

The board of trustees of this district will annually adopt and implement a school calendar which will be based on a minimum number of instructional hours as follows:

<u>Grades</u>	<u>Hours</u>
9-12	990
4-8	900
1-3	810
K	450

Instructional hours may include school assemblies, testing, and other instructionally related activities directly involving students. Instructional hours will not include transportation to and from school, time between classes, recess, and lunch periods.

The board will provide access to the minimum annual required instructional hours for all district students, even if the student is enrolled in a multiple shift program.

The board may reduce the annual required instructional hours as follows:

- a) Up to a total of twenty-two (22) hours to accommodate staff developmental activities conducted on such days as the board deems appropriate;
- b) Up to a total of eleven (11) hours for emergency school closures due to adverse weather conditions and facility failures; and
- c) Up to an additional total of eleven (11) hours for 12th grade students.

Student and staff activities related to the opening and closing of the school year, grade reporting, program planning, staff meetings, and other classroom and building management activities will not be counted as instructional hours and will not be used to reduce the annual required instructional hours.

If appropriate, the board will request exemption to the required instructional hours, or the reduction thereof, from the state superintendent of public instruction for any district school when the unforeseen closure of that school does not affect the attendance at other district schools.

The school calendar will be drafted and submitted through administrative channels for staff input during the spring prior to the beginning of each school year. The board will approve the calendar for the upcoming school year no later than the regular June board meeting.



LEGAL REFERENCE:

Idaho Code Sections
33-506
33-512

ADOPTED: December 9, 2003

AMENDED: