

Get involved in the School Banking program.

Hallett Cove East Primary is excited to offer the Commonwealth Bank School Banking program to all students.

School Banking is a fun, interactive and engaging way to help teach your child the importance of saving. Children who deposit money into their Youthsaver account through School Banking will earn an exciting reward everytime they reach 10 deposits.

The rewards available during 2021 are:

- Terry Denton's Activity Book
- Mini Soccer Ball (size 2)
- Treetop Stationery Set
- Treetop Handball
- Tomato Seed Kit
- Emoji Wallet
- Snakes & Ladders Game
- Scented Stackable Highlighters
- Icicle Slapband Ruler
- Snowy Origami Set
- Water Skimming Bounce Ball
- Polar Pencils & Pencil Toppers
- Scratch Art Cards

School Banking is also a great fundraiser for our school. Our school receives a Regular Savers Contribution of \$5 for every 10 deposits processed per student as well as an Annual Contribution which is based on the number of students who made at least one School Banking deposit in the prior year. For more information about contribution payments, visit www.commbank.com.au/sbinfo .

Getting involved in School Banking is easy!

All you need to get involved in the School Banking program is a Commonwealth Bank Youthsaver account. You can open an account for your child in one of two ways:

1. Online

Visit www.commbank.com.au/schoolbanking and click on the link to open a Youthsaver account.

2. In branch

Visit a Commonwealth Bank branch with identification for yourself and your child, like a driver's licence and birth certificate.

If your child has an existing Commonwealth Bank Youthsaver account they can start banking straight away. They just need to bring their deposit in every week on School Banking day using their Dollarmites deposit wallet.

School Banking day is **MONDAY**. Each week you need to place your yellow deposit wallet into the grey satchel in your classroom.

If you would like to know more about School Banking, please visit www.commbank.com.au/schoolbanking

