

**Norhside Independent School District**  
Wireless Deployment Schedule (Updated 5/27/08)

<b>Phase I</b>						
<b>Est Start Date</b>	<b>Campus</b>	<b>Campus</b>	<b>Campus</b>	<b>Status</b>		
Jul-06	Business Careers			Complete		
Jun-07	Health Careers			Complete		
Jun-07	Marshall			Complete		
Jul-07	O'Connor	Clark	Comm Arts	Complete		
Aug-07	Stevens	Warren	Taft	Complete		
Sep-07	Jones	Ross	Neff	Complete		
Sep-07	Jay	NS Alternative HS	Pease	Complete		

<b>Phase II</b>						
<b>Est Start Date</b>	<b>Campus</b>	<b>Campus</b>	<b>Campus</b>	<b>Status</b>		
Oct-07	Adams Hill	Holmes	Rayburn	Complete		
Oct-07	Cable	Mead	Hull	Complete		
Nov-07	Glass	Meadow Village	Jordan	Complete		
Nov-07	Esparza	Passmore	Luna	Complete		
Dec-07	Glenn	Powell		Complete		
Dec-07	Lackland City	Valley Hi		Complete		
Jan-08	Linton	Villarreal		Complete		
Jan-08	Boone	Westwood Terrace	Knowlton	Complete		

<b>Phase III</b>						
<b>Est Start Date</b>	<b>Campus</b>	<b>Campus</b>	<b>Campus</b>	<b>Status</b>		
Feb-08	Burke	Leon Valley	Zachry	Complete		
Feb-08	Coon	Michael	Connally	Complete		
Mar-08	Cody	McDermott	Stevenson	Complete		
Apr-08	Fisher	Myers	Rudder	Complete		
Apr-08	Glenoaks	Reddix	Stinson	Complete	In Progress	
May-08	Hatchett	Oak Hills	Hobby	Complete	In Progress	
May-08	Holmgreen	Timberwilde	Rawlinson	Complete	In Progress	

<b>Phase IV</b>						
<b>Est Start Date</b>	<b>Campus</b>	<b>Campus</b>	<b>Campus</b>	<b>Status</b>		
Jun-08	Aue	Galm	Howsman		In Design	
Jun-08	Driggers	Elrod	Blattman		In Design	
Jun-08	Helotes	Thornton	Jefferson		In Design	
Jul-08	Locke Hill	Brauchle	Brandeis		In Progress	
Jul-08	Colonies North	Fernandez	Vale		In Design	
Jul-08	Braun Station	Leon Springs	Forester		In Design	
Aug-08	NW Crossing	Evers			In Design	
Aug-08	Scobee	May			In Design	

<b>Phase V</b>						
<b>Est Start Date</b>	<b>Campus</b>	<b>Campus</b>		<b>Status</b>		
Aug-08	Steubing	Beard				
Sep-08	Carson	Murnin				
Sep-08	Raba	Ott				
Oct-08	Lewis	Ward				
Oct-08	Rhodes	Krueger				
Nov-08	Nichols	Wanke	Carnahan			
Nov-08	NAMS North	NAMS South	Scarborough			