

REGULATION #8800.3

ALLOWABLE USES OF SCHOOL BASED LEARNING RESOURCE / LIBRARY FUNDS

A LEARNING AND LIBRARY RESOURCE:

"Information, represented, accessible, or stored in a variety of media and formats, which assists student learning as defined by the learning outcomes of the provincial curriculum."

(Referenced from BC Ministry of Education Evaluation, Selecting and Managing Learning Resource: A Guide. 2002.)

Library Funds may be used to acquire materials as selected by a teacher-librarian and approved by the school's principal or vice-principal for inclusion in a school's library collection. Library materials are typically evaluated and selected by the teacher-librarian, usually in consultation with school educators. Ministry recommendation or local approval is not required.

Learning Resource Funds may be used to acquire print and non-print materials including software that have received either Ministry Recommended or District Local Approval status. Learning Resource Funds may also be used to purchase supplementary materials including digital resources and manipulatives that meet provincial learning outcomes.

Print	All print instructional resources including texts, trade books, novels, plays, anthologies, atlases, dictionaries, teacher reference material, ministry documents and IRP's.
Video/ DVD's	Videos, DVD's, and other optical formats that are licensed according to Canadian Public Performance Rights to be shown in an educational institution.
Digital Resources	Digital resources, including ebooks and Mobile Software Applications (Apps), as long as the publisher's Terms and Conditions are adhered to.
Audio	Audio recordings.
Printing Costs	Printing expenses incurred at the District Reprographic Centre for the copying of ministry or district locally approved resources that are licensed according to Canadian Copyright Rules.
Software	Ministry or locally approved educational software.

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Consumables	Workbooks.
Manipulatives	Non-consumable materials that support the development of concepts and skills in curriculum areas such as math, science and social studies. These may include, but are not limited to, blocks, geo-boards, kits, maps, globes, posters, microscope slides, models and games.
Technology	A maximum of 20% may be used for the purchase of computer and technology hardware for instructional purposes. Schools may apply, on an annual basis, to vary the technology recommended percentage. District approval must be obtained from superintendent or designate for this variance.

The first priority for Learning Resource/Library funding is to support student learning. Learning Resource / Library funding shall not be used for:

Salaries

Professional and / or in-service fees

Capital expenditures (other than the technology exception above)

Administrative software or hardware

Office supplies Including those that support a learning resource or library program (i.e. tape and labels).

Other Material That does not fit into the definition of a learning or library resource.

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