and character
- **Effective use of historical vocabulary and literary conventions**, including where dialogue is included in the story
- **Creative and interesting perspectives of story-telling.** In the past we have received an entry telling the story of a siege from the perspective of the castle!
- We recommend a minimum story length of 400 words and a limit of 3000 words.

Completed short stories should be sent to Mr. Chua at aloyiusc.pd@suis.com.cn by the 21st of December. Prizes will be awarded for outstanding stories.

SVIS Secondary Sports Day

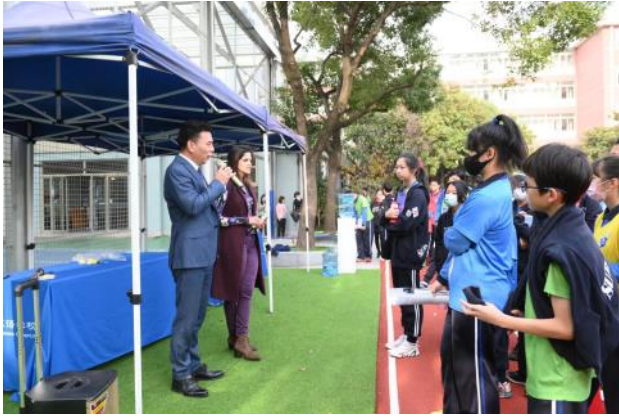
Faster, higher, stronger-more united

Sports are not limited to just sports, sports make us "more united." In the context of major changes in the world unseen in a century, global governance is facing new and huge challenges. We need to join hands, unite, and work together.

This year's sports days were not limited to track and field events, more team elements were added, including HOUSE football, basketball, frisbee, and volleyball. Students not only worked hard and strived for glory in track and field events; they also "persist" with HOUSE teammates in team projects.

Those who works hard will always be brave, and success will always belong to the those who dare to fight. What the baton conveys is a kind of spirit, a kind of strength, but also a kind of fearless and invincible will. Every athlete is fighting, fighting for physical strength, fighting for will. Spread your youth and vitality on the long and short runways. Work hard, athletes, use our spirit to write our youth style to show our youth! A slow journey is at your feet, and the singing of victory belongs to the life of endless struggle.

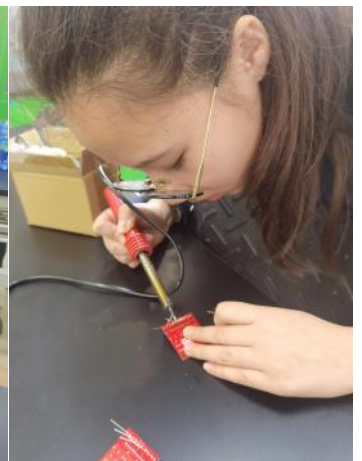
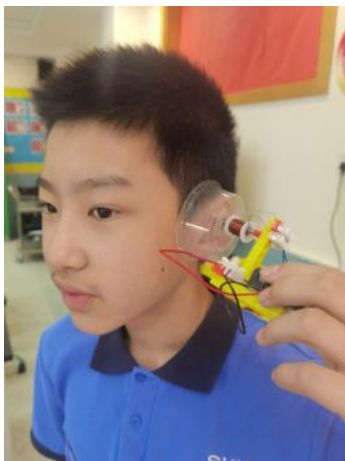
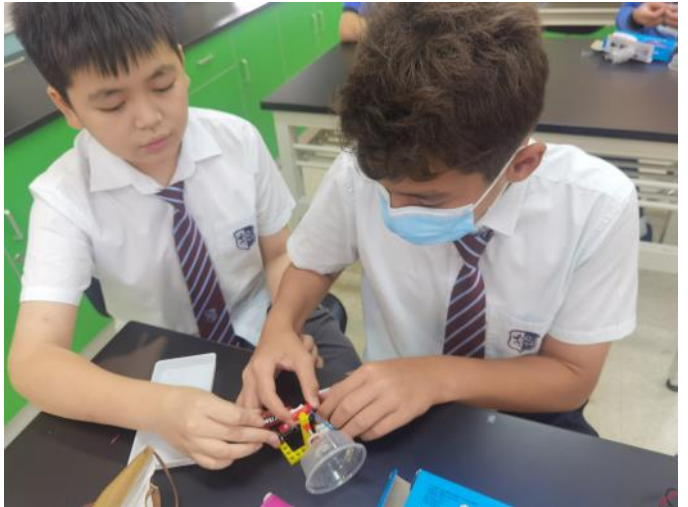
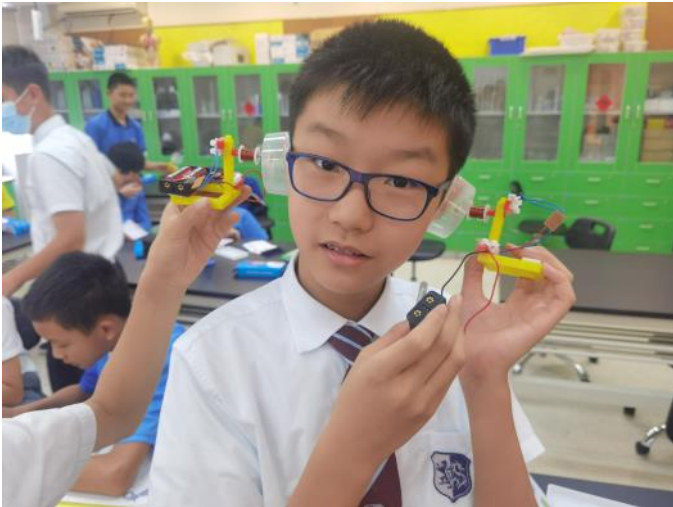




Full STEAM Ahead at SUIIS Pudong

The Computer Science Department at SUIIS Pudong considers STEAM activities to be a vital component of the continuing education of students. STEAM is an acronym for Science, Technology, Engineering, the Arts, and Mathematics. It is an approach to education that empowers students to be curious learners who seek creative solutions to real-world problems. This helps them develop the soft and hard skills necessary to succeed at university, in their careers, and wherever else life may lead them.

In the STEAM CCA club, under the supervision of Computer Science teacher Mr. John Erwin, students are learning how to accurately read technical diagrams and follow written instructions, carefully handle electronic components, and properly use specialised tools such as soldering irons, angle-nosed cutters, multimeters, and other assembly aides. Students also must learn the art of fault-finding and repair when their projects do not work as expected.



The first project that students worked on this semester was constructing a small music player. The speaker was created from a cup that was made to vibrate by an electromagnet, which varied its magnetic field in response to changes in the current running through it as controlled by a musical chip. The next project was to make a wireless transmitter and receiver set that could be used to communicate in morse code. Currently, the students are preparing to tackle bigger projects by developing a few more practical skills. Last week, they practiced soldering as they will soon need to connect wiring and electrical components to printed circuit boards.



STEAM is an educational paradigm that aims to spark an interest and lifelong love of the arts and sciences in children from an early age. STEAM subjects are similar fields of study in that they all involve creative processes and employ a range of methods for inquiry and investigation. Teaching relevant in-demand skills that will prepare students to become innovators in an ever-evolving world is paramount, not only for the future of the students themselves but for the future of the country and world as a whole. We encourage all students to undertake such activities at home to improve their exposure to different aspects of learning outside the classroom.



Lunch Time Music Concert

The 2nd ISS lunch time concert was held as scheduled on 23rd November. Ten G6 students attracted the audience with their lively song (Cups). The next performers were Kallie and Annie from G8B. They sang a well-known Chinese song "Sea of Flowers", which the students couldn't help singing with them. Six G7 students performed the iPad electronic band. Lastly, a guitar song by G7 Diamond was beautiful.

All of the performances were wonderful. We welcome students to continue to sign up for our next performance!





Key Dates

Please note below the upcoming key dates:

- December 21st: End of Semester Reports Issued
- December 22nd: Christmas Celebration Activities (afternoon)
- December 23rd -31st: Chinese Culture Week
- January 1st - 3rd: New Year's Day Holiday
- January 4th: Back to school

2021-2022 S2 Student Calendar

Please find attached student calendar for semester 2 2021-2022.

Kind regards,

Ms. Kim Sahi
Co-Principal

Ms. Bonnie Cai
Assistant Principal and Head of Secondary