



Welcome to PaySchools!

Our district has selected the **PaySchools Central payment portal** for parents. To avoid convenience and processing fees please send a check into your child's school made payable to **Washington Twp BOE - Cafeteria Account** and they will apply it to your student's account.

Now you can pay for your children's school lunches, fees, and more online, securely and quickly. No more lost cash or checks!

- 1 Create your account using your computer or tablet at: www.payschoolscentral.com
- 2 If you want to use your phone, download the PaySchools Central app on the Apple App Store or Google Play.
- 3 Complete account registration by selecting register, entering your profile details, setting up your password via the email link we'll send you, then logging in.
- 4 Add your children to your account using their student ID numbers.
- 5 If you'd like, enter credit card and/or banking information as forms of payment to use with your PaySchools account, or simply plan to use guest checkout when the time comes.
- 6 Manage school payments with ease!



Now You Can:

- Manage all your children's accounts and fees in one place.
- Set up auto-replenish to automatically fill lunch accounts when they're running low.
- Set up reminders and alerts.
- Review your children's purchases
- Handle payments 24/7, at your convenience, on any device.

Convenience and Processing Fees

The following fees will be incurred per PaySchools Central Transaction:

○ LUNCH ACCOUNTS

Paid with checking-account transfer:

Paid with debit or credit card - \$0-24.99:

Paid with debit or credit card - \$25-49.99:

Paid with debit or credit card - \$50 or more:

○ OTHER SCHOOL FEES

Paid with checking-account transfer:

Paid with debit or credit card:

Need help with your PaySchools Central account?

 psc_help@payschools.com

 **877-393-6628**

8:30 a.m. – 7:30 p.m. ET (M-F)

Rest assured that PaySchools is PCI-compliant and maintains industry-standard SSL certificates, ensuring all your family's data is **safe and secure.**