MAKURI SCHOOL COMMUNITY NEWSLETTER

Makuri Makes it Happen

26th November 2026 Term 4 Issue 20

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Makuri School Vision
With strong community support, Makuri children will have the best possible opportunity to grow as confident, self-directed learners.



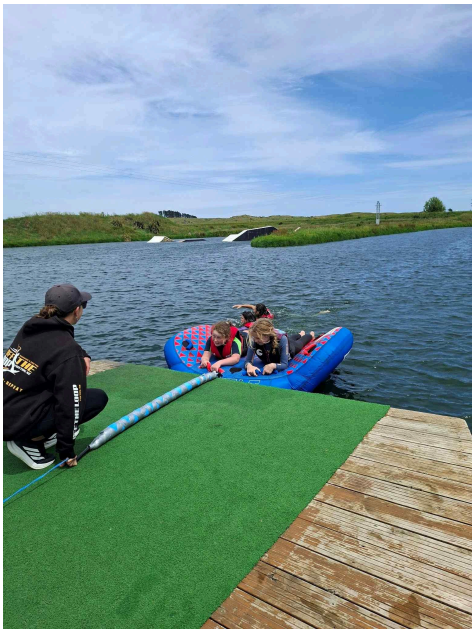
'He iti te kopara rerere i te puhi o te kahikatea'
Though the Bellbird is small, it can soar to the crown of the kahikatea

School Values: **M**otivated, **A**daptable, **K**ind, **U**nited, **R**esourceful, **I**nvolved

A Quick Update from the Principal's Desk

Kia ora koutou,

William Pike Challenge 25th November
The senior students were off to Off-the-Loop yesterday. Their main challenge was to brave the water obstacle time trial. They were competing against peers from other rural schools. Who could get across in the quickest time without falling into the water? Below are a couple of pictures.





Save the Dates: 2027 Term 1 Kick-Off, Trail Ride & Easter Break!
We are excited to share our key dates for the start of the 2027 school year! Students will return to class on **Monday, 1 February 2027**, giving everyone a full first week to settle into new routines and catch up with friends.

Best of all, our annual **Trail Ride** takes place right away on the first weekend of February (**Saturday 6 – Sunday 7 February**). With **Waitangi Day observed on Monday, 8 February**, families can enjoy an epic three-day long weekend to hit the trails, connect with our community, and still have a restful Monday before week two begins.

Looking a little further ahead in Term 1, please note that **Easter falls in Week 8** next year—giving students a **five-day long weekend** from **Friday 26 March through to Tuesday 30 March** (including the Easter Tuesday school holiday). Mark your calendars now, and stay tuned for Trail Ride registration details soon!

Ada's Performance in Peter Pan Jnr
Ada has just finished performing in Pahiatua Repertory Society's Peter Pan Jnr. Lisa and Wendy went to watch it on Friday night and thought it was fabulous and everyone did an outstanding job. We thought Ada was amazing as Tink (star of the show). Well done Ada, we are very proud of you. Below are some photos, courtesy of Becks, of Ada in her performance.



Camp Meeting: This is scheduled for Monday 30th November at 2pm at the school. Here we will finalise details of the camp and clarify any questions from those involved.

Around the Grounds
We have stocked the Pataka Kai with fresh kale, spinach and lettuce. Cabbage is being planted now to be ready by the trail ride to help provide produce for the coleslaw. The doors have been put onto the Tunnelhouse and a watering system is installed.

Teacher Only Day: The staff came together on Monday this week to look at the assessments and put together the information under the recently changed reporting requirements. Key highlights and progress include:

- Navigating the new reporting system using the emerging–exceeding continuum.

Trialling updated assessments such as PAT assessments, Year 2 Maths Check, Structured Literacy (reading), and Numicon (maths).

Ngā mihi nui,
Murray Grimmer - Principal

Rural Schools Athletics:

Unfortunately this event was cancelled due to the weather. No postponement date was scheduled. Therefore we have made a call based on the results from 2025 for Bush Athletics.

Bush Athletics:

Good luck to the following students that are competing in the Bush Athletics this Friday.
Miles - 9 yrs Boys 100m and 200m race
Jed - 12 yrs Boys Long jump, 100m, 200m, 800m race
William - 12 yrs Boys Discus, Shot put, 100m, 200m race
George - 12 yrs Boys Discus, Shot Put, 100m race
Taylor - 9 yrs Girls Long Jump
Ada - 9 yrs Girls Long jump, 100m, 200m race
Lucy - 11 yrs Girls Discus, Shot Put, 100m, 200m, 800m race
Jimmy - 10 yrrs Boys Discus, Shot Put, 200m race

Kids' Corner:

Sports Writing:

Cricket

On Saturday last weekend Jed played cricket. He plays for Bush Yr 7 & 8 Hard Ball. He played against Dannevirke Viking and he played in Dannevirke.

On Saturday last weekend Miles, Wade, and Bo played cricket. They play for yr 4 & 5 Incrediball red. They played Marist Yellow. They played at Hokowhitu park in Palmy.

Hockey

Olive and Rudy's team lost 4/0 but most of the time the ball was down their end of the turf. They played Pahiatua.

Bo's team lost 2/1. They nearly got some more goals and they played Woodville. Shellbee from Alfredton scored the only goal.

Miles, Wade and Taylor lost 3/1. We nearly got some more goals and we played St Anthony's Green.

Jimmy, George, Jed, William and Lucy's team won 4/1 and Willie scored all the goals and they played Pahiatua.
By Miles

Senior Room Writing:

Triple Jump

Introduction

Triple Jump is an Olympic sport. Where the main goal is to jump as far as the athlete can. Triple Jump is a fast paced sport where the athlete runs down a 40 Metre long track then performs the hop, step and jump sequence.

Preparation And Steps

The 5 steps are firstly, to have a good runway. Secondly, once the athlete has been signaled that they can go they have a set time limit or they are disqualified. Thirdly, the next steps are to hop, step and jump into the sand. Fourthly, the athlete can't put their foot over the line or that will be a foul. Fifthly, the athlete's hands should not be behind them when they land or touch the sand otherwise centimetres will be lost. Lastly, to perform the jump perfectly the athlete needs to follow the sequence and if they do not perform that sequence before they jump into the sand that is a foul which are basically the rules.

Equipment

For equipment the athlete will need to use a 1.22 metre wide track that is 40 metres long minimum. A black marked out line before the jump and sand to jump into. Make sure its dry sand and its all fluffed up or the athlete's feet and gluteus maximus may be sore after their jump.

Concluding Statement

Triple Jump is a true demanding test of speed and athleticism. Hard work beats talent when talent fails to work hard. Only the disciplined will succeed.

By William

How To Throw a Discus

Introduction

Discus is a field event where athletes must throw a discus as far as they can. To ensure a good throw, the athlete must hold the discus right. Depending on how old you are for the different weights.

Preparation and Starting Position

Before the throw the athlete must walk into the circle and keep a stationary position. To throw, the athlete initiates momentum from the ground up by aggressively driving the right hip and knee forward and then throws. If the throw goes out of the tape it's a NO THROW. If it is a good throw the distance is measured and then the athlete walks out of the rear half of the circle.

Executing the Skill

1: Starting inside the circle, the thrower aggressively drives the right hip and knee forward and then throw.

2: As the thrower drives forward they must bring their straightened arm with all four fingers around the discus.

3: The discus is released and flies into the sector and it is measured where it lands. If it lands outside it's a no throw.

In the end, throwing a discus comes down to having the right grip, building power from their legs, and keeping their footwork clean inside the circle. If they stay balanced at the start, drive their hips forward, and release well into the sector without getting a no throw, they will get the most distance out of their throw.

By *George*

Sprinting

Introduction

The 100 metre sprint is a track event. There are 8 lanes. The athlete runs in a straight line for 100 metres.

Starting

To start a 100 metre running race a box start is used. The athlete's feet are up against a box. When they push off the box, it gives them a bit more momentum.

Rules

There are a ton of rules in running races, definitely for the 100 metre sprint. The athlete must stay in their own lane and a false start will get the athlete disqualified. A false start is where an

athlete starts running before the clapper goes. If they go out of their lane they will be disqualified. If the athlete physically hits someone they will be disqualified as well.

Summary,

The 100 metre sprint is a challenging short distance run.

By Jed 

How to Start Different Running races in Athletics

Before performing a running race an athlete must ensure they start correctly in the right position. There are different starting positions for different races. For example, a standing start for over 400 metres and a crouch start for up to and under 400 metres.
An athlete must wait for the starter to say, ***"ON YOUR MARKS, GET SET, GO."*** *There will be a bang! and this is the athlete's sign to go.*

Standing start: (For races over 400 metres)
This might be the most common start for a running race. All the athlete needs to do is to put their foot on the start line, then they need to make sure one foot is behind the one on the line. Then one arm comes forward and one back. Hear the clapper and ***GO!!!***

Crouch start: (Up to and including 400 metres)
A crouch start is better for sprint races because it helps the athlete start faster with their head down. They will also spring off the line. Athletes use starting boards to make a good start and use shoes with spikes as well.

False Start:
A false start is equal to a foul or even worse, the athlete will be disqualified.
What will they hear when a false start happens?
The athlete may hear a second bang or a double whistle. Athletes try their best to avoid them by going just after they hear the bang.

It doesn't look hard to start a race but it sometimes is difficult.

By Lucy

High Jump

Introduction
High jump is a field event where the athlete runs towards a bar and jumps the bar. If the athlete clears the bar, the bar moves up a level. If they hit the bar they get two more goes. If they knock the bar down three times they don't get another go and that's the mark they get.

How to Jump the Bar
The athlete jumps the bar by scissor kicking. They get a run up, around the cones and when they get to the bar they take off into the air and if they clear it.

Landing
After they jumped it they land on their feet on the mat, and run right back around to behind the other athletes.

Summary
The athlete has to do the scissor kick otherwise it's a no jump or they are disqualified in the Tararua district.

By Miles

How to Pass a Baton in Relays

Introduction
In a running relay athletes have to pass a baton to their team mate as they race around the track over a set distance. To complete a valid pass of the baton they must follow very strict rules.

Preparation and Starting Position
In relays there is a takeover zone. If the athlete passes the baton and goes over the takeover zone the team will be disqualified out of the relay. Every time someone does a relay they will need a baton, take over zone and a lane.

Executing the Skill
The team mate that is getting the baton needs to start running and put their hand back so they can get the baton. He can only receive the baton within the take over zone.

Important Rules and Foul Prevention
If the athlete goes over the take over zone or drops, chucks the baton they will be disqualified straight away. If the athlete enters another lane their team will be disqualified.

Summary
So in running relays the athlete can not go in any lane next to them. Remember when anyone does a relay they will need a baton, lanes and a take over zone.

By Taylor

How to complete a successful Long Jump attempt

In long jump the athlete's main goal is to try and jump as far as they can off a board into a pit in a single jump. To complete a successful jump the athlete has to understand the rules.

For long jump you need a 40 metre minimum run way set up and a pit full of sand for the landing, that is 7 metres long. The athlete needs to take off with one foot.

The very first thing the athlete will do is walk down to the forty metres minimum runway then get contact with the board. While they're running they will begin to put one foot on the board taking off and landing with two feet. The jump is measured from the board to the footprint. Athletes will be disqualified if the foot goes over the board or two feet on the board landing with one foot.

For long jump there are probably a lot of goals the athlete is working on like taking off on the take off board, having good eye contact with the board , landing with good balance, not slipping on the sand and getting as far as you can. It is a hard skill to be good at long jump.

By Ada

How To Race With hurdles

Introduction
Hurdles is a track event where there are small short bars on the track where the athlete is running and jumping over the hurdles whilst trying not to knock them down.

Main
Getting ready to run the athlete must put their foot right behind the line. The starter person will say "On your marks, get set, GO!" With children-youth the distance between the start and the first hurdle is 12 metres, and the distance between hurdles is 8 metres,the distance between the last hurdle and the finish line is 12 metres. The distance of the race is 80 metres

Fouls
The common fouls that the athlete will be disqualified for are running around a hurdle, purposely knocking over a hurdle, and knocking someone else's hurdle.

Summary

So hurdles is a track event, it's a 80 metre race, and the fouls are running around a hurdle, purposely knocking over a hurdle, and knocking someone else's hurdle.

By Wade

High Jump

High jump is an athletic event where you must jump over a high bar without knocking the bar off. Equipment used are 2 poles, a safety mat and a bar. Athletes must use a proper technique. I will give you instructions for high jump.
Ready, set, jump! Right, let's get into it. Now first you have to be careful that you don't knock the bar off, or you might be disqualified. First do a light jog, then get faster when you get near the bar you leap over with a scissor kick movement.

By Jimmy

OTHER SCHOOL NOTICES

Calendar of Events

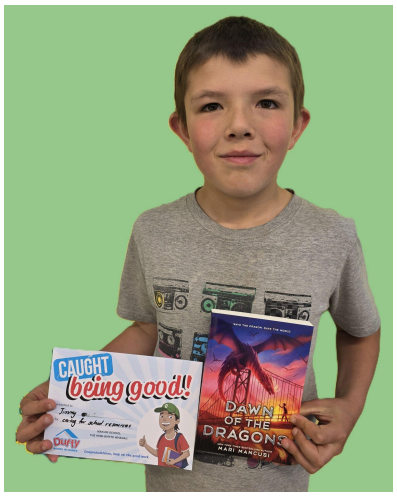
Please note that these dates may change from time to time and other events may occur.

2026
Term 4
November
Friday 27th - Bush Athletics
December
Friday 4th - Technology
Friday 11th - Prizegiving
Monday 14th - Clean up and Camp Prep
Tuesday 15th - Friday 18th - School Camp
2027
Term 1
February
Monday 1st - Start of Term 1
Monday 8th - Waitangi Day Observed (School Closed)
Friday 12th - Technology
Friday 26th - Technology
March
Friday 12th - Technology
Thursday 18th - Y7 Vaccinations
Friday 26th - Good Friday (School Closed)
Monday 29th - Easter Monday (School Closed)
Tuesday 30th - Easter Tuesday (School Closed)
April
Friday 2nd - Technology
Friday 9th - Last Day of Term1

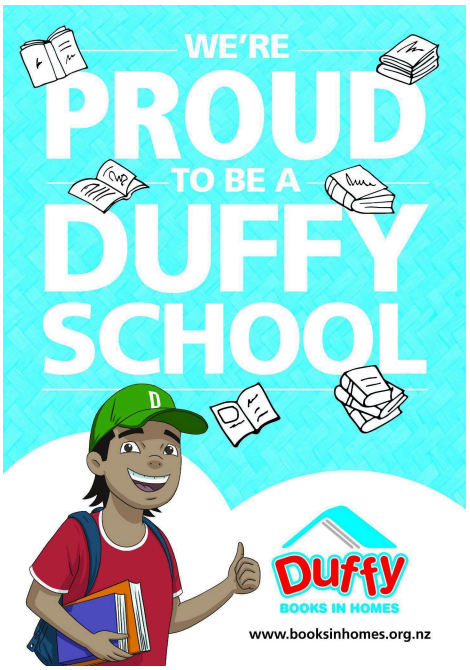
Duffy Books:

Our “Caught Being Good” award recipient for week 5 was Jimmy and week 6 was Wade. Well done.

The Hemi-Whyte Whanau are our Duffy Books in Homes Funding Partner. They have kindly agreed to contribute 50% of the cost of books for your students. We would like to thank them for their continuing support.







Library:

Can parents please make sure children have their library books in their book bag each week please as from now on we are going to be doing a stocktake in the library.



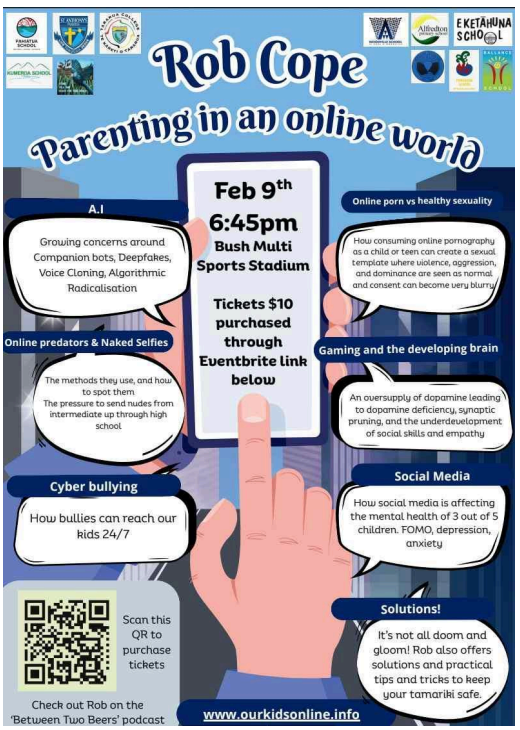


BOT NEWS



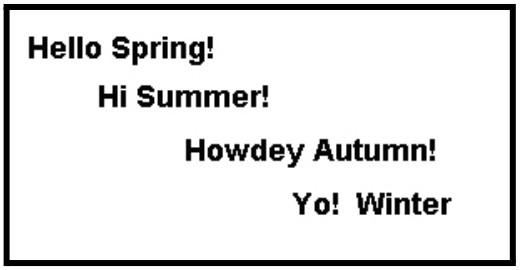
COMMUNITY NEWS





Wendy's Brainteaser:

This week's puzzle



Previous newsletter puzzle and answer.



Answer: Win with ease.

It takes a community to raise and educate a lifelong learner"