

	~ 4 Weeks	~ 4 Weeks	Flex Week (3-5 Days)
Period 1	Workshop: (X) Piracy!: How trade routes affected the world (Social Studies) Casino Games: How probability works when creating games (Math) + ALEKS: Individualized Math Practice	Workshop: (X) Arcade Games: How probability works when creating games (Math) (Cookin' Jambalaya: How trade routes affected the World (Social Studies) + ALEKS: Individualized Math Practice	Placed according to progress: (X) Guided Studies (Enrichment Workshop (ALEKS
Period 2	Workshop: X Bluetooth Tech (Science) Who Killed JFK?: Argumentative writing (English) + IR: Independent Reading	Workshop: X-rays and MRIs (Science) Aliens: Argumentative writing (English) + IR: Independent Reading	Placed according to progress: X Guided Studies Enrichment Workshop ALEKS
Period 3	Elective or PE	Elective or PE	Elective or PE
Period 4	Elective or Sports	Elective or Sports	Elective or Sports

Workshops

Workshops are 4-6 weeks long, project-based learning experiences. Students earn credits in multiple core content areas (English, Math, Science, & Social Studies) through self-selected Workshops based on their interests, credits needed, and course offerings. Independent Reading (IR) and Individualized Math (ALEKS) will be embedded within workshop time.

Enrichment Workshops

Students who are on track or ahead with their credits will be given the opportunity to take Enrichment Workshops during Flex Week. Enrichment Workshops include a variety of life skills ranging from learning to play card games to researching colleges. Students can give input to topics they would like to learn.

Guided Studies

Students who need additional support or time for their work will use this time to get tutoring, learn organizational skills, and practice student and study skills. Mentors will be working with the students on their individual needs.