

Cross Lutheran School

2025-2026 School Year Calendar *(tentative)*

August

Thurs., Aug 21	Open House - Back to School Night 5:30 to 7:00 p.m.
Tues., Aug. 26	1st Day of School - Opening Chapel 7:45 a.m.
Fri., Aug 29	No School

September

Mon., Sept. 1	Labor Day - No School
Wed., Sept. 17	Picture Day
Thurs., Sept. 25	CEA Softball/Kickball Night, 4:45-7:00

October

Mon., Oct. 20	Full day of School - NO Laker Buses*
Fri., Oct. 24	STEAM Day (3rd-8th Grade)
Sun., Oct. 26	Students Sing in Church
Thurs., Oct. 30	Full day of School - NO Laker PM Buses*
Fri., Oct. 31	End of 1st Grading Period - Grandparents Day (Chapel @ 10), 1/2 day School*

November

Tues., Nov. 4	Picture Make-up/Retake Day
Thurs., Nov. 6	Parent - Teacher Conferences (4-7 pm)
Fri., Nov. 21	Robotics Tournament
Nov. 24 - 28	No School - Thanksgiving Break*

December

Fri. Dec. 12	Christmas Fair
Thurs., Dec. 18	Christmas Palooza - Dress Rehearsal at 1:00 pm, Program at 6:30 pm
Fri., Dec. 19	1/2 day of School - dismiss at 11
Dec. 22 - Jan. 2	No School - Christmas Break

January

Mon., Jan. 5	School Resumes
Fri., Jan. 16	End of 2nd Grading Period - 1/2 day of School - dismiss at 11
Mon., Jan. 19	No School
Sun., Jan 25	Students Sing in Church

February

Mon., Feb.9	Full day of School - NO Laker buses*
Fri., Feb. 13	No School
Mon. Feb.16	No School - President's Day
Sat., Feb. 21	CEA Winter Dinner Auction

March

Mar. 2-6	Lutheran Schools Week
Sun., Mar. 15	Students Sing in Church
Fri., Mar. 20	End of 3rd Grading Period
Mon., Mar. 23	Full day of School - NO Laker buses*
Mar. 30 - Apr. 6	No School - Spring Break

April

Mon., Apr. 6	No School - Easter Monday*
Tues., Apr. 7	School Resumes

May

Thurs., May 14	Music & Art Extravaganza - Dress rehearsal at 1:00 pm, Program at 7:00 pm
Sun., May 17	Students Sing in Church & 8th Grade Recognition
Fri., May 22	Picnic/Field Day - 11:30 am to 2:00 pm
Mon., May 25	Memorial Day - No School
Fri. May 29	Last day of school - 1/2 day - Closing Chapel, KDG & 8th Grade Graduation*

*Differs from Lakers' Calendar
All dates are subject to change.

