



## LODGE INTERNATIONAL SCHOOL PRIMARY CHECKPOINT EXAMINATION TIMETABLE OCTOBER 2013

Date	Syllabus Code	Syllabus Name	Duration	Time	Room	Number of Candidates
Wednesday 16 Oct 13	Primary Checkpoint 0844/01	English Paper 1	1h	AM 9.00 – 10.00	S402 S403	29
	Primary Checkpoint 0844/02	English Paper 2	1h	AM 11.00 – 12.00	S402 S403	29
Thursday 17 Oct 13	Primary Checkpoint 0845/01	Mathematics Paper 1	45m	AM 9.00 – 9.45	S402 S403	29
	Primary Checkpoint 0845/02	Mathematics Paper 2	45m	AM 11.00 – 11.45	S402 S403	29
Friday 18 Oct 13	Primary Checkpoint 0846/01	Science Paper 1	45m	AM 9.00 – 9.45	S402 S403	29
	Primary Checkpoint 0846/02	Science Paper 2	45m	AM 11.00 – 11.45	S402 S403	29



## **Notice to Candidates**

## Know the rules before you take your examinations

- 1. You **must** be on time for all your examinations and any required periods of supervision.
- 2. You **must** bring the equipment you need to the examination e.g. pens, pencils and rulers.
- You may use a calculator unless you are told not to do so, but you must not use the calculator function of another device.
- 4. You **must not** become involved in any unfair or dishonest practice before, during or after the examination.
- 5. You must not:
  - Sit an examination in the name of another candidate.
  - Have unauthorised material, including electronic devices and mobile phones in the examination.
  - Have any equipment in the examination which might give you an unfair advantage.



- 6. Having unauthorised material in the examination is breaking the rules, even if you do not intend to use it. If you have any unauthorised material you may be penalised or disqualified.
- 7. You **must not** talk to, attempt to communicate with or disturb other candidates once you have entered the examination room.
- 8. You **must** follow the instructions of the invigilator.
- 9. If you are in any doubt speak to the invigilator.
- 10. You **must** leave the question paper, your answer book or answer paper, rough work and any other (used or unused) materials in the examination room.

