



SWAAG



Date:	Monday	Tuesday	Wednesday	Thursday	Friday
	April 15 th	April 16 th	April 17 th	April 18 th	April 19 th
Rotation:		Day 1 (1,2,3,4)	Day 2 (1,2,3,4)	Day 1 (2,1,4,3)	Day 2 (2,1,4,3)
Timetable:	ProD Day				
9:00-10:07		Period 1	Period 1	Period 1	Period 1
10:10-10:50		Flex	Flex	Flex	Flex
10:53-12:00		Period 2	Period 2	Period 2	Period 2
12:00-12:50		Lunch	Lunch	Lunch	Lunch
12:50-1:57		Period 3	Period 3	Period 3	Period 3
1:57-2:01		Break	Break	Break	Break
2:01-3:08		Period 4	Period 4	Period 4	Period 4
3:08-3:16		Tutorial	Tutorial	Tutorial	Tutorial
CSS Extra/Flex:			Interactors Bake Sale at Lunch	Grade 10 Healthy Living Symposium	
GRAD:					Literacy 12 Re-Write
ATHLETICS:		Jr Badminton Practice @ 3:30pm Sr Badminton Practice @ 5:00pm Boys Rugby Practice @ 3:00pm	Badminton Practice @ 7:00am Girls Rugby Practice @ 3:00pm Boys Rugby HOME Game @ 3:00pm	Sr Ultimate @ 7:00am Jr Ultimate (Blue) Practice @ 3:30pm	Jr Badminton Practice @ 3:30pm Sr Badminton Practice @ 5:00pm Jr Ultimate (Blue) Practice @ 3:30pm Boys Rugby Practice @ 3:00pm
CLUBS:		Chess Club room 114 @ lunch DnD Club room 105 @ lunch Card & Boardgame Club library @ lunch	Concert Band 7:30am Art Club 3:15-4:15pm Student Book Club library @ lunch	Drag Race Team 3:15-5:00pm Robotics Club @ lunch Interactors Club room 208 @ lunch	Concert Band 7:30am
FITNESS CENTRE AM:	7:00-8:00am	7:00-8:00am	7:00-8:00am	7:00-8:00am	7:00-8:00am
FITNESS CENTRE PM:	3:30-5:00pm	3:30-5:00pm	3:30-5:00pm	3:30-5:00pm	
HOT LUNCH:		Chicken Wraps \$7.25	Mac N Cheese \$7	Pizza	Hot Dogs
SCHOOL STORE:	Closed	Open	Open	Open	Open
UPCOMING SCHOOL EVENTS:			Upcoming Important Dates:	<ul style="list-style-type: none"> May 17th - ProD Day NO SCHOOL 	

Please note: fitness centre hours are subject to supervision availability – Please subscribe to Morning Fitness on Chat2Go app

If your student is going to be absent or has to leave early, please contact the school and let us know cssinfo@sd46.bc.ca or 604.885.3216 (phones only available during office hours Mon-Fri 8:00am - 4:00pm)