## Grade 8 Wind Up Schedule

BLOCK 1:			
8:25-9:20			
<b>BLOCK 2-3:</b> 9:20-10:50	Activity Stations: Sport Court Board Games Room 124/136 Hair and Make-Up Room 128 IF RAINING: Activities will be held at alternate supervised space	Photo Area & Upper Parking Lot Games Quiet Reading Space in Counseling office Art space at Front Doors	Karaoke/Just Dance in Room 133
END OF BLOCK 3: 10:50-11:10	Students return to Core Classrooms to check in and review lunch and afternoon plan		
		OUTSIDE TIME  8 (Lunchtime supervisors remain outside for this time)	
<b>BLOCK 4:</b> 11:48-12:30	Return to classroom for attendance and lunch instructions		
	Lunch Provided: 2 Pieces of Pizza and Cake (Admin to serve in cafeteria) Open Spaces are Courtyard, Cafe, Grade 8 Classrooms (teachers will supervise and roam halls)		
<b>BLOCK 5-6:</b> 12:30-1:40	Announcement for students to return to Core classes by 12:30. Teachers do check in and sign students up for their block 5 activity.  → Dance (Gym), Movie (Rm 131- Matt supervise), Quiet Reading Space (Counseling office)		
END OF DAY: 1:40-2:35	Students return to Core classes at 1:40, check-in for attendance, and go over assembly expectations. Students will sit in core classes for assembly 1:50→ Students head with Core teachers to the Gym to load for assembly 1:55→ Assembly Starts		
	Grade 8's will be dismissed to head home from the assembly.		

## Expectations: (Please go over with your child to ensure they can be successful for their day)

- Students are not on phones, unless in photo area outside of Gym
- No roaming halls. Only using halls to move from one station to another (admin supervise hallways)
- Students return at checkpoint times (teachers take unofficial attendance at these times)
- Students are to only use bathrooms by the office (2 in at a time)
- Students are not to be upstairs or in any Grade 6/7 or Grade 8 classrooms without teacher supervision
- Students will only exit outside during station time through the Gym door or front entrance. Students can use normal exits at lunch time