

Education Groups

Groups may use gaming proceeds to provide specific educational experiences for students that are not principally recreational or social, are not a curriculum requirement, and are otherwise unavailable (in accordance with Charitable Gaming Policies Handbook 4.3.29).

Gaming proceeds may be used for curriculum enhancements that contribute to student learning and development, such as:

- Educational field trips, athletic tournaments/competitions, and travel (e.g., music festivals, science excursions, or language/cultural experiences). All travel disbursements must comply with Sections 4.3.24
- Educational equipment (e.g., audio-visual, athletic, and science equipment, musical instruments, computers/laptops/tablets for student use)
- Resource materials (e.g., library books, online learning applications/readers, subscriptions)
- In-school presenters
- Venue rentals (e.g., swimming pool, sports arena, or theatre stage)
- Uniforms/costumes (see Section 4.3.22)
- Playground development/equipment, science gardens, and outdoor classrooms
- Student meal programs (see Section 4.3.4)

Ownership of educational assets purchased with gaming proceeds are vested to the school, the educational institution, or governing body of the educational institution.

Gaming proceeds must not supplement the operational or capital budgets of the institution or school, such as:

- Building additions, interior or exterior renovations, utilities, or beautification of school grounds
- School administration, employee salaries, wages, and benefits
- Textbooks (hard copy or digital)
- School fees and bus passes
- Personal items (e.g. giveaways, cash, or cash equivalent awards)
- Social or recreational events (e.g. fundraising, graduation or in school leisure activities)