



Adelaide Miethke Preschool

Dress code policy

Please note - This policy covers both the **Occasional Care** and **Kindergarten** programs.

At Adelaide Miethke Preschool we promote appropriate clothing and footwear as we believe it helps to ensure safety and enables the children to fully participate in the educational program offered. We ask that you send your children in **casual play clothes** that you are happy for them to get a little messy. Where possible protective clothing such as smocks, gumboots and mud-suits will be offered by the centre.

Please pack a complete change of clothing for your child in the event that they need to change. Please label all clothing and belongings.

Suggested Clothing

- Shorts, pants or leggings.
- Dresses or skirts – please ensure these are not too long as they can be a trip hazard.
- T-shirts, jumpers, windcheaters, cardigans, vests & jackets.
- Gum-boots, coveralls and a light rain-proof jacket will be useful in winter.

Unsuitable Clothing

- Any clothing with shoestring straps.
- Singlet &/or halter tops.
- Dress-up costumes.

As per our sun safety policy all tops must fully cover children's shoulders & backs. In warmer weather please dress children in clothing that minimises heat gain, in layers that can be easily removed during activity.

Suggested Footwear - Footwear that enables children to run and climb safely and protect the feet.

- Sneakers
- Sandals including those with Velcro tabs.
- Flat-soled boots or shoes.

Unsuitable Footwear

- Thongs, Crocs &/or backless shoes.
- Slippers &/or ugg boots
- Platform or high heeled shoes or boots

Jewellery

Jewellery should be kept to a minimum. Stud earrings are preferred. The kindergarten takes no responsibility for lost or damaged jewellery.

Hair

Longer hair should be tied back. This helps prevent the spread of head lice and stops it from getting in children's way when playing.

Hats

Hats are to be worn as per our sun safety policy.

Approved – Governing Council

Updated: March, 2021

Review: March, 2022