



Year 11

Intervention Sessions

| | Week A | | | | | Week B | | | | |
|---------------------|--|-------------------------------------|---|-------------------------------------|---|-------------------------------------|-------------------------------------|---|-------------------------------------|---------------------------|
| | Monday | Tuesday | Wednesday | Thursday | Friday | Monday | Tuesday | Wednesday | Thursday | Friday |
| LUNCH | Sociology. S103 1:00 - 1:40 | | Spanish 1:00-1:40 M105 | | | Sociology. S102 1:00 - 1:40 | | Child development coursework. S110 1:20-1:50 | | |
| LUNCH | History (6th form) M110 1:10 - 1:40 | | | | Revision Techniques (6th form) M110 1:10 - 1:40 | Science (6th form) M110 1:10 - 1:40 | Maths (6th form) M110 1:10 - 1:40 | English (6th form) M110 1:10 - 1:40 | | |
| LUNCH | Geography (6th form) M110 1:10 - 1:40 | | | | | | | Spanish 1:00-1:40 M105 | | |
| LUNCH | REP (6th form) M110 1:10 - 1:40 | | | | | | | | | |
| AFTER SCHOOL | Food Prep & Nut W104 3:20-4pm | Media Studies - M111 3.20 pm to 4pm | English Language M204 3.20-4pm (Starting after H.T.) | GCSE PE D008 3.20-4pm | Y11 Physics N103 3:15-4pm | | Media Studies - M111 3.20 pm to 4pm | English Language M204 3.20-4pm (Starting after H.T.) | GCSE PE D008 3.20-4pm | Y11 Physics N103 3:15-4pm |
| AFTER SCHOOL | Science & Beyond W103 3.20-4.00pm | Classics D002 3.10 pm to 4pm | Business Room: S003 3:15 - 4:00pm | Construction W005 3:15 - 4pm | | Science & Beyond W103 3.20-4.00pm | | Classics D002 3.10 pm to 4pm | Construction W005 3:15 - 4pm | |
| AFTER SCHOOL | DT Product Design NEA / Revision 3.20 pm - 4.30 pm | | Maths 3.20-4pm Foundation GKP S001 Higher MRP Room N111 | History D013 and D001 3.15 pm - 4pm | | | | Maths 3.20-4pm Foundation GKP S001 Higher MRP Room N111 | History D013 and D001 3.15 pm - 4pm | |
| AFTER SCHOOL | Computer Science D109 | | Art 3:15 - 4:45 | Latin D002 3.10 pm to 4pm | 3.15-4.15 iMedia D105 | Computer Science D109 | | Art 3:15 - 4:45 | Latin D002 3.10 pm to 4pm | 3.15-4.15 iMedia D105 |