

# FEES INFORMATION

## YEAR 9 STUDENTS 2010

This sheet is for your information only.

It is NOT an Invoice.

*Please do not pay fees until invoices are posted to you.*

<b>GENERAL ACTIVITY FEE</b>	\$100.00
Discount of \$10.00 if paid by 31 March 2010	

### **FIXED OTHER FEES (per course)**

Graphics and Design	\$10.00
Health	\$5.00
Institute of Sport	\$65.00
Music	\$5.00
Science	\$5.00
Technology - Fabric (plus fabric for projects)	\$15.00
Technology - Food	\$25.00
Technology - Metal	\$20.00
Technology - Wood	\$20.00
Visual Art	\$5.00

### **SPORTS**

For some sports a uniform will be issued to the student. A \$20.00 deposit will be charged which will be refunded when the uniform is returned.

Registration and affiliation fees are the responsibility of individual players. Coaches will inform players at the time of registration of the cost of playing for the season.

### **TEXT BOOKS AND LIBRARY BOOKS**

These are issued free. However, if they are lost or damaged reimbursement will be asked for.

Payment by regular instalments can be arranged - please contact the Executive Officer (ext. 908).

# Melville High School

## STATIONERY REQUIREMENTS : YEAR 9 - 2010

EAL	3 x 1B5, 1 x 3B1, 14B8 refill, blue pens, red pen, ruler
ENGLISH	2 x 1B5, 14B8 refill
FRENCH	1 x 1B4
GRAPHICS AND DESIGN envelope, eraser,	HB and 2H pencils, compass, A3 drawing refill and coloured pencils, pencil sharpener
HORTICULTURE	1 x 1B5
LEARNING INITIATIVES	\$40.00 charge – \$10.00 per term for stationery
MĀORI	1 x 2B5, 2 blue or black pens
MATHEMATICS equivalent	2 x 1J5 quad books, ruler, calculator FX-82, scientific or
MUSIC	1 x 1B5
PHYSICAL EDUCATION AND HEALTH	1 x 1B5
SCIENCE	1 x 2B5, \$5.00 for homework booklets
SOCIAL STUDIES	1 x 1B5 supplied for Term 1 only
TECHNOLOGY - FOOD	Workbook provided
TECHNOLOGY - FABRIC	Workbook provided
TECHNOLOGY- INFORMATION AND COMMUNICATION	1 x manila folder
TECHNOLOGY - METAL	1 x 1B5, 1 x HB pencil
TECHNOLOGY - WOOD	1 x 1B5, 1 x HB pencil
TECHNOLOGY - HORTICULTURE	1 x 1B5
VISUAL ART	2 pencils (3B or similar), eraser and ruler