



Connecting People with Autism to the Community

2023-2024 Calendar: School & Transition Programs

August 2023

- 9 (Wed) - Teachers and therapists return
- 10 (Thurs.) - Full team returns
- **14 (Mon.) - First day of school for students!**

September 2023

- **4 (Mon.) - NO SCHOOL. Labor Day.**
- 20 (Wed) - 1:45 Dismissal (Team Professional Development)

October 2023

- **9 (Mon.) -- NO SCHOOL. Indigenous Peoples' Day.**
- 18 (Wed.) - 1:45 Dismissal (Team Professional Dev't)

November 2023

- **10 (Fri.) – NO SCHOOL. Veteran's Day holiday**
- 15 (Wed.) - 1:45 Dismissal (Team Professional Dev't)
- 23 (Thu.) and 24 (Fri.) - Thanksgiving holiday. NO SCHOOL.

December 2023

- 20 (Wed.) - 1:45 Dismissal / Last day of the semester.
- ** WINTER BREAK BEGINS THURS, DEC 21st**

School Hours:

- 8:45 – 2:45, Monday – Thursday
- 8:45 – 2:15, Fridays

For more information or to report a student absence,
please call: 773-338-9102, option 1

January 2024

- 3 (Wed.) - Team Returns
- **4 (Thurs.) - Students return**
- **15 (Mon.) - NO SCHOOL. Martin Luther King, Jr. Day**
- 24(Wed.) - 1:45 Dismissal (Team Professional Dev't)

February 2024

- 14 (Wed) - 1:45 Dismissal (Team Professional Dev't)
- **19 (Mon.) - NO SCHOOL. President's Day**

March 2024

- **15 (FRI.) – NO SCHOOL.**
- 20 (Wed) - 1:45 Dismissal (Team Professional Dev't)

April 2024

- **1 (Mon.) - NO SCHOOL. Easter Monday.**
- **15-19 (M-F) – NO SCHOOL. Spring Break.**
- 24 (Wed.) - 1:45 Dismissal (Team Professional Dev't)

May 2024

- **10 (Fri) - NO SCHOOL. Team Professional Dev't.**
- **27 (Mon.) – NO SCHOOL.**
- **31 (Fri.) - Last day of regular school.**

June 2024

- **** June break - NO SCHOOL – Mon., June 3 - Fri., June 7 ****

Summer Hours → 8:45-12:45, Mon-Thurs. NO SCHOOL on Fridays.

- 10 (Mon.) - Summer hours begin
- 19 (Wed.) - Team Professional Dev't (1-3p)

July 2024

- **4 (Thurs) - No School - 4th of July Holiday**
- 17 (Wed.) - Team Professional Dev't (1-3p)
- **31 (Wed.) – Last day of school for students**
- **Aug 1 (Thurs) - Last day for staff**