The Lighthouse Day

Lighthouse School day is packed with activities and opportunities for our students.

We start the school day at **08.45**, and all students should be onsite by **09.00**.

The school day typically ends at **15.15**, when students leave school.

School is open for students 32 hrs and 30 mins per week.

Our SHINE club extends the school day with enrichment activities for students.

08.45 – 09.15	Arrival and registration	Students gather in form groups to be registered. Staff support students to set up their day, go through any changes, give out messages and help students regulate for learning
09.15 - 10.15	Period 1	Students learn in academic group sessions according to their timetable.
10.15 – 11.15	Period 2	Sessions last for 1 hour, with a short "check-in" deregulation time at the end of the session. Staff in sessions are teachers, teaching assistants and wellbeing tutors.
11.15 – 11.30	Break	Break is a social time for students to meet with their peers and engage in stress relieving activities. Students use the school grounds, including the gym equipment and multi games use area (MUGA) to play team sports
11.30 - 12.30	Period 3	As for Period 1 and 2

12.30 - 13.15



- 13.15 14.15 Period 4
- 14.15 15.15 Period 5

15.15





Lunch is a social time. School lunches are distributed in the school hall, and students are able to interact with friends and staff in a social setting.

Quiet areas are provided for those students who need time to decompress. Students are able to make use of gym equipment and the MUGA, and a range of lunch time clubs are provided. A reading area is available with access to books and games.

As for Period 1 and 2

As for Period 1 and 2

Students wait in groups for their transport or parents/carer pick up. Independence is grown and encouraged by enabling students to look for and wait appropriately for their transport. Some students are supported to travel independently, either by walking home if they live in the near vicinity, or by walking up to their waiting parent/carers.