Year 10 Exam Timetable June 2022



	Monday	Tuesday	Wednesday	Thursday	Friday
	27.6.22	28.6.22	29.6.22	30.6.22	1.7.22
Lesson 1	Elective 1 SPORTS HALL History LNA/KFA (55mins) Geography Paper 1 (50mins) JHA Textiles ACL/ATO (50mins) Drama (50mins) Media (AKV) (50mins) Dance (50mins) IN CLASS ASSESSMENTS Music- Practical in class Art ARY (2 HR PRAC) Photography WLE (2 HR PRAC)	IN CLASS Hospitality and Catering MFX (2 HR PRAC) Food and Nutrition HPA (2HR PRAC) group 1	Elective 2 SPORTS HALL History CBE (55mins) Media (AKV) (50mins) Separate Science paper (50 mins) Business Studies MST paper 1 (50mins) IN CLASS Art CDI (2 HR PRAC) Graphics ATO (2 HR PRAC) Food and Nutrition HPA (2HR PRAC) group 2 Computer Science (50mins)	50.0.22	1.1.22
Lesson 2				SPORTS HALL Science Trilogy CHEMISTRY (50mins)	SPORTS HALL MATHS Paper 2 (50mins)
BREAK					
Lesson 3	SPORTS HALL ENGLISH 1 (50mins)	SPORTS HALL Science Trilogy BIOLOGY (50mins)	SPORTS HALL MATHS Paper 1 (50mins)		SPORTS HALL Business Studies paper 2 MST (50mins) Food and Nutrition HPA (50mins)
Lesson 4	IN CLASS BTEC Textiles ADS (2 HR PRAC)			SPORTS HALL SPANISH paper 2 (50mins) Geography JHI paper 2 (50mins)	
LUNCH					
Lesson 5	SPORTS HALL SPANISH paper 1 (50mins) History CBE/SFR/OMC(55mins) Geography paper 1 JHI (50mins) Hospitality and Catering (50mins) IN CLASS BTEC Textiles ADS (2 HR PRAC)	SPORTS HALL RE (50mins)		SPORTS HALL Geography Paper 2 JHA	SPORTS HALL Science Trilogy PHYSICS (50mins)

- Pupils will be in lessons as normal when not involved in an examination.
- Btec courses which don't appear on the timetable are currently carrying out Non-Exam Assessment (coursework) and progress will be reported using this work.
- In order to prepare for next year's GCSE examinations all pupils must write in black pen, bring only a clear pencil case with their equipment into the exam venue and only water in bottles with sports cap lids will be allowed.
- Calculators must be brought for all examinations and pupils will be advised when they are not allowed to be used.