

# HSU SCHEDULE 2010-2011

## THURSDAY

VERSION I

Last Revised 03/07/10

\* Tentative Schedule – Classes may still be moved and/or cancelled.  
Final Schedule to be released in August.

Toddlers (18mos-3yrs)	Preschool (3 & 4 years) Rm 104	K/1 <sup>st</sup> (5 & 6 yrs) Rm 108	Grade => / Time				Study Hall	204 & 205	
(8:30-12:00)	(8:30-12:00)	(8:30-12:00)	8:15	<b>Elementary</b>			<b>Jr. High High School</b>		
↑ ↓	↑ P.E. (30 min) ↓	↑ P.E. (30 min) ↓	8:30-9:25	<b>Families arrive to help with set up</b>			Music Jam up	Media	
			9:30-9:55	<b>Core Blocks 1<sup>st</sup>-6<sup>th</sup> graders: History, Literature &amp; Language Arts *corresponds with 2 ½ hr block on Tues</b>			Math 7 <sup>th</sup> +	7 <sup>th</sup> +	
			10:00-10:55	Core A 1-2 <sup>nd</sup>	8:30-8:55 3-4 <sup>th</sup>	Core C 5-6 <sup>th</sup>	<b>CHAPEL 7<sup>th</sup>-12<sup>th</sup> (Boys &amp; Girls separate)</b>		
			11:00-11:55	<b>Elementary</b>		<b>Explorers</b>		Health & Fitness 7 <sup>th</sup> +	Spanish ½ 7 <sup>th</sup> +
↑ Lunch/ Free Play 2-4 yrs ↓  ↑ Afternoon Play 4-6 yrs (Available hourly from 1-4) ↓	↑ Lunch & Art 4-6 yrs ↓	12:00 to	Zoology 1 <sup>nd</sup> -4 <sup>th</sup>	Science 4 <sup>th</sup> -6 <sup>th</sup>	Science 6 <sup>th</sup> -7 <sup>th</sup>	Science	Science		
		12:40	<b>LUNCH/RECESS</b>				<b>LUNCH ends at 12:25</b>		
		12:45-1:25	<b>CHAPEL</b>				<u>Core 201 Block</u> 12:30 201 Logic	<u>Core 202 Block</u> 12:30 202 Lit/ Writing	
		1:30-2:25	Math Fun K-2 <sup>nd</sup>	Art 3 <sup>rd</sup> -6 <sup>th</sup> Math Treks 3-4 <sup>th</sup>	Math Treks 5&6 <sup>th</sup>	201 Lit/ Writing		202 Rhetoric/ Worldview	
		2:30-3:25	Rhythm & Dance 1 <sup>st</sup> &2 <sup>nd</sup>	Art 1 <sup>st</sup> -3 <sup>rd</sup>	Health & Fitness 3-6 <sup>th</sup>	Resource Hr 201/202			
		3:30-3:55	Spanish Fun 1 <sup>st</sup> -5 <sup>th</sup>	Resource Hr Core B&C	Team Sportsmanship (Boys only) 7 <sup>th</sup> +			Art 6 <sup>th</sup> +	Theater II 7 <sup>th</sup> +

Note: Classes outlined in **BOLD** meet on both T & TH – you must register for both days.  
Families remain to help with take-down