

Pre-enrol your child For the 2024–25 school year

Whether your child is enrolling at the same school or changing schools, all students need to pre-enrol. Knowing how many students to expect helps schools prepare for September.



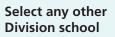
Your options

Select your child's designated school

You have a designated school in our Division if your child is a resident student (which typically means at least one parent or legal guardian lives in Edmonton and is not Roman Catholic). Visit *epsb.ca/fast* and talk to your child's school to find your designated elementary, junior high or high school. OR Choose to

continue at the same school

If your child is continuing at the same school or program, you still need to pre-enrol.



OR

The school must have available space, and your child must meet the school's **entrance criteria** (if applicable).

Online learning – If you want your child to learn online, pre-enrol at Argyll Centre.

Pre-enrol in SchoolZone by 4 p.m. on March 22



For help pre-enroling in SchoolZone, contact your school.



Course selection is NOT part of selecting your preferred school in SchoolZone.

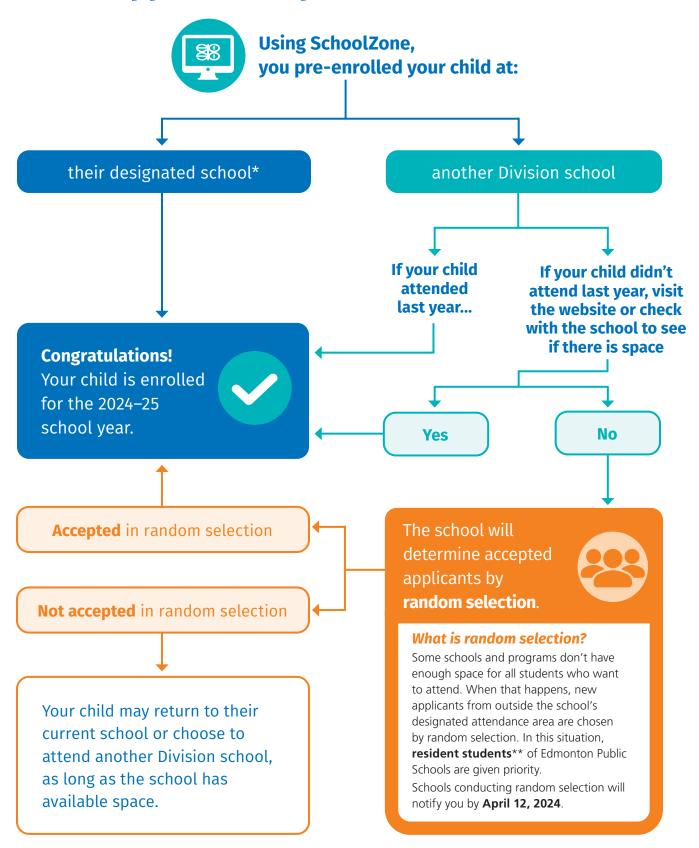
Junior high and high school students will choose specific courses (e.g., fine arts, career and technology studies) through a separate process at their current school.

Registering new students

Students who are **new to Edmonton Public Schools** need to submit a completed student registration form.

Find the form and a list of documents we need to confirm your address and your child's legal name at **epsb.ca/schools/register/newstudentregistration**.

What happens after pre-enrolment?



*Resident students can attend their designated school if they register or pre-enrol no later than March 22, 2024. However, if their designated school uses a lottery process, some students may not be able to attend that school. Learn more at <u>epsb.ca/lotteryprocess</u>.

**A resident student typically has at least one parent or legal

guardian living in Edmonton who is not Roman Catholic.