

Arrival & Dismissal

Information for Families, 2023-2024

These are our safety procedures for arrival and dismissal this year.

- 8:40 (9:40 on Mondays)**- Playground supervision will begin.
- 8:45 (9:45 on Mondays)**- Hallway doors will open.
- 8:55 (9:55 on Mondays)**- FIRST BELL RINGS
- 9:00 (10:00 on Mondays)**- Tardy Bell
- 3:25**- Kindergarten Dismissal
- 3:30**- 1st- 5th Dismissal

There will be **NO SUPERVISION** on campus until 8:40. Please **DO NOT** drop off prior to 8:40 (9:40 on Mondays). We will call parents if students arrive before we have supervision in place.

Arrival:

All students enter the school through the playground gate (by the car line) in the mornings. This single point of entry allows staff to better monitor those entering the school.

- Gate and cafeteria doors will be open at 8:40.
- If eating breakfast (no longer free for all students), go straight to breakfast. Then, students may go to the playground to play.

Dismissal:

At the end of the day, classes will come to the front lawn with an adult. Teachers will teach students procedures for exiting from their classrooms each day.

- Once to the front, students who ride buses will go to the bus area and line up by their bus numbers (on the lawn in front of the library).
- Those walking will begin their walk home.
- Those being picked up will go to the car line. We will have a designated area for students to wait.

Safety:

Our staff's primary concern is everyone's safety. Please follow the directions and guidance of the adults on duty and always use the crosswalks. Thank you so much!

Car Line:

In order to ensure our students' safety and make the drop-off and pick-up process more efficient and effective for our families, please adhere to the following guidelines when using the car line:

- Continuously pull forward with traffic and remain in your car.
- We will dismiss your child/ren to your waiting car once it is completely stopped.
- If you would like to walk your student to your car, please park in a parking spot and use the crosswalk