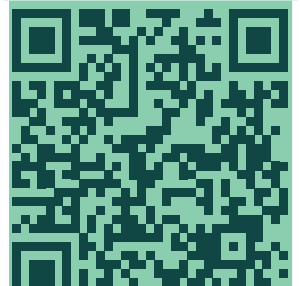


PET DAY 2025

**Saturday,
October 11,
8a.m. - midday**

INFORMATION
BOOKLET

**FLOWER
DAY
FRIDAY,
October 10,
9-11 a.m.**



FLOWER DAY – FRIDAY, OCTOBER 10, 2025

Floral Art: Flower Arranging (9-11a.m.)

All year levels will be involved in creating floral arrangements displaying their creativity and flair in a fun competition. Whānau are welcome to attend and support.

Judging criteria remain consistent across year groups and increase in complexity and independence as students get older.

Extra flowers are always appreciated and can be delivered to the school office by 9a.m. or be sent to school with your child.

Easy Information for Families (October 10)

- * 9-11a.m. Creating flower displays in classrooms
- * Spare flowers to the office
- * Bean entries due to the hall
- * Baking to sell delivered to Supper Room (hall)
- * Game project entries due to the hall

If any further details are needed, please contact the school office.

Year 0–1: Sand Saucer Surprises

Students create colourful sand saucers using natural materials arranged in shallow containers.

Students provide:

- * Saucer
- * Flowers (brought from home to use and share with the class)

Judging Criteria:

- » **Creativity and Originality:** Does it use different colours and interesting patterns or shapes?

- » **Technical Requirements:** Is it neatly constructed, with good use of space? Is the sand fully covered?
- » **Overall Impression:** Does the saucer hold attention and look complete?

Year 2: Sparkling Suncatchers

Students design floral suncatchers that reflect light and colour.

Students provide:

- * Paper plate
- * Flowers (brought from home to use and share with the class)

Judging Criteria:

- * **Creativity and Originality:** Does it feature bright colours or interesting shapes that draw attention?
- * **Technical Requirements:** Is it securely made, balanced and safe to hang?
- * **Overall Impression:** Is it visually appealing and does it evoke a positive response?

Year 3: Cute Corsages and Boutonnieres

Students design wrist-worn floral arrangements.

Students provide:

- * Flowers (*brought from home to use and share with the class*)

Judging Criteria:

- » **Creativity and Originality:** Does it include distinctive elements or features that make the corsage stand out?
- » **Technical Requirements:** Is it secure, comfortable and carefully arranged?
- » **Overall Impression:** Is it charming, balanced and visually appealing?

Year 4: Colourful Containers and Floral Display

Decorated containers with floral displays focusing on beauty and balance.

Students provide:

- * Small vase, jar, or plant pot
- * Flowers (*brought from home to use and share with the class*)

Judging Criteria:

- » **Creativity and Originality:** Does it show a decorated container with flowers arranged in thoughtful patterns?
- » **Technical Requirements:** Are the flowers neat, balanced and visually interesting?
- » **Overall Impression:** Does the arrangement create a joyful or calming effect?

Year 5: Floral Carpet

Ground-level floral patterns presented in a small tray or container.

Students provide:

- * Baking tray or trimmed ice cream container (approx. 10cm x 10cm)
- * Flowers (*brought from home to use and share with the class*)

Judging Criteria:

- » **Creativity and Originality:** Does it display clear patterns, shapes, or deliberate design using flowers?
- » **Technical Requirements:** Is it symmetrical or balanced, with variety in colour and form?
- » **Overall Impression:** Does it show beauty and intricacy?

Year 6: Miniature Gardens – Our Beaches, Our Responsibility

Design a miniature garden showing a beach with an environmental message. Only natural, recycled, or biodegradable materials may be used. No plastic toys or synthetic decorations.

Students provide:

- * Oven tray, cake tin, or plastic container
- * Natural/recycled materials
- * Flowers (*brought from home to use and share with the class*)

Judging Criteria:

- » **Creativity and Originality:** Does it clearly depict a beach scene with an understandable environmental message?
- » **Technical Skill and Presentation:** Is it neat, balanced and well made?
- » **Overall Impact:** Does the garden effectively combine visual appeal with meaningful environmental education?

Helpful Tips:

Use shells, sand, driftwood, stones, or pressed leaves. You may sketch ideas first and give your tray a title or short description.

PET DAY – SATURDAY, OCTOBER 11, 2025

Key Information for Families

All students are invited to participate by entering an animal, baking and one or both projects. If any further details are needed, please contact the school office.

Categories:

- » Calf
- » Lamb/Kid
- » Cats
- » Dogs
- » Small animals
- » Horses
- » Baking (all year levels)
- » Project One: Growing Beans
- » Project Two: Design-a-Game (changes annually)

Schedule:

- * **7.30a.m.:** Animal drop-off at the school field (drop-off only, no parking). Use gate at end of bus bay only.
- * **9a.m.:** Judging commences
- * **11.30a.m.** - midday: Grand Parade – students and animals' parade in the horse arena

Stalls on Pet Day

- * **Bake Sale:** Outside Room 5 from 9a.m. Items priced individually.
- * **BBQ:** Sausage sizzle \$2, Steak sandwich \$5, PTA Pulled pork bun \$5.

Raffles:

- * Grocery raffles – \$2 each or 3 for \$5
- * Win \$100 – \$2 each
- * Sports equipment (donated by Waikato Chiefs) – \$2 each

Cake Stall – Baking Information

- * Each family is encouraged to donate home baking (slice, biscuits, cupcakes or muffins work best).
- * All families will receive a paper plate to return the baking to school.
- * Label clearly (e.g., Shortbread – gluten free). Cover well.
- * Deliver baking to the Supper Room (hall) before 9a.m. on Friday, October 10. Room 5 on Saturday.

Easy Timeline for Families

- * **August 14–20:** Beans sent home for Growing Beans project
- * **August 25:** Pet Registration form released
- * **August 25:** Parent Helpers form released
- * **October 6:** Baking plates sent home (one per family). Pet registrations close
- * **October 10 (Friday):** Flower Day, spare Flowers to office, Bean Entries due, baking due, Game Project entries due
- * **October 11 (Saturday):** Pet Day (gates open 7.30a.m., judging 9a.m., Grand Parade 11.30a.m., pack down midday)

Project One: Brilliant Bean Growing

- * Students plant and grow beans, recording progress in a diary or project board.
- * **Categories:** Junior (Years 0–2), Middle (Years 3–4), Senior (Years 5–6).
- * **Students receive:** 5 bean seeds (August 14–20).
- * **Container:** No larger than 10L (ice cream container is fine).

Due: Friday, October 10 – bring clearly named pot with room number and year level, and diary or project board to the hall.

Judging Criteria:

- » **Growth and Health:** Height, greenness, overall condition
- » **Care and Responsibility:** Evidence of regular care
- » **Creativity and Presentation:** Neat, engaging, well organised
- » **Scientific Thinking:** Dates, measurements, graphs, observations

Project Two: Design-a-Game – Pet Olympics Challenge

Students will design and build a miniature Pet Olympics board game that features fun obstacle courses, creative challenges, and pet-themed adventures.

The mission is to create a game that's fun to play and can be shared with others during Pet Day. Along the way, use design thinking, construction skills and creativity –just like real game designers.

Instructions: Ready, Set, Design

Step 1: Dream It – Your Game Plan

- * Brainstorm your ideas for the Pet Olympics board game. Will it be a race? An agility course? A maze? A training challenge?
- * Think about the kind of pet or pets in the game and what obstacles or events they will face.
- * Sketch a design and make a plan.

Step 2: Build It – Bring Your Game to Life

- * Use cardboard, paper, recycled bits, natural items, small toys, and anything else safe and fun to create the game.
- * Add fun features: colourful paths, spinners, dice, or moving parts.
- * Make sure it's strong enough for people to test and play.
- * Keep it board game size.

Step 3: Show It – Share Your Masterpiece

- * Create clear instructions so others know how to play.
- * Bring the finished game to the hall.
- * Be ready to explain how you made your game and maybe even teach someone to play it.

Challenge Categories:

Mini Makers (Year 0-2): Focus on bold decoration, creative pet themes, basic building skills (cutting, gluing), and sensory surprises like textures and colours.

Junior Designers (Year 3-4): Take it up a notch with measuring, layout planning, simple moving parts (like spinners or flippers), and writing clear instructions so others can play.

Master Creators (Year 5-6): Think like an engineer. Plan, test, redesign, and create a playable board game with clever mechanics, rules, and the ability to teach others how to play it.

Presentation Phase (Flower Day – Friday, October 10):

- * Bring the board game to school.
- * Set it up in the display area in the hall (with instructions).

Judging Criteria:

Mini Makers (Year 0–2)

- » Is the game colourful, creative and fun to look at?
- » Does the game include a clear pet theme (e.g., cats, dogs, rabbits, or other animals)?

- » Can the game be played easily?

Junior Designers (Year 3–4)

- » Is the board measured, planned and laid out clearly with a pet theme?
- » Does the game have working parts that make it fun to play?
- » Are the instructions clear enough that someone new can understand how to play?

Master Creators (Year 5–6)

- » Does the game have clear rules and mechanics that make it challenging and fun to play?
- » Does it appear that time was spent testing and improving the pet-themed game?
- » Can the game be confidently explained and taught to others?

Due: Friday, October 10 – bring to the hall for display.

Animal Categories – Key Guidelines

Animal Judging – What Students Need to Know

- * Judges will ask short questions such as:
- * What is your animal's name and breed?
- * When was it born?
- * What does it eat?
- * How do you care for it?
- * Can you name some body parts?
- * What diseases or parasites might it get?
- * How did you train it?

Calves

- * Students care for calves from one week old until Pet Day.
- * Begin daily training early, spend time feeding and handling.

- * Calves must be clean, lice-free, not clipped, or trimmed.

Judging Criteria:

- » Condition
- » Clean
- » Pliable skin
- » No skin parasites
- » Well-groomed
- » Weight

Leading the calf:

- » Always stand/walk beside or slightly in front of the animal's shoulder
- » Try to keep your animal moving at a reasonable pace and walk at the same speed as your animal
- » Make sure the halter is not too tight or too loose

Calling the calf:

- » Students will give the calf to a judge or steward
- » The student then moves to the calling point and calls the animal's name in a loud, clear voice

Lambs and Kids

- * Students care from one week old.
- * Dagging permitted, no bleaching or washing.
- * Collars only. No feeding during judging.

Judging Criteria:

Rearing:

- » Condition of your lamb/kid
- » Condition/fatness
- » Growth/bloom (health)

Calling:

- » Calling
- » Catching
- » Speed of catch

Leading:

- » Walking around a course

- » Overall handling

Tips for leading your animal:

- » Always stand/walk beside or slightly in front of the animal's shoulder
- » Try to keep your animal moving at a reasonable pace and walk at the same speed as your animal

Horses and Ponies

- * Students care for and groom their own horse/pony.
- * Must be lice-free and healthy.

Judging Criteria:

Riding Ability:

- » Seat and Position – balanced seat, correct leg and hand position, eyes forward
- » Ring Etiquette – awareness of surroundings and navigation of the ring
- » Control and Confidence – ability to start, stop, turn and adjust pace smoothly
- » Best Trick - show us your best trick

Horse Temperament:

- » Calmness – relaxed demeanour, no signs of distress or excessive nervousness
- » Obedience – responds promptly and willingly to rider's aids
- » Consistency – steady pace, no rushing or napping
- » Tolerance – remains composed when exposed to distractions (e.g., noise, other horses, crowd)

Care and Attention:

- » Grooming - clean skin and coat, clean, brushed out mane and tail, hooves picked out (plaiting optional)
- » Relationship - clear bond between horse/pony and rider, is kind and reassuring
- » Tack - clean, well-fitting tack, clean bit
- » Overall Knowledge - good overall knowledge of the horse/pony

Cats

Bring in a cage or crate, always supervised.

Judging Criteria:

Condition and Care:

- » Coat is clean, brushed and free of knots
- » Clear eyes and ears
- » Calm and responsive behaviour
- » Healthy body condition

Handling and Confidence:

- » The student is confident patting the cat
- » The cat appears calm, secure and settled in the environment
- » Safe and gentle interactions

Tips for Presenting Your Cat:

- * Practise short car rides in a cage or crate before Pet Day
- * Gently groom the cat in the days before the event
- * Bring a familiar blanket or toy to help them feel safe
- * Keep water available nearby
- * Never force your cat to be held

Small Animals

Rabbits, Guinea Pigs, Mice, etc.

Must be in a secure cage.

Judging Criteria:

Condition and Environment:

- » Clean, well-groomed coat/fur
- » Alert and healthy in appearance
- » Clean cage with appropriate bedding
- » Suitable food and water setup
- » Quiet, calm behaviour

Presentation and Responsibility:

- » Animal is clean, relaxed and managed gently
- » The student demonstrates confidence and care

- » Cage is presented neatly with some enrichment (e.g. tunnels, chew toys)

Tips for Presenting Small Animals:

- * Clean the cage the night before Pet Day
- * Practise gentle handling in the lead-up
- * Make sure your pet is used to noise and being observed
- * Bring extra bedding and a water bottle or fruit to keep them hydrated
- * Keep the cage in a shaded area during the event

Dogs

Must be on a lead with an adult present. Up to date vaccination and registration.

Judging Criteria:

Condition and Care:

- » Clean coat, trimmed nails, healthy body weight
- » Bright eyes and alert expression
- » Friendly and calm behaviour
- » Signs of regular grooming and care

Obedience and Handling:

- » Walking calmly on a lead
- » Sitting and following basic instructions
- » Responds to the student's voice or commands
- » Respectful handling from the student (calm, confident, gentle)

Tips for Leading Your Dog:

- * Practise walking on a lead before Pet Day
- * Use a well-fitting collar or harness
- * Bring dog treats for encouragement
- * Clean up after your dog - bring a waste bag
- * Avoid bringing dogs in heat or those that are highly anxious

Do not forget to bring your animal's food requirements along to Pet Day and arrive on time before judging starts.

Baking Competition – Pet Day Sweet Creations

Students can display their cooking skills. The student must make entries.

Year Levels and Entries:

Years 0–2: Pikelets (max 3)

Years 3–4: Iced Biscuits (max 3)

Year 5: Iced Cupcakes (max 3)

Year 6: Iced Novelty Cake - one only

Judging Criteria:

- » **Creativity and Presentation** – Imaginative decoration, colour combinations and overall visual appeal
- » **Technical Skill** – Appropriate texture, consistency and level of finish for the year group (e.g., even cooking, neat icing)
- » **Taste and Flavour Balance** – Pleasant flavour, freshness and harmony of ingredients
- » **Attention to Detail** – Care taken in portion size, uniformity and finishing touches

Please deliver to the supper room (hall) on Saturday morning for judging. Complete the name card with year level and room number.

Ribbons

In all categories, ribbons will be awarded for 1st, 2nd, 3rd, 4th and Highly Commended. Overall Champion and Reserve Champion ribbons will be awarded to the top participants across each age group.