

## Guidelines

### Facility Education Groups

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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 5.10).

**With prior approval, 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 5.23 and 5.24
- 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 5.13)
- Playground development/equipment, science gardens, and outdoor classrooms
- Student meal programs (see Section 5.3)

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., agendas, yearbooks, personalized uniforms, giveaways, cash, or cash equivalent awards)
- Social or recreational events (e.g., school barbecues, fundraising, graduations, or in-school leisure activities)