

BUDGET NARRATIVE

LEA: Phoenix CSD	FOR TITLE: CRRSA ESSER 2
BEDSCODE: 462001060000	

**** MUST BE SUBMITTED WITH EACH BUDGET IN THE CONSOLIDATED APPLICATION**

If using Transferability, please indicate on the Budget Narrative and FS-10 the amount of funds to be included under transferability in the budget categories where funds will be used. Example: In the Title IIA budget under Code 15 – Transferability - Title I Reading Teacher – FTE.35 - \$15,000.

CODE/ BUDGET CATEGORY	EXPLANATION OF EXPENDITURES IN THIS CATEGORY (as it relates to the program narrative for this title)
Code 15 <i>Professional Salaries</i>	<i>Expenditures will be used to fund salaries' for summer enrichment and learning lose programs, and continued support at the elementary level for the upcoming school year.</i>
Code 16 <i>Support Staff Salaries</i>	<i>Expenditures will be used to fund support staff salaries' for summer enrichment and learning lose programs, fund food service activities from the previous year, and to provide additional maintenance support to facilities to allow for full opening in the fall of 2021.</i>
Code 40 <i>Purchased Services</i>	
Code 45 <i>Supplies and Materials</i>	<i>Purchases will be made in technology for student online/virtual and classroom support. Expenditures for additional cleaning/sanitation supplies, and single desks for adequate social distancing in classrooms and cafeteria areas.</i>
Code 46 <i>Travel Expenses</i>	

CODE/ BUDGET CATEGORY	EXPLANATION OF EXPENDITURES IN THIS CATEGORY <i>(as it relates to the program narrative for this title)</i>
Code 80 <i>Employee Benefits</i>	<i>Expenditures will be used to fund employee benefit costs associated with professional and support staff including pension, insurance and payroll tax costs.</i>
Code 90 <i>Indirect Cost</i>	
Code 49 <i>BOCES Services</i>	
Code 30 <i>Minor Remodeling</i>	<i>Expenditures will be used to expand on outdoor seating to provide adequate social distance in order to conduct curricular and extracurricular events.</i>
Code 20 <i>Equipment</i>	