	What?
Dragon's LAIR Learning Assistance Instruction Review	Dragon's Lair is FREE after school title-1 tutoring
	available to <u>all students</u> who need additional
	support and practice to master the knowledge and
	skills for their courses

When?
Tutor Bus
Tutor Bus leaves at 4:22
You must have a Tutor Pass and
your ID to ride the bus.
(Yellow Passes are not a Tutor Pass)

Subject	Monday	Tuesday	Thursday	
Math	Algebra 1/ Algebra 2 Teacher: Teater, Room 918 College Algebra Teacher: Hernandez, Room 914 Geometry Teacher: Townsend, Room 919	Algebra 1 Teacher: Teater, Room 918 Geometry Teacher: Brown, Room 924 College Algebra Teacher: Morgan, Community Room Algebra 2/Upper Math courses/ ACT Prep Teacher: Milliron, Room 910	Geometry Teacher: Baez-Duran, Room 920 College Algebra Teacher: Hernandez, Room 914 Algebra 2/Upper Math courses/ ACT Prep Teacher: Milliron, Room 910 Math Lab* – BEFORE SCHOOL Teacher: Lupro, Community Room	
English	English 9/10 Teacher: Dunaway, Room 965	English 9 Teacher: Dunaway, Room 965 English 10/Pre-AP Teacher: Acero, Room 354 English 11 Teacher: Saracino, Room 947	English 9 Teacher: Martinez, Room 355 English 10 Teacher: Adame, Room 959 English 11 Teacher: Saracino, Room 947 English 12/All grades Teacher: Odeneal, Room 954	
Science	Conceptual Physics Teacher: Youngberg, Room 715 Chemistry Teacher: Wood, Room 716	Chemistry Teacher: Jordan, Rm 714 Biology/AP Teacher: Wade, Rm 633	Chemistry Teacher: Schmidt, Rm Biology/AP Teacher: Wade, Rm 633	
Social Studies	World History Teacher: Zarraga, Room 362	World History Teacher: Zarraga, Room 362 Government/Econ Teacher: Flores, Room 359	Government/Econ Teacher: Flores, Room 359	
World Language		2 nd and 4 th week of month Spanish – All Levels Teacher: Hoffmeister, Rm 360	1st and 3rd week of month Spanish – All Levels Teacher: Cantwell, Rm 310 Mandarin – All Levels Teacher: Cai, Rm 312	Spanish – All Levels Teacher: Avilez, Rm 314

^{*}Math Lab offers tutoring for all levels of Math. Any math student may attend tutoring before school in the Community Room