

## Mark Twain After-School Schedule 2022 – 2023

<b>Time</b>	<b><u>Monday</u></b>	<b><u>Tuesday</u></b>	<b><u>Wednesday</u></b>	<b><u>Thursday</u></b>	<b><u>Friday</u></b>
2:15	Bell Rings	Bell Rings	Bell Rings	Bell Rings	Bell Rings
2:20	Students go to the cafeteria for snack and sign in	Students go to the cafeteria for snack and sign in	Students go to the cafeteria for snack and sign in	Students go to the cafeteria for snack and sign in	Students go to the cafeteria for snack and sign in
2:30	<i>Dismissal to 1st Block</i>	<i>Dismissal to 1<sup>st</sup> Block</i>	<i>Dismissal to 1st Block</i>	<i>Dismissal to 1st Block</i>	
2:35	<i>Teacher Help</i>	<i>Teacher Help</i>	<i>Teacher Help</i>	<i>Teacher Help</i>	
	<i>Homework Club</i>	<i>Homework Club</i>	<i>Homework Club</i>	<i>Homework Club</i>	<i>Open Gym</i>
	<i>T S A</i>	<i>Intramural Sports</i>	<i>Model U N</i>	<i>Drama Club</i>	
	<i>Mural Club</i>	<i>Game Room</i>	<i>Yearbook Club</i>	<i>Creative Writing</i>	<i>Only</i>
	<i>News Crew</i>	<i>Girls Open Volleyball</i>	<i>News Crew</i>	<i>Tiny Hats for Tiny Babies</i>	
	<i>YOGA</i>		<i>Weightlifting</i>	<i>Building Inclusive Communities</i>	
	<i>Twain Running Club</i>			<i>Dungeons &amp; Dragons</i>	
	<i>Quiz Bowl</i>			<i>A V I D Club</i>	
3:35	<i>Dismissal to 2<sup>nd</sup> Block</i>		<i>Dismissal to 2<sup>nd</sup> Block</i>	<i>Dismissal to 2<sup>nd</sup> Block</i>	
3:40	<i>Sports &amp; Recreation / Game Room</i>	<i>Intramural Sports</i>	<i>Sports &amp; Recreation / Game Room</i>	<i>Sports &amp; Recreation / Game Room</i>	<i>Open Gym</i>
	<i>News Crew/ Quiz Bowl</i>	<i>Game Room</i>	<i>News Crew</i>	<i>Dungeons and Dragons</i>	<i>Only</i>
	<i>Mural Club / T S A</i>	<i>Girls Open Volleyball</i>		<i>Drama Club</i>	
4:45	<i>Dismiss to Bus Circle</i>	<i>Dismiss to Bus Circle</i>	<i>Dismiss to Bus Circle</i>	<i>Dismiss to Bus Circle</i>	<i>Program Ends</i>
4:50	<i>Late Buses Depart &amp; Program Ends</i>	<i>Late Buses Depart &amp; Program Ends</i>	<i>Late Buses Depart &amp; Program Ends</i>	<i>Late Buses Depart &amp; Program Ends</i>	