



BI-WEEKLY BULLETIN

CELEBRATING THE COMMUNITY

2023-2024

1 - 14 March 2024



WHAT'S

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DEAN'S ARTICLE

Points of View: Online Video Games, Friend or Foe?

I read a recent article from the Straits Times, shedding light on the prevalent bullying behavior of the young generation, especially among adolescents, during their involvement in online gaming. As I was reading it, the realization of the significant role we play as parents in monitoring and understanding our children's digital activities made me feel very concerned and worried at the same time.

As an educator, I witness the frequent profound impact of online experiences on student's behavior, social interactions, and emotional well-being. Some students can get aggressive in actions and words. They can easily show anger to others and comfortably use inappropriate language.

I feel responsible for sharing my insights with fellow educators and to you, parents. We do need to heighten our vigilance in the realm of online gaming. One revelation is that quite a substantial number of young gamers who are being bullied do not confide in their parents or any significant adult, like their teachers. This fact highlights the importance of openly communicating with children or young adults. An open and positive communication encourages our children to initiate conversations about their experiences, including their digital lives. It will provide insights into potential challenges that our sons or daughters face and establish strong trust and support.

Online gaming not only provides entertainment but also creates a dynamic social space for our children to interact with their friends and, sadly, even strangers who may not have the best intentions. I firmly believe that we need to be aware of the specific games and platforms that our children engage in. Knowing the potential risks associated with these online/video games is essential. Being involved will allow us to implement appropriate safety measures and facilitate informed discussions about being responsible digital citizens and gamers. Let us also keep in mind that online gaming is not isolated from the overall development of our children. It is now the era where digital life impacts our children's well-being, affecting their social interactions and emotional experiences in their virtual society.

Our collaborative efforts in monitoring, guiding, supporting, and educating our children's involvement in digital gaming will help them to navigate and face the complexities of the digital world responsibly. We can create an informed and supportive community that nurtures the holistic development of our children in both the physical and digital realms.

Please take time to read the article from the Straits Times.



DEAN'S ARTICLE

Parents, take note of these video games popular among kids

by Osmond Chia

19 FEBRUARY 2024

<https://www.straitstimes.com/tech/parents-take-note-of-these-video-games-popular-among-kids>

SINGAPORE – Video games offer a space for fun and creativity, but for some people, they can become a hotbed of bullying.

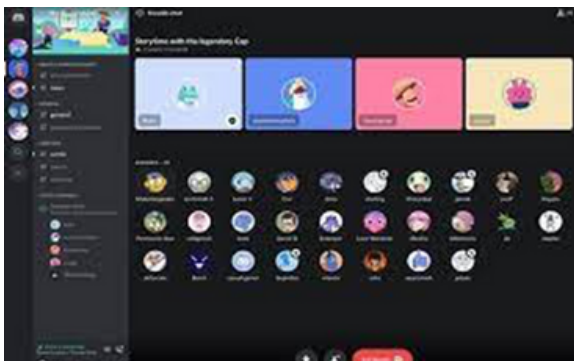
Roughly one in five gamers between 13 and 18 years old feels bullied in video games by other players, according to a landmark survey on online gaming here by the authorities announced on Feb 13.

Many parents are kept in the dark – nearly half of the youth who felt bullied in games did not tell their parents, the Ministry of Communications and Information found.

Online safety advocates urge parents to familiarise themselves with games popular among youth, as well as the safety features available to them.

If you are clueless about the world of online gaming, here are some games and apps that demonstrate the issues parents should note.

Discord



Although Discord is not a game, it is the communications platform of choice for most players to facilitate voice calls while gaming. Simply put, if your children play online games on a computer, they are probably on Discord.

The platform, which has at least 150 million users, allows players to conveniently hop between chatrooms to chat with players of different games, including often-anonymous strangers in public chatrooms.

The platform has also [been notorious for failing to crack down](#) on explicit content being circulated in its endless channels. Chief executive Jason Citron was among tech bosses hauled to the United States Congress on Feb 1 to account for the proliferation of child sexual abuse materials on their platforms.

Discord introduced parental controls in late 2023, allowing parents to see who their teens are talking to and details of the servers they have joined, without giving away information about what their children are saying. Parents will first need to ask their children for a QR code to connect their accounts for supervision.



DEAN'S ARTICLE

Within the settings of Discord, users can also task the app to scan and delete direct messages that contain explicit content and restrict messages to members they know.

Roblox

Free to play, Roblox connects players to an expansive multiplayer world with more than 200 million players and dozens of games like shooters, puzzles and those created by other users. For all intents and purposes, it is the metaverse of video games.



And unless players are willing to pay, they will most certainly play with strangers. Players can chat verbally with other players over a microphone, or via in-game chatboxes.

For all its fun, Roblox has evolved into a free-for-all and a headache for law enforcement – a dark corner where scammers, sexual predators and extremists lurk, and lewd content runs rampant.

In 2023, Singapore's Internal Security Department (ISD) discovered that a radicalised teen had joined several Roblox servers, which had virtual worlds that replicated conflict zones occupied by terror group Islamic State in Iraq and Syria.

The ISD urges families to look out for worrying changes in the behaviour of those around them, for example, if they frequently surf radical sites or post extremist views on social media.

Parents can also add age-appropriate experiences within the game by enabling Allowed Experiences, which will let young players join only servers that match the age recommendations set.

Genshin Impact



The widely popular free-to-play Chinese action role-playing game Genshin Impact is typically played alone or with small groups of friends, but parents should take note of in-game purchases.

Such mechanics – also found in popular games such as Fifa and Star Wars: Battlefront, and free-to-play mobile games – have been criticised for its similarities to gambling.

The upgrades can be purchased with real money to give players a leg up, but the paid items are randomised, so players will not know what they are buying.



DEAN'S ARTICLE

In 2021, a Singaporean father who was not familiar with in-game purchases was saddled with a \$20,000 credit card bill after his 18-year-old daughter went on a spending spree in Genshin Impact.

Minecraft

Like Lego, the building block-based multiplayer game Minecraft has been a hit with children and adults alike, amassing a community of more than 100 million gamers.



But as with any multiplayer game, such as shooters Valorant and Fortnite, players can encounter swearing and harmful behaviour while on its multiplayer servers or while connected to Discord.

Minecraft offers more parental controls than the typical video game. Parents can limit the ability to join multiplayer servers and disable chats from players who are not on their children's friends list – so long as a parent's account is paired.

Microsoft has also rolled out gaming safety control tools for its family of Xbox Live games, which include Minecraft. Parents can set limits to their children's playtime and censor foul language.

Minecraft also has child-friendly servers that approve of players only if parents have completed a form with their children's information.



Read up, or play: Read up on games that are popular, taking note of their online interaction features and what safety controls are available. Parents can go a step further to play the games to familiarise themselves with their child's experience.

Look out for multiplayer feature: Games that allow players to connect with others can foster teamwork and healthy competition but can also expose young players to strangers. If possible, scan through the games' menus to toggle off the option to interact with unknown players..

Don't ignore signs: Look out for children who suddenly become withdrawn or who cut off communication channels. Show concern for young gamers, even if the issues seem mundane to grown-ups, as such matters can still affect them emotionally.



DEAN'S ARTICLE

If your child is a bully: Try to understand what triggers a child to behave in an antisocial way. Parents and children can agree on a “strike” system with certain consequences, like a time-out for repeated bad behaviour.

Shared by

Ms Aileen Acabado

Dean for Primary



FAIRGROUNDS



Navigating through large arrays and selections of food stalls and booths, serenaded by nostalgic melody, while soaking in the spectacular vibes almost feels like déjà vu. The fairgrounds held on 24 February 2024 was a flawless emulation of that thrilling atmosphere, especially with the debut of the main attractions “Shrek’s Slumber” and “Down the Rabbit Hole” which easily surpassed the standards of entertainment.

The event brimmed with enthusiasm from students, parents, and teachers alike. A surge of people rushed through the entrance as soon as the event commenced at 11.00. Eager to experience the vast multitude of entertainment options the event had to offer.



Excitement filled the arcade room. Hands tightly gripping the F1 driving controls and manoeuvring through virtual race tracks while loud shouts of victory and defeat erupted from the FIFA 24 area. Amidst all the chaos, the resounding thuds of the punching bag added on to the excitement as participants lined up, eager to test their strength.



Meanwhile nervous laughter mixed with determination and thrill could be heard over at the amphitheatre. Faces filled with many different expressions, ranging from exhilaration to fear, could be seen as participants mounted the rodeo bull. In the background, the vibrant colours coming from the bouncy castle beckoned, echoing with laughter from those bouncing and tumbling within its doors.



STUDENT COUNCIL: FAIRGROUNDS

Over by the swimming pool, the allure of the hamster ball added a splash of adventure. Participants rolled and tumbled across the water's surface.



A large majority of participants eagerly made their way to “Shrek’s Slumber”, an exciting adventure where they embarked on various challenges without waking the sleeping ogre. Laughter erupted as they sneaked around, trying not to make much noise. However, the laughter quickly turned into fear and panic as Shrek awoke, pursuing them with great fervour and determination.



Meanwhile, on the third floor, “Down the Rabbit Hole” awaited thrill seekers with its array of complicated riddles and challenges. Excitement as well as frustration filled the air as participants attempted to navigate through the riddled mess. But just as they thought they were safe, the Queen of Hearts emerged, adding a thrilling twist to the game as she chased them through the maze.

Back on the first floor, the multi-purpose hall was bustling with activity. The hall housed both a stage and a bustling bazaar through which the participants gracefully moved through the crowded aisles seeking out the best deals on food and drinks to combat the humidity or toys and games like adorable plushies.



FAIRGROUNDS



In the midst of it all, a talent show unfolded on the centre stage, captivating the audience as students from different age groups took turns providing performances that left them in awe. The melodic singing, energetic strumming of the guitar, and elegant melodies of the keyboard provided the perfect backdrop for all the festivities.

Alongside the exhilarating adventures, a raffle was also conducted, offering participants a chance to win fantastic prizes. Including four UnitedBike Bicycles, one pair of Galaxy Buds, one Samsung Fast Charging Power Bank, one Redmi Watch, and several Google Play Vouchers.



In summary, the event was an epitome of excitement and joy for all the participants.

Thank you everyone for joining us at the fairgrounds! Your presence added so much colour and joy to the event. We hope you had a fantastic time and look forward to seeing you all again next year.

We would like to give a huge thank you to Mr Waie for making the talent show possible, as well as the NationalHigh Art Club for providing all the incredible props and decorations. None of this immersive experience would have been possible without their invaluable assistance.



FAIRGROUNDS

To our sponsors,

We would like to express our sincere gratitude to the following: Sosro, unitedbike, panorama, golden rama, sushi tei, remboelan, soup restaurant, yupi. We are very grateful for your tremendous support throughout our event, Fairgrounds 2024. We are happy to relay that the event proceeded smoothly and ended on a successful note.



We hope to see you again in the Student Council's future events!

"Life is either a daring adventure or nothing at all." - Helen Keller

Shared by

Benjamin Halim, Y11



ENGLISH FEST

From February 19th to 21st, our school burst into life with the vibrant energy of the annual English Fest. This cherished tradition unites the Primary and Secondary Departments to celebrate the English language. This year, the event featured the enchanting theme of "Celebrating the Language of Love, Laughter, and Literature," promising an immersive experience for all involved.

The grandeur was evident from the start, as the Opening Ceremony dazzled students with a thrilling Quiz Bowl. Here, students showcased their literary prowess, having diligently delved into assigned books prior to the event to vie for supremacy in a battle of knowledge expertly orchestrated by the Game Masters.

In the Primary Department, excitement was palpable as students eagerly participated in diverse activities tailored to their respective age groups. The Speech Competition provided a platform for budding orators to showcase their eloquence and conviction. The Poetry Recitation for Years 1-2 and the Monologue for Years 3-4 allowed students to immerse themselves in the rhythm and cadence of language, expressing themselves with passion and creativity. For Years 5-6, the Declamation competition challenged students to channel their inner orators, delivering powerful speeches with confidence and poise. Additionally, the Spelling Bee tested students' linguistic prowess, while Game Day added a dash of excitement and friendly competition, further fueling their enthusiasm for language and literature.

Over in the Secondary Department, an exciting array of activities awaited eager participants, each designed to showcase the multifaceted talents of its students. Year 7 students were dazzled by their quick thinking and eloquence in the Impromptu Speech competition. At the same time, Year 8 transported audiences to the enchanting world of Shakespeare with a spirited rendition of "Much Ado About Nothing." Year 9 students had viewers in stitches with their side-splitting Comedic Skit Video Presentation, demonstrating impeccable comedic timing and boundless creativity. The Year 10 embarked on virtual journeys through their captivating Travel Documentary/Vlog creations, offering unique perspectives on the world around them. Meanwhile, Year 11 delved into the nuanced beauty of poetry interpretation, unravelling the layers of meaning within each verse with insight and depth. Finally, Year 12 students left a lasting impact with their thought-provoking Public Service Announcements, shedding light on pressing issues and inspiring action.

Beyond the scheduled activities, the English Fest provided a platform for students to unleash their creativity and showcase their artistic endeavours. The halls were adorned with captivating displays of literary creations, artwork, and projects—proof of the talent and imagination of our students.



ENGLISH FEST

Moreover, the English Fest served as a gateway to exploration, delving into Book Character Day, Greek Mythology and the Victorian Era. Students immersed themselves in these captivating subjects, donning costumes of beloved book characters and engaging in immersive experiences that sparked their curiosity and imagination.

As the curtains closed on another successful English Fest, it became evident that the event had not only sharpened students' language skills but also fostered a deeper appreciation for the beauty and power of the English language. Through creativity, camaraderie, and a shared love for literature, English Fest had succeeded in uniting the school community in a celebration of language, laughter, and the enduring magic of storytelling.

Shared by

Ms Jaspreet Kaur Malkit Singh

on behalf of English Fest Committee - Primary & Secondary English Language Departments





ENGLISH FEST





HIGHLIGHTS

Year 3 Field Trip

Exploring the Silk Road: A Journey Through Rumah Sutera

On February 19, 2024, Year 3 students embarked on their eagerly anticipated field trip to Rumah Sutera in Bogor, where they had the opportunity to explore a silkworm factory. Throughout the excursion, the students delved into the intricacies of the silkworm life cycle, gaining insights into their dietary preferences and natural habitat.

A highlight of their visit was the mulberry plantation tour, where they not only sampled fresh mulberries but also savoured the unique experience of tasting raw mulberry leaves. The revelation that these leaves could be consumed in their natural state left them astonished!

Moreover, the students were introduced to the fascinating process of silk production. Engaged and enthusiastic, they relished every moment of discovery, eagerly immersing themselves in new experiences such as handling silkworms and trying raw leaves for the first time.

“I rate the field trip 8.5/10. It’s quite informative. I learnt about the silk-making process...”

~ **Eldrick Liam Tanzil, Y3I**

“I love the taste of the mulberry! It tastes like mixed berry juice!”

~ **Sebastian La Torre Corletto, Y3I**

“I like the sceneries in Rumah Sutera. I also learnt that leaves can be eaten.”

~ **Briana Taniwan, Y3P**

“The souvenir blends in with the theme of the venue, because the items are all silk-products.”

~ **Daxton Richard Sanjoto, Y3P**

Shared by

Ms Debby Lim

PIC of Y3 Field Trip



HIGHLIGHTS

Year 3 Field Trip Exploring the Silk Road: A Journey Through Rumah Sutera





HIGHLIGHTS

Year 2 Field Trip Goes to PT Mayora Indah

As a teacher, organising and accompanying Year 2 students on a field trip to the Mayora cookie and candy factory was an enriching experience that not only aligned with our curriculum objectives but also provided a hands-on learning opportunity for the children.

One of the most striking aspects of the trip was witnessing the children's excitement and curiosity as they explored the inner workings of the factory. From observing the assembly line in action to learning about the ingredients used in cookie production, every moment was filled with wonder and enthusiasm. The factory tour served as a tangible extension of the classroom lessons on food production, allowing the students to make real-world connections to what they had learned in class.

Moreover, the field trip offered invaluable opportunities for sensory learning. The children were able to see, touch, and even smell the various ingredients used in cookie making, fostering a deeper understanding of the concepts being taught. Additionally, interacting with the factory staff provided the students with a chance to ask questions and engage in meaningful conversations, further enhancing their learning experience.

One of the highlights of the trip was the hands-on cookie-making activity at the end of the tour. Watching the children unleash their creativity as they make their own cookies was truly delightful. Not only did this activity allow the students to apply what they had learned during the tour, but it also provided a fun and memorable experience that they will likely cherish for years to come.

In conclusion, the Year 2 field trip to the cookie and candy factory was a resounding success. It provided the students with a memorable and engaging learning experience that complemented our classroom curriculum while igniting their curiosity and enthusiasm for learning. As a teacher, witnessing the joy and excitement on the faces of the children reinforced the importance of hands-on, experiential learning opportunities in education.

Here, we would like to extend our heartfelt gratitude to the entire team at Mayora Company, including the administration and staff, for the extraordinary welcome, the memorable hands-on activities, and the delightful goodie bags.

Shared by

Mr Zhang Li

PIC of Y2 Field Trip



HIGHLIGHTS

Year 2 Field Trip Goes to PT Mayora Indah





HIGHLIGHTS

Hello everyone! We would like to share some news.

School Football Competition (SFC)

1. Girls' Team:

Our girls' teams have just one league game left on their schedule. Moreover, the girls' team has successfully advanced to the semi-finals of the CUP.

2. NHJS U18:

NHJS U18 has one league game left to play. Additionally, they have advanced to the semi-finals of the CUP.

3. U14:

U14 has clinched the "Champion" title in the league, setting them up for potential success in the forthcoming CUP competition as they aim for another trophy.

4. U12 Grey:

U12 Grey has two more league games upcoming on their schedule.

5. U12 Green:

U12 Green has one more league game to complete.

6. U10 Orange:

U10 Orange secured the runner-up position in the league.

7. U10 Yellow:

U10 Yellow achieved an impressive third-place finish in the league.

8. U8 NHJS:

U8 NHJS finished the league with a remarkable second-place standing.

Heartfelt congratulations to all the players, coaches, and everyone involved in these remarkable achievements. Your hard work, dedication, and sportsmanship have truly shone through, reflecting the spirit of our school's football program.



HIGHLIGHTS

As the remaining games unfold, we eagerly anticipate more successes and spirited performances from our teams. Let's continue to support and celebrate each other's accomplishments.

Wishing everyone the best in the upcoming matches and looking forward to even more victories.

Here is the detailed league table for your reference:

U18 LEAGUE TABLE								
P	Team	P	W	D	L	F	A	Pts
1	NHJS Blue	3	2	0	1	7	2	6
2	Tunas Muda School	3	2	0	1	4	3	6
3	AIS Jakarta	1	1	0	0	2	1	3
4	SIS South Jakarta	2	1	0	1	4	4	3
5	SA Jakarta	3	0	0	3	1	8	-7

Last Updated 17 February 2024

Supported by: CMW, bobobox, Le Minerale, GO-UP, Sedaap Cup

GIRLS LEAGUE TABLE								
P	Team	P	W	D	L	F	A	Pts
1	NHJS Lions	2	2	0	0	5	2	6
2	ICHTUS	2	1	0	1	3	3	3
3	AIS Jakarta	0	0	0	0	0	0	0
4	BINUS Simprug	2	0	0	2	2	5	-3

Last Updated 28 January 2024

Supported by: CMW, bobobox, Le Minerale, GO-UP, Sedaap Cup

U14 LEAGUE TABLE								
P	Team	P	W	D	L	F	A	Pts
1	NHJS Red	4	4	0	0	14	4	12
2	SIS South Jakarta	3	2	0	1	8	2	6
3	SA United	3	1	0	2	6	7	-1
4	BINUS Simprug	2	0	0	2	2	9	-7
5	Bunda Mulia	2	0	0	2	2	10	-8

Last Updated: 17 February 2028

Supported by: CMW, bobobox, Le Minerale, GO-UP, Sedaap Cup

U12 LEAGUE TABLE								
P	Team	P	W	D	L	F	A	Pts
1	Al Muslim School	6	6	0	0	26	2	18
2	SA Jakarta	6	4	2	0	21	7	14
3	SA Sentul	6	4	0	2	16	6	10
4	NHJS Grey	6	3	2	1	14	6	8
5	Bunda Mulia A	6	2	2	2	14	14	0
6	NHJS Green	7	2	0	5	13	23	-10
7	SIS South Jakarta	6	1	0	5	6	23	-17
8	AIS Jakarta	1	0	0	1	0	3	-3
9	Bunda Mulia B	6	0	0	6	1	27	-26

Last Updated: 18 February 2024

Supported by: CMW, bobobox, Le Minerale, GO-UP, Sedaap Cup

U10 LEAGUE TABLE								
P	Team	P	W	D	L	F	A	Pts
1	Al Muslim	4	4	0	0	20	1	12
2	NHJS Orange	4	2	1	1	13	11	7
3	NHJS Yellow	4	2	0	2	12	13	-1
4	SA BSD	4	1	1	2	8	10	-2
5	Bunda Mulia	4	0	0	4	2	20	-18

FINAL MATCH RESULT

Supported by: CMW, bobobox, Le Minerale, GO-UP, Sedaap Cup

U8 LEAGUE TABLE								
P	Team	P	W	D	L	F	A	Pts
1	SA Sentul	3	3	0	0	9	1	9
2	NHJS White	3	1	1	1	8	8	4
3	SA Jakarta	3	1	1	1	6	6	4
4	Bunda Mulia	3	0	0	3	3	11	-8

FINAL MATCH RESULT

Supported by: CMW, bobobox, Le Minerale, GO-UP, Sedaap Cup



HIGHLIGHTS

Here are the updated highlights of the SFC results :

Saturday & Sunday Date: 17-18 February 2024

SFC U14

Venue: AIS (Australian International School)

NHJS VS SIS South Jakarta

Score 1 - 0 [Won]

SFC U12

Venue: NHJS

NHJS Grey VS BMS

Score 3 - 0 [Won]

NHJS Green VS SA Sentul

Score 0 - 3 [Lost]

SFC U10 Location: BINUS

NHJS Orange VS BMS

Score 5 - 0 [Won]

NHJS Green VS BMS B

Score 4 - 1 [Won]

Shared by

Riyan Priyanto

PE Department Subject Specialist



ACKNOWLEDGEMENT

NATIONALHIGH
JAKARTA SCHOOL

CONGRATULATIONS!

TOP 2 WORLDWIDE



Sachika Diptisari Suwanda (Y7P)
- TeenEagle 2 -

TEENEAGLE 2024 **TeenEagle 2024**
SUPER ONLINE ROUND 2

NATIONALHIGH
JAKARTA SCHOOL

CONGRATULATIONS!



Jesslyn Kimberly Chin (Y4E)
-TeenEagle 1-



Joel Frederick Gunawan (Y7P)
-TeenEagle 2-



Megan Tjandra (Y7I)
-TeenEagle 2-



Dylan Michael Jaya (Y10G)
-TeenEagle 3-



David Nicholas Gunawan (Y10G)
-TeenEagle 3-



Kyle Nicholas Hendrasono (Y10G)
-TeenEagle 3-

TEENEAGLE 2024 **TeenEagle 2024**
SUPER ONLINE ROUND 2

NATIONALHIGH
JAKARTA SCHOOL

CONGRATULATIONS!



Calvin Abdullah (Y10E)
-TeenEagle 3-



Clarisse Elaine Huang (Y10E)
-TeenEagle 3-



Sienna Gunawan (Y10E)
-TeenEagle 3-



Ashley Budiman (Y11P)
-TeenEagle 3-



Sonia Gunawan (Y11P)
-TeenEagle 3-



Madeleine Hendarito (Y11G)
-TeenEagle 3-

TEENEAGLE 2024 **TeenEagle 2024**
SUPER ONLINE ROUND 2

NATIONALHIGH
JAKARTA SCHOOL

CONGRATULATIONS!



Steven Alexander Mulya (Y11P)
-TeenEagle 3-



Jrex Emmanuel Petizza Moreno (Y11P)
-TeenEagle 3-



Evangeline Wynnona Pranoto (Y11P)
-TeenEagle 3-



Chelsea Sianandar (Y11P)
-TeenEagle 3-



Victoria Lizadjohri Teh (Y11P)
-TeenEagle 3-



Eileen Stephanie Widjanarko (Y11P)
-TeenEagle 3-

TEENEAGLE 2024 **TeenEagle 2024**
SUPER ONLINE ROUND 2

NATIONALHIGH
JAKARTA SCHOOL

CONGRATULATIONS!



Casadee Rose Basuki (Y5T)
-TeenEagle 1-



Roselin Wijaya (Y5T)
-TeenEagle 1-



Viola Alessia Dharmawan (Y5E)
-TeenEagle 1-



Axton Budiman (Y6G)
-TeenEagle 1-

TEENEAGLE 2024 **TeenEagle 2024**
SUPER ONLINE ROUND 2



ACKNOWLEDGEMENT

NATIONALHIGH
JAKARTA SCHOOL

CONGRATULATIONS!



Kathlyn Odelia Basuki (Y7P)
-TeenEagle 2-

Diandra Tirta (Y8P)
-TeenEagle 2-

Emily Setiadi (Y8I)
-TeenEagle 2-

Ken Ananta Huang (Y8I)
-TeenEagle 2-

Kief Felizio Kurniawan (Y9G)
-TeenEagle 2-

TEENEAGLE 2024 **TeenEagle 2024**
SUPER ONLINE ROUND 2

NATIONALHIGH
JAKARTA SCHOOL

CONGRATULATIONS!



Hope Hardjadinata (Y5G)
-TeenEagle 1-

Yumin Kang (Y5T)
-TeenEagle 1-

Alexa Grace Witasara (Y5T)
-TeenEagle 1-

Quin Adlie Januarady (Y5E)
-TeenEagle 1-

TEENEAGLE 2024 **TeenEagle 2024**
SUPER ONLINE ROUND 2

NATIONALHIGH
JAKARTA SCHOOL

CONGRATULATIONS!



Kyle Hayden Christopher Winata (Y5G)
-TeenEagle 2-

Morgan Kurniawan (Y8P)
-TeenEagle 2-

Alexandra Rosa Widjanarko (Y10G)
-TeenEagle 3-

TEENEAGLE 2024 **TeenEagle 2024**
SUPER ONLINE ROUND 2

NATIONALHIGH
JAKARTA SCHOOL

CONGRATULATIONS!

Clifton Michael Lumy (Y3P)
WINNER - E BOYS DIVISION IN THE
INDONESIA JUNIOR PREMIER LEAGUE 1
& IMG ACADEMY JUNIOR WORLD
CHAMPIONSHIP QUALIFIER

IMG ACADEMY JUNIOR WORLD
CHAMPIONSHIPS QUALIFICATION



NATIONALHIGH
JAKARTA SCHOOL

CONGRATULATIONS!



Wyndon Langford Aliwarga (Y3P)
SILVER MEDALIST

COPERNICUS MATH OLYMPIAD

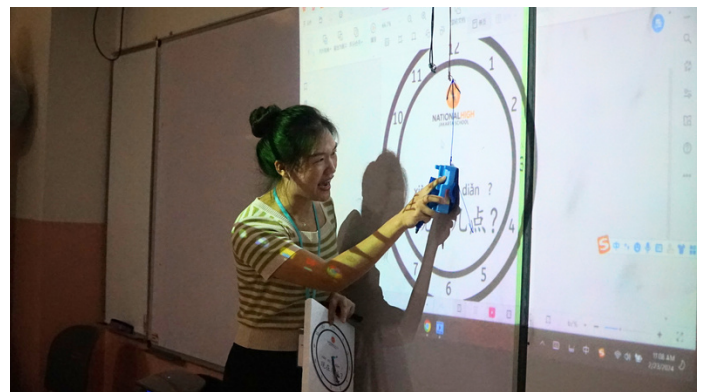


A TRADITION OF EXCELLENCE



GALLERY

Stepping Stone - 16 February 2024





ANNOUNCEMENT



JOIN US

- Saturday, 09 March 2024
- 1st show : 1.00 - 2.30 PM
2nd show : 4.00 - 5.30 PM
- Venue : NH Auditorium

*If you have any inquiries, please email:
contactus@nh.piagetacademy.org

Ticket Price*

- VVIP : Rp 200.000
- VIP : Rp 150.000
- Regular : Rp 100.000

*Additional charge Rp 50.000 on the day of event

Ticket Selling
Still on sale until D-Day
Grab yours now!

SPONSORED BY:





UPCOMING EVENTS

- SCHOOL FOOTBALL COMPETITION
8 JANUARY - 31 MARCH 2024
- 8TH CHUN SUN CUP FINAL & AWARDS CEREMONY
2 MARCH 2024
- STUDENT COUNCIL: TOWN HALL (2) - MENTOR TIME
4 MARCH 2024
- ANNUAL MUSICAL CONCERT (REHEARSALS)
5 & 8 MARCH 2024
- ANNUAL MUSICAL CONCERT
9 MARCH 2024
- NYEPI (HINDU NEW YEAR) & CUTI BERSAMA (SCHOOL CLOSED)
11 - 12 MARCH 2024