

# High School Promotion & Early Graduation Requirements

## ☀️ Grade Level Promotion Requirements ☀️

To be promoted each year in high school, students must earn **at least six (6) credits per year**, including **one (1) English credit** and **one (1) Math credit**.

### Grade Level Requirements:

- **10th Grade:** 6 credits (including 1 English and 1 Math)
- **11th Grade:** 12 credits (including 2 English and 2 Math)
- **12th Grade:** 18 credits (including 3 English and 3 Math) *or* scheduled to complete all graduation requirements by the end of the school year

## 🎓 Early Graduation Requirements 🎓

*Early graduation discussions **must be** initiated by the student and family with the school counselor.*

Students interested in graduating early must:


1. **Meet with their school counselor** to review eligibility.
  - ★ 24 credits: [High School Courses and Requirements](#)
  - ★ Meet College and/or Career Ready Requirements: [CCR Requirements](#)
2. **Submit the [Early Graduation Application](#)** to initiate the review process.

### Important Notes:

- Submission of the [Early Graduation Application](#) form does **not** guarantee early graduation.
- Graduating early **may** impact eligibility for **LIFE** and **Palmetto Fellows** state scholarships.



- Students graduating mid-year will **not** receive a class rank, which may affect scholarship qualifications.
- Students planning to attend a four-year college are encouraged to remain enrolled and consider **Dual Enrollment opportunities** instead of early graduation.
- Odyssey Online Learning does **not** hold a separate ceremony for early graduates; however, students are encouraged to participate in the **June graduation ceremony** after all requirements are met.
- Grade level changes will occur only in the student's final year of high school once scheduled in all required courses.

 **Students and parents are encouraged to meet regularly with the school counselor to stay on track for promotion, graduation, and postsecondary goals.**