# **Changing School Start/Dismissal Times**

In November 2021, Sun Prairie Area School District administration followed the recommendation of the Secondary Boundary and Bell Time Task Force to change school bell times beginning in the 2022-2023 school year.

# Why are we changing bell times for our schools?

- Sleep science research shows that later start times for middle and high school students have a positive impact on achievement, attendance, and behavior.
- Due to the national and local bus driver shortage, the District must have tiered bus routes beginning in 2022-2023. For this to work, there needs to be at least 50 minutes between tiers.
- This change addresses safety concerns with student arrivals and departures for schools that are very close to each other.

#### **Suggestions for Families**

- Start planning for the change now.
- Talk with other families about how they will adapt to different start and end times.
- Be sure to develop safety plans for students the who, what, where, when, how for things such as late or missed pickups or drop-offs and other safety issues relevant to your family.
- The District is exploring additional after school childcare options with community partners (YMCA, Boys & Girls Club, Parks & Recreation, Community Schools)
- Work with your School Community Organization to brainstorm ideas for students and families.



# 2022-2023

New start/dismissal times

#### 4 Year Old Kindergarten District Sites

Start: 7:40 am / 11:42 am Dismissal: 10:23 am / 2:40 pm Early Release: Thursdays at 1:30 pm

## Partner Sites

Start: 7:50 am / 11:32 am Dismissal: 10:33 am / 2:30 pm Early Release: Thursdays at 1:20 pm

## Elementary School (Grades K-5)

Start: 7:40 am Dismissal: 2:40 pm Early Release: Thursdays at 1:30 pm

### Middle School (Grades 6-8) Start: 8:25 am Dismissal: 3:35 pm

High School (Grades 9-12) Start: 8:35 am Dismissal: 3:45 pm

#### Prairie Phoenix Academy Start: 8:45 am Dismissal: 3:20 pm

# **Need More Information?**

Visit our website by scanning the QR Code with your phone's camera:



