

## Payment Methods: Three Online Options

### Option 1:



#### myWallet

An online wallet that can be loaded to hold funds and pay for items on School Cash Online.

myWallet eliminates the need to enter payment information multiple times. Simply sign into your account and select the myWallet tab. Click Add Funds to myWallet and use an eCheque to load funds into your account.

Once the funds are available, add all items into your shopping cart and select the myWallet payment method in your checkout options.

### Option 2:



#### eCheque

An electronic version of a paper cheque used to make payments online. Anyone with a chequing/savings account can pay by eCheque through School Cash Online.

To pay with an eCheque, simply enter your routing and account number on the payment screen and click Submit.

This option is best suited to families who do not incur bank transaction fees for each cheque/withdrawal.

### Option 3:



#### Credit Cards

Due to parent demand, we now accept payment by VISA or Mastercard.



## School Cash Online

Families will still have the option to send cash or cheque for school-related expenses. However, we encourage you to get on board with our new service.

School Cash Online's top priority is keeping your personal information safe. School Cash Online adheres to the highest industry standards of security. School Cash Online will never contact you to obtain confidential information by phone, email or mail.

### Need Assistance?

If at any time during the registration process you need help, the Parent Help Desk is available to solve any puzzles that parents may have when using School Cash Online, or to answer questions regarding online security. Our friendly staff are available 24/7 (365 days). They can assist parents with:

- Registering
- Password recoveries
- Finding their children in the system, or
- Any checkout or payment issues.

Please contact (toll-free): Parent Help Desk: 1-866-961-1803 or email: [parenthelp@schoolcashionline.com](mailto:parenthelp@schoolcashionline.com)