

2017 HSC Trials Exam Timetable

WK 2B	Mon 24 July DAY 1	Tue 25 Jul DAY 2	Wed 26 July DAY 3	Thurs 27 July DAY 4	Friday 28 July DAY 5
M O R N I N G	<p>9:00am-11:15</p> <p><u>English Advanced Paper 1</u> (2hrs 10 mins)</p> <p><u>English Standard Paper 1</u> (2hrs 10 mins)</p>	<p>9:00am-12.05</p> <p><u>Mathematics</u> (3hrs 5 mins)</p> <p><u>Mathematics General</u> (2hrs 35 mins)</p> <p><u>Modern History</u> (2 hours 35 min)</p>	<p>Post secondary options day in Coffs Harbour All y12 invited \$15 notes Ms McCann</p>	<p>9:00am-12.05</p> <p><u>Society and Culture</u> (3hrs 5 mins)</p> <p><u>VET Construction</u> (2hrs 5 mins)</p>	<p>9:00am-12.05</p> <p><u>Aboriginal Studies</u> (3hrs 5 mins)</p> <p><u>Industrial Technology</u> (1h 35mins)</p>
A F T E R N O O N	<p>1.10 pm –3:20 pm</p>	<p>1.10 pm –2.45 pm</p> <p><u>English Advanced Paper 2</u> (1 h 30 mins)</p> <p><u>English Standard Paper 2</u> (1 h 30 mins) 75 students</p>	<p>1.10 pm –2.50 pm</p>	<p>1.10 pm –2:45 pm</p> <p><u>Mathematics Extension</u> (1hrs 35 mins) MEDIA ROOM</p>	<p>1.10 pm –2:20 pm</p> <p><u>Distance Ed (Media Room)</u> (1hrs 5 mins)</p> <p>12 Distance Ed Music (1)</p>

2017 HSC Trials Exam Timetable

WK 3A	Monday 31 July DAY 6	Tuesday 1 August DAY 7	Wednesday 2 August DAY 8	Thursday 3 August	Friday 4 August
M O R N I N G	9:00am-12.05 <u>Agriculture</u> (3 hrs 5 min) <u>CAFS</u> (3 hrs 5 min) <u>Biology</u> (3 hrs 5 min) <u>Software Design</u> (3 hrs 5 min)	9:00am-12.05 <u>Business Studies</u> (3 hours 5 min) <u>Food Technology</u> (3 hours 5 min)	9:00am-12.05 <u>Ancient History</u> (3 hours 5 min) <u>Chemistry</u> (2 hours 5 min) <u>PDHPE</u> (2 hours 35 min)	9:00am-12.05 <u>Physics</u> (2h 5 min) Media Room <u>DistanceEd AncientHistory</u> (1) (3h 5 min) MEDIA ROOM	9:00am-12.05 <u>Legal Studies</u> <u>Modern History</u>
	A F T E R N O O N	1.10 pm –2.15 pm Dance (1 hour 5 min) MEDIA ROOM	1.10 pm –3:20 pm SLR (1h 30mins) <u>Mathematics Extension</u> (2hrs 5 mins) Media Room	1.10 pm –3:20 pm <u>Visual Arts</u> (1h 35mins) Media room	Catch Up Exams Media Room