

Pupil Weekly Timetable

| Times | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|---------------|--|---|---|--|--|------------------------------------|
| 07.30 - 08.00 | Boarders' breakfast | | | | | |
| 08.15 | House Roll Call | | | | | |
| 08.30 - 08.45 | Whole School Assembly | Tutor Time | Upper School Assembly | Tutor Time | Tutor Time | Year Group Assembly |
| 08.50 - 09.50 | P1 | P1 | P1 PHSE | P1 | P1 | P1 08.50 - 09.50 |
| 09.55 - 10.55 | P2 | P2 | P2 | P2 | P2 | P2 09.55 - 10.55 |
| 10.55 - 11.20 | Break | | | | | |
| 11.20 - 12.20 | P3 | P3 | P3 | P3 | P3 | P3 |
| 12.25 - 13.25 | P4 Lunch House tick in | P4 Lunch House tick in Fifth & Sixth Form Games | P4 Lunch House tick in Third Form Games | P4 Lunch House tick in Fourth Form Games | P4 Lunch House tick in | Lunch House tick in |
| 13.25 - 14.25 | P5 Lunch House tick in | P5 Lunch House tick in | P5 Lunch House tick in | P5 Lunch House tick in | P5 Lunch House tick in | Games Afternoon (times vary) |
| 14.30 - 15.30 | P6 | P6 Third & Fourth Form Games | P6 Fifth & Sixth Form Games | P6 | P6 | |
| 15.30 - 15.55 | Break | Break | Break | Break CCF / Service | Break | |
| 15.55 - 16.55 | P7 Broader Curriculum | P7 Broader Curriculum | P7 Drop-in clinics and assisted prep | P7 CCF / Service / Activities / Prep (library & WLSFC) | P7 Music / A -Team Practice / Drama / Prep (library & WLSFC) / social time | |
| 17.00 - 18.00 | P8 Tutor Meetings House Assemblies 17.45 | P8 Drop-in clinics / prep (library / WLSFC) | P8 | P8 Fifth & Sixth Form Chapel 17.15 | P8 Fifth & Sixth Form Lecture Programme Third & Fourth Form Chapel 17.15 | |
| 17.50 - 18.00 | House Tick In | | | | | |
| 18.00 - 18.45 | Boarders' Supper | | | | | |
| 18.45 - 20.30 | Evening Prep Third & Fourth Form | | | | | |
| 18.45 - 21.00 | Evening Prep Fifth & Sixth Form | | | | | |
| 20.30 | | Basketball (Dewey) | Swimming | 5-a-side Football | | |
| 20.30 - 21.30 | Social Time Third & Fourth Form | | | | | |
| 21.00 - 22.00 | Social Time Fifth & Sixth Form | | | | | |