

## SATURDAY PROGRAMME TIMETABLE – SEP/OCT 2017

2-Sep

### WEEKEND INDUCTION

**09-Sep to 21-Oct**

<b>9:45 - 10:30</b>	CONVERSATION ENGLISH	CONVERSATION ENGLISH	STUDY	STUDY	STUDY
<b>10:35 -</b>	COMPUTER ANIMATION (1)	BOOTCAMP (1)	ZUMBA	I.T. SKILLS - KH APP DE-	JUDO **
<b>11:35</b>	<b>BREAK</b>				
<b>11:55 -</b>	COMPUTER ANIMATION (2)	BOOTCAMP (2)	ZUMBA STRONG	I.T. SKILLS - KH APP DE-	JUDO**
<b>13:00</b>	<b>LUNCH</b>				

**CONVERSATION ENGLISH** - This module is provided for the international boarders in the school to assist with the development of their knowledge and use of the English language. Unlike weekly class time, these sessions will be geared towards improving the pupils verbal use and understanding of the language. Over the course of the year the students will be set tasks and certificates to achieve.

**COMPUTER ANIMATION** - After it's successful introduction last year, we will be running this course again and it will be geared towards entry level pupils. However, those pupils who took part in the module last year may once again enter as **Alan-James (facilitator) will set tougher tasks for these pupils.**

**ZUMBA STRONG** - This is a new session, again being run by Aleksandra who has been with us from the introduction of the Saturday Programme. Here, pupils will be challenged to strengthen their core body strength in a fun and ever-moving atmosphere. Take up the challenge!

**STUDY** - This is being introduced at the start of the day as students may wish to complete assignments ahead of the weekend in full. It may also reduce the amount of evening study time students will need to do should they complete their set work.

**KH APP DEVELOPMENT** - The goal here will be for the pupils to successfully develop an app for the school which will be able to put into operation for the benefit of all the KH stakeholders (past, present and future).

The **Computer Animation and Bootcamp** sessions are repeats. So, for example, should a student choose Bootcamp (1), then he/she will be required to choose a different activity in the 11:55 - 12:55 time slot.

The **KH App Development** module is run over two one-hour sessions. This is to allow ample time to develop an app that is dependable over time and which can also be moulded and adapted as needed.

Day pupils pay €10 per class. Full term must be paid before 9th September.  
Contact Mr Maguire at [satpro@thekingshospital.ie](mailto:satpro@thekingshospital.ie) for more information.