



Giving lots of HOPE

The HOPE programme was established to provide financial support to Old Grammarians who are endeavouring to achieve something extraordinary, help others or generally benefit mankind, and that is exactly what former Teacher John Jeffreys is doing at Wesley High School, Salamo, Papua New Guinea.

The Jeffreys Family's relationship with the school dates back to 1980, when the family was on leave from Bunbury Grammar and John was appointed Headmaster of the school for two years. Over the years the relationship continued and flourished and John has encouraged Grammar students to raise money for various Wesley School projects. He also led several working parties of Grammar students and staff to Salamo to carry out community projects. Since his retirement at the end of 2003, John has been able to dedicate more time to Wesley High School visiting more than nine times and spending a total of 24 months providing financial, planning and management counsel to the school. He has also assisted in raising over \$50,000 for self help and self sustaining projects for the school and surrounding area.

Through HOPE funding John, has been able to establish a traineeship for a local young person to complete university training while assisting in Wesley's Self Reliance Programme.

David Onno, will commence his traineeship at Wesley in October this year. David is one semester short of an Agricultural Science degree at Vudal University. As is so often the case, students drop out of their courses with "fee problems". David is an ex Wesley student and comes from Galeya on Fergusson Island. He is married with a small child. David will work full time for the Self Reliance Department at the school for 21 months before going off to complete his degree. He will then be bonded to return to Wesley for a further two years. The HOPE funding will cover David's wages for the duration of his traineeship and the costs of finishing his degree.

Congratulations John, for your dedication to make a difference to the School and Community!