



Westside HS Daily Virtual Schedule

2020-2021

****Updated:** to begin October 19, 2020

	Monday (A)	Tuesday (B)	Wednesday (A)	Thursday (B)	Friday (Alternating A/B)
8:30 - 9:00 Live	1st Period	2nd Period	1st Period	2nd Period	A - 1st / B - 2nd
9:00 - 10:00 Flex	1st Period	2nd Period	1st Period	2nd Period	A - 1st / B - 2nd
10:00-10:05	Break/Passing				
10:05 - 10:35 Live	3rd Period	Advocacy/ Intervention	3rd Period	Advocacy/ Intervention	A - 3rd / B - Adv/Int
10:35 - 11:35 Flex	3rd Period	Advocacy/ Intervention	3rd Period	Advocacy/ Intervention	A - 3rd / B - Adv/Int
11:35 - 12:05	Lunch				
12:05- 1:05	Office Hours (in 5th)	Office Hours (in 4th)	Office Hours (in 5th)	Office Hours (in 4th)	Office Hours A- 5th / B- 4th
1:05 - 1:35 Live	5th Period	4th Period	5th Period	4th Period	A - 5th / B - 4th
1:35 - 2:35 Flex	5th Period	4th Period	5th Period	4th Period	A - 5th / B - 4th
2:35 - 2:40	Break/Passing				
2:40 - 3:10 Live	7th Period	6th Period	7th Period	6th Period	A - 7th / B - 6th
3:10 - 4:10 Flex	7th Period	6th Period	7th Period	6th Period	A - 7th / B - 6th
*4:15 - 4:45 Live	0 Period	8th Period	0 Period	8th Period	A - 0 / B - 8th
*4:45 - 5:45 Flex	0 Period	8th Period	0 Period	8th Period	A - 0 / B - 8th

**Not all students have a 0 or 8th period.*

**See Rotating Friday A/B Calendar*

Westside HS

Rotating Friday A/B Calendar: Semester 1

A DAY

B DAY

September						
Su	Mo	Tu	We	Th	Fr	Sa
	7	8	9	10	11	
	14	15	16	17	18	
	21	22	23	24	25	
	28	29	30			

October						
Su	Mo	Tu	We	Th	Fr	Sa
				1	2	
	5	6	7	8	9	
	12	13	14	15	16	
	19	20	21	22	23	
	26	27	28	29	30	

14th - 16th = Flex Only

November						
Su	Mo	Tu	We	Th	Fr	Sa
	2	3	4	5	6	
	9	10	11	12	13	
	16	17	18	19	20	
	23	24	25	26	27	
	30					


December						
Su	Mo	Tu	We	Th	Fr	Sa
		1	2	3	4	
	7	8	9	10	11	
	14	15	16	17	18	
	21	22	23	24	25	
	28	29	30	31		

*4th changes to B

January						
Su	Mo	Tu	We	Th	Fr	Sa
					1	
	4	5	6	7	8	
	11	12	13	14	15	
	18	19	20	21	22	
	25	26	27	28	29	

 Teacher Service Day (no students)

 Holiday

 End of Cycle

 Enrichment Opportunity