AI for Empowering Learning and Teaching Funding 2026-2027

{for (i) purchasing/subscribing to/leasing software, hardware, platforms, learning and teaching sources and

- software (S)
- hardware (H)
- platforms (P)
- learning and teaching resources (R)
- school-based AI application solutions (A) (e.g. hiring an external organisation to develop and implement a school-based language model, or developing it in-house)

(ii) subsidising students' participation in AI-education-related activities organised or recognised by the school

	$
Receipt	
EDB Subsidy	0.00
Less Payment	
Biology - (i)(P) (SAYO AI, Kahoot)	15,900.00
Chinese - (i)(P) (Mo-But)	31,990.00
Maths - (i)(P) (Lambda Math Premium)	23,800.00
Music - (i)(P) (Suno AI)	32,000.00
Purchase of hardware - (i)(H)	120,000.00
	223,690.00
Budgeted surplus/(deficit) for the year	(223,690.00)
Add Balance brought forward (b/f) from previous year	500,000.00
Budgeted balance carried forward (c/f) to next year	276,310.00