



12. FEES AND FUNDING

12.1 FEES

Our charges for the year ahead are sent to parents just before Easter to enable you to plan for September.

For more information on fees, please refer to our 'fees and funding' policy (policy 13, available on our website).

Fees can be paid by bank transfer or childcare vouchers at present, and any funded hours will be offset against those attended.

12.2 FUNDING

All 3 and 4 year olds are entitled to 15 hours per week of funding (Universal Entitlement) for 38 weeks per year through the Free Entitlement scheme. Your child may also be eligible, if certain criteria are met, for 30 hours per week funding (called the Extended Entitlement), or for funding from the age of 2 years old.

This free entitlement can be used at Seer Green Pre-School, and may be used jointly between us and another setting if required (this needs to be noted on the form).

Your child will qualify for funding the term after their third birthday. For funding purposes there are set dates to define term times:

Three years old born between:	Eligible for full funding from:
1 April – 31 August inclusive	Start of autumn term following their 3rd birthday
1 September – 31 December inclusive	Start of spring term following their 3rd birthday
1 January – 31 March inclusive	Start of summer term following their third birthday

Claim forms are sent to the parents of eligible children before the end of the previous term. Whilst we support all parents in completing these, please note it is your responsibility to complete these forms if you wish to receive the funding.

12.5 FUNDRAISING

Please see our website ([parents/news & links](#)) for ways you can, without any cost to you, support our fundraising.

Donations are also gratefully received – time, skill and financial.

We have a deficit of around £2.50 for each hour of government funding we support, which for a 15hour a week funded child (offered to all children over 3 years) means we lose around £1,500 a year. Therefore all financial support is much appreciated.