



Mills River SDA School Newsletter

August 28, 2026

“We follow Jesus’ example by nurturing each child’s growth as a whole person: academically, physically, spiritually and socially.”

OPPORTUNITY SCHOLARSHIP UPDATE - The Opportunity Scholarship and ESA+ programs sent a final round of 2026-2027 award notifications to eligible new students on August 21, 2026. These families have until **September 11, 2026** to respond to their award offer in MyPortal. New student award offers will be cancelled if they are not accepted by this deadline. Families can find more information about how to accept or decline an award on the Awarding Process page of our website.

GIRLS’ VOLLEYBALL GAME will be Thursday, September 3, with Eddlemon SDA School. The van will leave at 3:30 p.m. from the school.

SOCCER PRACTICES will start on Wednesday, September 2, after school. The weekly practices are open to 4th-8th graders, and team members will be chosen starting with 8th graders and working down to the lower grades.

THE FIRST ADVENTURER & PATHFINDER MEETING will be Tuesday, September 1, from 5:30-7:00 p.m. in the Mills River SDA Church.

PARENTS IN PRAYER will be once a month on Wednesday at 8:15 a.m. with our first meeting happening next week on September 2. At each meeting, we take time to pray for a specific classroom and teacher(s) and we write cards of encouragement to them. Feel free to join in!

HOMESCHOOL WEDNESDAYS start next week on September 2! Please make sure any outstanding registration paperwork is brought in on that day and given to Mrs. Wolters.

NO SCHOOL on Monday, September 7, due to Labor Day holiday.

MAP TESTING WINDOW is September 8-21, so it’s helpful if the students get plenty of sleep and a good breakfast.

IMPORTANT DATES

September 1 – Adventurer & Pathfinder Meeting (5:30-7:00 p.m.)
September 2 – Parents in Prayer, Homeschool Enrichment Begins, & Soccer Tryouts
September 3 – Volleyball Game with Eddlemon (4:30 p.m.)
September 7 – NO SCHOOL (Labor Day)
September 11 – NC State Fair Field Trip
September 8-21 – MAP Testing Window