



CASINO CHRISTIAN SCHOOL
SCHOOL REQUISITES FOR 2024



Primary Requirements

INFANTS – K to YEAR 2

(All infant students' stationery and books are provided by the school)

- Lunch box and drink bottle (please label everything)
- Large backpack - to avoid having loose items. Children will have various large folders which need to fit into a backpack.
- Please send fruit each day
- Art smock or old T-Shirt

PRIMARY – YEARS 3 to 6

(All primary students' books are provided by the school)

- Years 4,5&6: 1 x Box or packet of **blue** ball-point pen
 - These need to be non-clickable, single-colour solid pen that cannot be dismantled
 - Parents will be notified for resupply when packet is half empty
- Years 3,4,5&6: 1 x Box or packet of **red** ball-point pen
 - These need to be non-clickable, single-colour solid pen that cannot be dismantled
 - Parents will be notified for resupply when packet is half empty
- Box or packet of **standard-sized good quality** HB pencils (Staedtler brand preferred)
 - We ask that you please avoid purchasing extra-long, thick or odd-shaped pencils, etc.
 - Parents will be notified for resupply when packet is half empty
- Pencil sharpener
- 4pk Glue stick - Parents will be notified for resupply when packet is half empty
- Good quality coloured pencils
- Paint shirt to protect uniform
- Erasers (art rubber)
 - White, single-piece, not novelty, not coloured or dismantlable
- Rulers
 - Not bendable or metal, 30cm with cm & mm markings, without calculators or drawers
- Pencil case
 - Convenient size (not too large), not covered in sequins
- Texters
- Packet mixed-colour highlighters

Please note:

*Permanent markers, liquid paper and correction tape are not permitted.

*As noted above, some items may need replacing in bulk throughout the year.

*Everything, including individual pens and pencils, needs to be labelled clearly - It is not within the teacher's responsibility to sort out ownership issues with student's unlabelled equipment, therefore clearly marked equipment is essential.