

**KELLYVILLE HIGH SCHOOL
YEAR 9 - 2021 FEE EXPLANATION**

Subject/Course	Amount	School Supplies (Charges Cover)
Contribution	\$90	Reports, Mail outs, SMS notifications, Student ID cards and General Administration charges
Sport Levy	\$30	Sport/Carnival equipment, sunscreen (limited supply), awards, trophies, etc. Zone Sport Levy, Regional Levy
English	\$15	Required textbooks
Geography	\$15	Classroom consumable items. Print and digital resources, Project materials
History	\$15	Classroom consumable items. Print and digital resources, Project materials
Mathematics 5.1 – 5.2	\$15	Classroom consumables, photocopying
Mathematics 5.2 – 5.1		
Mathematics 5.3 – 5.2		
PDHPE	\$20	Course equipment
Science	\$25	Lab equipment and classroom glassware and chemicals
Electives:		
Child Studies	\$40	Classroom consumable items
Commerce	\$35	Classroom consumable items. Print and digital resources, Project materials
Drama	\$40	Classroom consumable item
Design & Technology	\$70	Classroom consumable items
Food Technology	\$70	Covers the cost of raw materials used for projects. The school bulk buys on behalf of students who use the materials in their practical lessons
History Elective	\$35	Classroom consumable items. Print and digital resources, Project materials
Industrial Technology – Engineering	\$90	Classroom consumable items
Industrial Technology - Timber	\$90	Covers the cost of raw materials used for projects. The school bulk buys on behalf of students who use the materials in their practical lessons.
Industrial Technology - Multi Media-	\$85	Audio/Video equipment maintenance, printing, 3D printing, equipment
Information and Software Technology	\$20	Printing, Robotics consumables
Music	\$30	Equipment maintenance and resources
Photographic & Digital Media	\$70	Darkroom chemicals & paper, textbooks, cameras & technology
Physical Activity and Sports Studies	\$50	Classroom consumable items, Sports equipment
STEM	\$30	Classroom consumable items
Textiles	\$50	Classroom consumable items
Visual Arts	\$70	Classroom consumable items