

## Golden Dragon After School Schedule (R)

### Monday

1:30pm—2:30pm	Student Sign in
2:30pm—3:30pm	Math Class / Homework (All level)
3:30pm—4:00pm	Snack Time (All level)
4:00pm—5:00pm	Kung-Fu Class (level 1 / 2 / 3) & Chinese Class (level 4 / 5 / 6)
5:00pm—6:00pm	Kung-Fu Class (level 4 / 5 / 6) & Chinese Class (level 1 / 2 / 3)
6:00pm—6:30pm	Student Check Out
4:00pm-5:00pm	<i>Chess/Flute Lesson (optional)</i>

### Tuesday

1:30pm—2:30pm	Student Sign in
2:30pm—3:30pm	Math class / Homework (All level)
3:30pm—4:00pm	Snack Time (All level)
4:00pm—5:00pm	Kung-Fu Class (level 1 / 2 / 3) & Chinese Class (level 4 / 5 / 6)
5:00pm—6:00pm	Kung-Fu Class (level 4 / 5 / 6) & Chinese Class (level 1 / 2 / 3)
6:00pm—6:30pm	Student Check Out
4:00pm-5:00pm	<i>Drawing / Water color (optional)</i>

### Wednesday

1:30pm—2:30pm	Student Sign in
1:30pm---3:30pm	Math
2:30pm—3:30pm	Math Class & Homework (All Level)
3:30pm—4:00pm	Snack Time (All level)
4:00pm—5:00pm	Kung-Fu Class (level 1 / 2 / 3) & Chinese Class (level 4 / 5 / 6)
5:00pm—6:00pm	Kung-Fu Class (level 4 / 5 / 6) & Chinese Class (level 1 / 2 / 3)
6:00pm—6:30pm	Student Check Out
1:30pm—5:30pm	<i>English Reading Writing Lesson (optional)</i>

### Thursday

1:30pm—2:30pm	Math Class (level 1 / 2 / 3) Dodge ball (level 4 / 5 / 6)
2:30pm—3:30pm	Math Class (Level 4 / 5 / 6), Dodge ball (level 1 / 2 / 3)
3:30pm—4:00pm	Snack Time (All level)
4:00pm—5:00pm	Kung-Fu Class (level 1 / 2 / 3) & Chinese Class (level 4 / 5 / 6)
4:30pm—5:30pm	Kung-Fu Class (level 4 / 5 / 6) & Chinese Class (level 1 / 2 / 3)
5:30pm—6:30pm	Homework Time & Student Check Out
4:00pm---6:00pm	<i>Vocal / Piano Lesson (optional)</i>

### Friday

1:30pm—2:30pm	Student sign in
2:30pm—3:30pm	Math Class / Homework (All level)
3:30pm—4:00pm	Snack Time (All level)
4:00pm—5:00pm	Kung-Fu Class (level 1 / 2 / 3) & Chinese Class (level 4 / 5 / 6)
5:00pm—6:00pm	Kung-Fu Class (level 4 / 5 / 6) & Chinese Class (level 1 / 2 / 3)
6:00pm—6:30pm	Homework Time & Student Check Out
4:00pm-5:00pm	<i>Soccer/Dance (optional)</i>

