



ST KEVIN'S ONLINE CASH SYSTEM

Dear Parents / Guardians,

I am delighted to inform you that our new online school money system, **SchoolMoney** is now operational.

This means that anyone NOT ELIGIBLE for a Free School Meal can now book a school dinner and pay online. If your child is eligible for a Free School Meal, there is no need to do anything further.

You won't need to sign up to this system as this is done automatically through the school. As long as you have provided us with up to date contact details we will send you a welcome message and a message regarding downloading the 'SchoolMoney' APP tomorrow.

This should be relatively straight forward so please download the app onto your phone or iPad. You will then be able to access this system without having to log in every time.

This is a new system to us all so please be patient if there are a few teething problems. The office staff are more than happy to help. However, I have uploaded a Parent User Guide to the school website with step by step instructions for anyone who may need it.

PLEASE NOTE THE FOLLOWING:

- THE BOOKING SYSTEM WILL BE OPERATIONAL FROM **MONDAY 9 NOVEMBER**
- YOU MUST BOOK AND PAY FOR MEALS **BEFORE 12 MIDNIGHT THE PREVIOUS NIGHT**
- **YOU CAN BOOK AND PAY FOR AS MANY DINNERS AS YOU WISH AT ONE TIME** – FOR EXAMPLE IT MAY SUIT A PARENT TO PAY WEEKLY / MONTHLY / TERMLY
- **THE SCHOOL DINNER MENU IS AVAILABLE ON THE SCHOOL WEBSITE** SO YOU CAN CHECK IF YOUR CHILD WILL EAT WHAT IS AVAILABLE ON ANY GIVEN DAY

Eventually this system will be rolled out to include payments for other areas of school life like trips, after school clubs and swimming once current restrictions are relaxed and these activities can resume.

I have no doubt that there may be a few technical difficulties in rolling this out but I am sure that you will agree that this is appropriate response in mitigating the spread of COVID-19 whilst allowing children the option of a hot school meal.

Thanks as always for your continued support

Miss Keegan

Principal

