DATES OF EMPLOYMENT 2023-24 PARAEDUCATOR

Number of Days:	192	211	
Job Titles:	Transition Life Skills Coach All Paraeducators (Special Education, Student Services, Preschool & Special Programs/Title/LAP)	Paraeducator-Media Transcriber	
Start Date:	August 29, 2023 Two days before School Launch	August 15, 2023 Twelve days before School Launch	
End Date*:	June 14, 2024* Work the last day of school – full workday	June 27, 2024* Nine days after the last day of school	

August 2023 First Contract Dates						
М	Т	W	Т	F		
14	15	16	17	18		
21	22	23	24	25		
28	29	30	31	1		

June 2024 Last Contract Dates					
M	Т	W	Т	F	
3	4	5	6	7	
10	11	12	13	14	
17	18	19	20	21	
24	25	26	27	28	

*End date -UNLESS EXTENDED BY JUNE 17 &18 WEATHER MAKE-UP DAYS

IMPORTANT DATES:

OCTOBER 13, 2023 - LID Day This is a non-workday.

NOVEMBER 22, 2023 - This is a non-workday.

FEBRUARY 2, 2024 – This is a non-workday. Semester break day.

FEBRUARY 20, 2024 - LID Day. This is a non-workday.

MARCH 15, 2024 – Scheduled Weather Make-up Day. In the event of a weather or other emergency one or more of these days may be used to extend the school year.

JUNE 17 & 18, 2024 – Scheduled Weather Make-up days.

Designated make-up days will become workdays when it is necessary to cancel school/work due to a weather emergency. When making out-of-office plans, please be cautious of making them on a designated weather make up day as these days could become required workdays.

Paid holidays: Labor Day 9/04/2023, Veteran's Day 11/10/2023, Thanksgiving 11/23-24, 2022, Christmas 12/25/2022 (observed), New Year's Eve 1/2/24 (observed), New Year's Day 1/1/2024, Martin Luther King Day 1/15/2024, President's Day 2/19/2024, Memorial Day 5/27/2024, Juneteenth 6/19/2024

Winter Break: 12/25/2023 to 1/5/2024 **Spring Break:** 4/1/2024 to 4/5/2024

<u>Conference Week:</u> Classified staff members are paid for their normal hours during elementary spring conference days. If they wish to have the days off, they must use proper request/approval for personal/vacation leave.