

Bell Schedule 2023-2024 School Year

Grade 6	Grades 7 through 12						
Day Schedule	Period	Regular Day Schedule (48 min. classes)	Late Arrival Sched. - Thurs.* (42 min. classes)	Early Release Schedule (40 min. classes)	Minimum Day Schedule (30 min. classes)	Red Day Schedule (Generally one Wed. per month) (86 min. Block Periods)	Gold Day Schedule (Generally one Thurs. per month) (86 min. Block Periods)
Begin at 8:15 (9:15 on Thurs.)	0 - Period <small>60 min. classes except Thurs.</small>	7:25 - 8:25	---	7:25 - 8:25	7:25 - 8:25	7:25 - 8:25	No Zero-Period Class
	Faculty Assembly	---	8:05 - 8:55	---	---	---	8:05 - 8:55
	Warning Bell	8:25 A.M.	9:10 A.M.	8:25 A.M.	8:25 A.M.	8:25 A.M.	9:10 A.M.
	1st Period	8:30 - 9:18	9:15 - 9:57	8:30 - 9:10	8:30 - 9:00	8:30 - 9:56 BLOCK 1	9:15 - 10:44 BLOCK 3 ⁺
	2nd Period	9:22 - 10:10	10:01 - 10:43	9:14 - 9:54	9:04 - 9:34	10:01 - 11:30 BLOCK 2 ⁺	
	3rd Period⁺	10:15 - 11:06	10:48 - 11:33	9:59 - 10:42	9:39 - 10:12	11:34 - 12:17 LUNCH - Gr. 6-8 ASSEMBLY** - Gr. 9-10 ASSEMBLY** - Gr. 11-12	BLOCK 4 10:49 - 11:36 JHS LUNCH 10:49 - 12:15 HS BLOCK 4
11:10-11:58 Lunch 11:37-12:19 (Thurs.)	4th Period JHS Lunch	11:10 - 11:58	11:37 - 12:19	10:46 - 11:26	10:16 - 10:46	12:21 - 1:04 ASSEMBLY** - Gr. 7-8 LUNCH - Gr. 9-12	BLOCK 5 11:41 - 1:07 JHS BLOCK 5 12:20 - 1:07 HS LUNCH
	5th Period HS Lunch	12:02 - 12:50	12:23 - 1:05	11:30 - 12:10	10:16 - 10:46	1:09 - 2:35 BLOCK 6	1:12 - 2:38
	6th Period	12:55 - 1:43	1:10 - 1:52	12:15 - 12:55	10:51 - 11:21		BLOCK 7
	7th Period	1:47 - 2:35	1:56 - 2:38	12:59 - 1:39	11:25 - 11:55	2:40 - 3:15	2:40 - 3:15
P.M. Tutorials	2:40 - 3:15	2:40 - 3:15	---	---	---	---	---
Dismiss at 2:45							

*3 minutes for Daily Announcements

*Late Arrival Schedule on Thursdays provides for collaboration time among faculty, with a focus on curriculum and instruction, grade-level articulation, and professional development.

**Assemblies on Red Day can include large-group assemblies in common areas, small group assemblies/advisories in classrooms, or virtual assemblies as needed.