

Common School Fund



Supporting Public School Libraries

The Common School Fund is a constitutionally created trust fund administered by the Board of Commissioners of Public Lands to benefit all public school libraries in Wisconsin. Distributions of the Fund's interest are used by school librarians to purchase library program materials accessible to all students.

Purchasing Items

According to Statute, Common School Fund purchases must be for the school library program. This includes library books and instructional materials, as well as computers and related software for school libraries. Purchases require consultation with the district's licensed library media specialist.



Monitoring and Distributing Funds

Allotments are determined by population reported in the district census. In January, estimates for allocations are made, and funds are distributed to districts by May 1. Library plans and other records of purchases must be kept for reports made to the State Superintendent.

Learn More

Common School Fund - <https://dpi.wi.gov/common-school-fund>
Board of Commissioners of Public Lands - <https://bcpl.wisconsin.gov>



Allowable Items (Sample List)
<p>Books (print)</p> <ul style="list-style-type: none"> •Library books •Multiple copies of books to support library programming (ex. Battle of the Books, Book Clubs)
<p>CDs and DVDs (listening and viewing materials)</p>
<p>Newspapers (print) for the school library program</p>
<p>Online Services (Not purchased content)</p> <ul style="list-style-type: none"> •Licenses and fees for subscriptions to online instructional research databases, ebooks, and apps to support library programming
<p>Periodicals</p> <ul style="list-style-type: none"> •Periodicals (print) housed in the school library media program and/or in direct support of the library media program. •General education professional (not subject-specific) periodicals
<p>Realia</p> <ul style="list-style-type: none"> •Real life representations and collections of objects to be used to support the library program. (e.g. globes, maps, kits, models, puzzles) •Analog interactive and collaborative learning media supporting inquiry and learning commons activities (e.g. LEGO kits, Breakout boxes)
<p>Reference materials (print) for the library media program (ex. encyclopedias)</p>
<p>Technology: Hardware for library programming</p> <ul style="list-style-type: none"> •Electronic computing devices for the library media program as stated in the library plan •Related components that extend usability and support library media programming. •Interactive and collaborative learning technology supporting inquiry and learning commons activities (ex. green screen kits, robotics)
<p>Technology: Software for library programming</p> <ul style="list-style-type: none"> •Library automation software and related software components or licenses •Instructional media based applications •Purchased digital content (ex. ebooks, audiobooks) supporting literacy and research through library programming

Non-Allowable Items (Sample List)
<p>Books (print) NOT for library programming</p> <ul style="list-style-type: none"> •Textbooks, including teachers' copies, classroom sets of trade books, and workbooks •Books for classroom reading groups
<p>Consumables and supplies</p>
<p>Equipment, storage units, and furniture</p>
<p>Newspapers (individual copies or sets) for classrooms or teachers</p>
<p>Online Services for school and/or district</p> <ul style="list-style-type: none"> •Internet access fees •Curriculum resources •Movie licensing
<p>Periodicals NOT for library programming</p> <ul style="list-style-type: none"> •Individual copies or sets of magazines for classrooms or teachers •Professional materials for teacher/administrator use outside of the library
<p>Reference materials (print) for classrooms (ex. encyclopedias, class sets of books)</p>
<p>Technology: Hardware NOT for library programming</p> <ul style="list-style-type: none"> •Computer peripherals, infrastructure, switches, other equipment and other hardware •Computers/technology that is purchased for use primarily outside of the library media program
<p>Technology: Software NOT for library programming</p> <ul style="list-style-type: none"> •Administrative or network operation software •Internet filters •Department or course-specific software or online curricular assessment tools

For proper WUFAR coding information and a more detailed listing of items, please go to <https://dpi.wi.gov/common-school-fund/wufar-guidance-chart>