

2022 Capalaba Hub Activity Program 4 Catalogue



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Welcome to our Hub Activity Program! We are pleased to have you join us for activities at the Capalaba Hub, and we hope you enjoy what we have in store.

Our 12-week Hub programs are designed to offer you structure and consistency, with a focus on outcomes. When making your activity selections, you will be signing up and committing to a complete 12-week program for each day you attend the Hub.

This allows you to fully develop your skills, more opportunity to see progress and reach your goals, and have a sense of completion at the end of the 12-week program. It also helps you develop stronger connections with other customers, and gain more substantial outcomes than one-off activities.

At the end of each program, you have a chance to demonstrate your new skills with two showcase weeks in July and December. The showcase weeks give you the opportunity to do a one-off activity that displays your new skills or goal achievements.

How it works

- For each day you attend the Hub, choose one activity for the morning and one activity for the afternoon, or a full day activity where available.
 - As you are committing to that specific activity for 12 weeks (ie. Sailing every Monday, cooking every Tuesday morning and games every Tuesday afternoon), please make sure the activities you choose are ones that align well with your NDIS goals, or are activities you are passionate about.
- Tick the program you wish to be registered into as outlined below and either phone through your choices to 07 3390 1758 or return it to leah.bennett@multicap.org.au by 26th August 2022.
- Program allocation is based on first-come, first-served; so, make sure you get your selections in fast! If you need help to complete the form, please call us on 07 3390 1758.
- Day Structure

 Start of Day

 Morning program

 Lunch

 Afternoon program

 End of Day
- A confirmation letter will be sent to you with the activities you are participating in.
- If your chosen activity is at capacity, we will phone you and see if you would like to be placed in an alternative activity or increase your level of support to be able to participate. We are unable to permit changes to your activity program once confirmed due to group-based scheduling.

 If you do not wish to participate in an activity you have selected, please contact **07 3390 1758.**





Hub Activity Program Goal Reference Guide

To support you in being able to identify activities in the Program Catalogue that will support you to achieve your individual goals we have added an icon/s to each activity so you can easily identify what core goals the activity is designed to support you to achieve.

A maximum of 3 core goals can be shown even though some activities may support you to achieve more than 3 goals. Those identified are the core goals that the activity supports.

If you are unsure of what goal an icon relates to then please refer to the below list which will allow you to identify the related goal and icon.

lcon	Goal
Å	Improve physical health & wellbeing
	Improve emotional health & wellbeing
Ť	Develop social skills & understanding
X	Build independence
Em)	Improve fine motor skills
	Explore creative pursuits
6	Sensory Experience/Exploration
	Adventure & Recreation Experience/Exploration
	Improve communication skills
	Integrate/Participate in the local community
	Develop skills to support future employment
	Develop advocacy skills & understanding
1 ² 3 A ^B C	Develop numeracy and literacy skills





Monday Activities

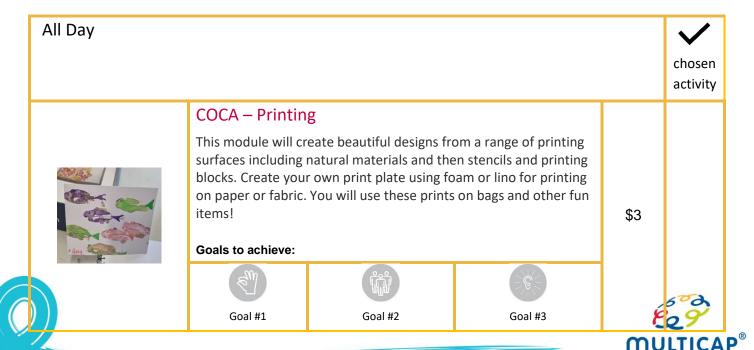
Morning – Choose One					chosen activity
	Making Music				
	Playing instruments, singing at the top of your lungs and making sounds with your hands and feet. Let's create a musical performance. This activity will also include morning tea in the park to listen to all the different sounds whilst outside. Goals to achieve:			No cost	
الله والمحادث		(©)	ů		
	Goal #1	Goal #2	Goal #3		
	Capalaba Cooking				
	Whether learning new kitchen skills or brushing up on the old ones. This class will help you create a masterpiece. This will help you develop hand-eye coordination, fine motor skills. It will also teach you how to follow a recipe and shop for the ingredients Goals to achieve:			\$7	
	EM	(S	X		
	Goal #1	Goal #2	Goal #3		
	Nature talks				
PLANT LIFE CYCLE Flour Shift for	Learning everything about nature. How flowers and plants grow. Making our own little garden to look after and nurture. Goals to achieve:			\$2	
		- -	X		
	Goal #1	Goal #2	Goal #3		





Afternoon – Choose One					✓
					chosen activity
	Walk it Out				
	This program is for the and about. Take a nie and sunshine. Goals to achieve:			No cost	
	25		Ť		
	Goal #1	Goal #2	Goal #3		
	Get Snapping – Photography Group				
	Ready, Set, Snap! Photographers can venture out to different locations and take necessary equipment to get the perfect shot. At the end of the 12 weeks, showcase your photo library and take home a photo book.			\$ 5	
			Å		
	Goal #1	Goal #2	Goal #3		
	Sensory Session Take advantage of our music library and enhance our inner mental and physical wellbeing. Stimulate the ears through music. Feel your way through our discovery boards. Goals to achieve:		No Cost		
	E M		(· © · ·)		
	Goal #1	Goal #2	Goal #3		

OR - choose an All Day activity below



Tuesday activities

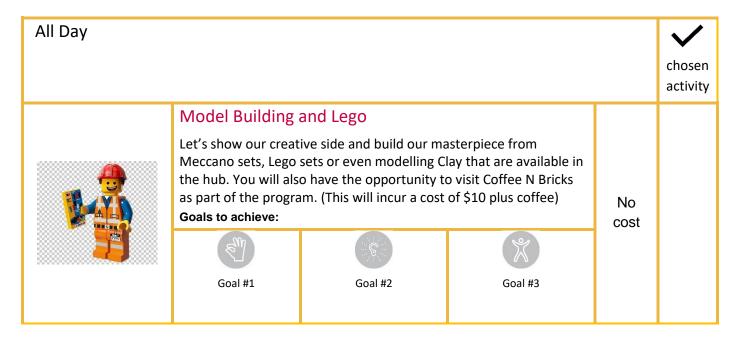
Morning – Choose One				chosen activity	
	Community Choi	r			
A11A	Multicap supports you to participate in a choir group in our local area. The programs with can learn new songs and different ways to sing them aloud. You will also have the opportunity to perform live on stage. Goals to achieve:			\$7	
25 75 15 77	6	(ů)			
	Goal #1	Goal #2	Goal #3		
	Explore the Libra	ry / Play Games – .	Alternate Weeks		
	Spend the morning at Capalaba Library. You can explore your favourite topics in books and magazines. You can even use the computers that are available to do research on your favourite topic. If you have a library card, you can even borrow the books and take them home. Goals to achieve:			No Cost	
	Goal #1	Goal #2	Goal #3		
	Walking Group –	Park Fitness and F	un		
	This program is for those who like to keep active and get out and about. Take a nice morning walk and enjoy the fresh air and sunshine. Walk to the outdoor Gym. Goals to achieve:		No Cost		
	Goal #1	Goal #2	Goal #3	OUSI	





Afternoon – Choose One					✓
					chosen activity
	Dining Out				
	Our dining out program will support you to explore restaurants in the local community and enjoy a meal with your friends. Goals to achieve:			Cost of meal and	
glyc		X		drink	
	Goal #1	Goal #2	Goal #3		
	Art made easy				
	Create your own magical world using art. Scrapbooking, tie-dyeing shirts or even canvas painting and drawing. Options are endless.				
	Goals to achieve:	Goals to achieve:		\$20 one off fee	
	E. S.		X	.55	
	Goal #1	Goal #2	Goal #3		

OR – choose one All Day activity below







Wednesday activities

Morning – Choose One					chosen activity
	Dancercise				
	Multicap will support you to "Here's to Life" service in Cleveland. This program will enable you to socialize and met new people in the Dance program. You will be able to participate in a range of fun activities that will work on improving your overall health and fitness Goals to achieve:		\$12		
	Ž	(S	Å		
	Goal #1	Goal #2	Goal #3		
	Movie Mania				
UN DIA NA	Members will choose as a group each week a movie from our Netflix or Disney Library and have a discussion around the movie, as well as fun quizzes about the chosen movie. Goals to achieve:			\$2	
	tå				
	Goal #1	Goal #2	Goal #3		
	Group Bingo				
B	Enjoy a few social games of bingo in the hub. Brush up on your Bingo Lingo and have the opportunity to prizes. Goals to achieve:			No	
	Å	1 ² 3 A ^B C		Cost	
LI I S	Goal #1	Goal #2	Goal #3		





Afternoon – Choose One					chosen activity
	Move your Muscles Take a walk to the local park or the outdoor gym at Capalaba Regional Park for a great outdoor fitness workout. Goals to achieve:			No Cost	activity
	Goal #1	Goal #2	Goal #3	Cost	
	At Capalaba, our everyone step out			No Cost	
	Goal #1	1 ² 3 A ^B C Goal #2	Goal #3		

OR - choose one All Day activity below

All Day					chosen activity
	Customers can ch	ogram to suit indivi noose their own cente from Arts, crafts, mus Goal #2	r based activity for	\$2	





Thursday activities

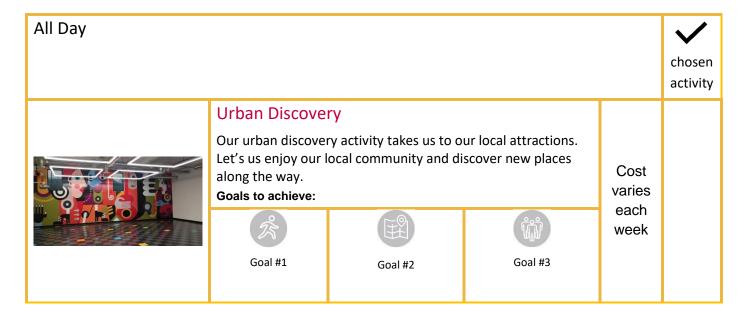
Morning – Choose One					chosen activity
	Sailability (Altern	ative Weeks)			
115	Sailing program allows you to have to opportunity to sail in dinghies or a Yacht. Available for people with different needs including the use of wheelchairs and walkers. Sailability is only offered fortnightly upon booking. The alternate fortnights will be swimming in some of local pools Goals to achieve:			\$7	
		(ů)			
	Goal #1	Goal #2	Goal #3		
	Seascape Adventures				
	Visit our local waterway and find out what animals might live in the water. Where the water might travel to. You will visit different local areas, beaches, creeks and rivers.			No Cost	
		Å		Cost	
	Goal #1	Goal #2	Goal #3		
	Papier Mache' Pr	oject			
	Get our creative side on by making a paper Mache' project of an upcoming event. Add to the project each week and then eventually paint the project to make our masterpiece. Goals to achieve:		\$2		
	Em		6		
	Goal #1	Goal #2	Goal #3		





Afternoon – Choose One					✓
					chosen activity
	Sensory Session	1			
	Take advantage of our music library and enhance our inner mental and physical wellbeing. Stimulate the ears through music. Feel your way through our discovery boards. Goals to achieve:			No Cost	
		6			
	Goal #1	Goal #2	Goal #3		
	Get Snapping –	Photography Group	p		
	Ready, Set, Snap! Photographers can venture out to different locations and take necessary equipment to get the perfect shot. At the end of the 12 weeks, showcase your photo library and take home a photo book. Goals to achieve:			\$ 5	
		Ĥ			
	Goal #1	Goal #2	Goal #3		

OR - choose one All Day activity below







Friday activities

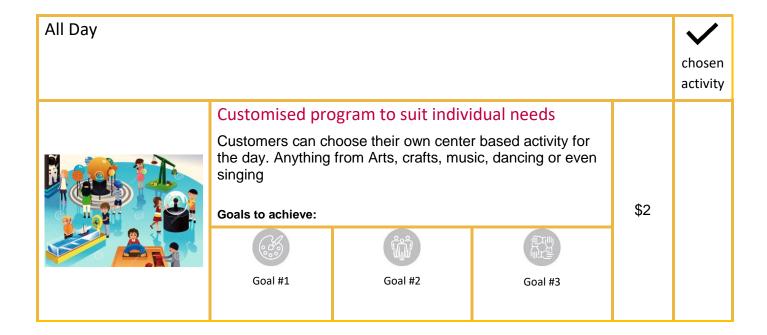
Morning – Choose One				chosen activity	
	Dance Fever				
		music. Express yours a different dance eac		No	
	Goals to achieve:			cost	
	Ž	X			
	Goal #1	Goal #2	Goal #3		
Conte	Game On				
	Learn different games at the centre. Challenge your friends to some of our most popular board games! Our Game Day program will enable you to spend a bit of time with friends whilst learning new things			No Cost	
	Goals to achieve:			0031	
	ii	1 ² 3 A ^B C			
	Goal #1	Goal #2	Goal #3		
	Lunch Club				
	Enjoy lunch at any of the local restaurants, clubs. It will be a group's choice! Goals to achieve:				
	ü	X		\$15	
	Goal #1	Goal #2	Goal #3		





Afternoon – Choose One					✓
					chosen activity
	Movie Apprecia	tion			
		se as a group each we have a discussion are			
cat Scarce State graduline bending	Goals to achieve:			No Cost	
	6				
	Goal #1	Goal #2	Goal #3		
	Bake a treat Show us your cook	king talents. Bake a tre	at for afternoon tea.		
BAKING	Goals to achieve:		-	\$ 5	
	EM		6		
	Goal #1	Goal #2	Goal #3		

OR - choose one All Day activity below







2022 [Location] Hub Program Dates

Office Opens 4 January 2022

Hub closed on public holidays

Program 1		
	Start Date	End Date
Activity Program	Monday 4 January	Friday 26 March
Hub Closed	Australia Day, Tuesday 26 January	

Program 2		
	Start Date	End Date
Activity Program	Monday 29 March	Friday 18 June
Hub Closed	Good Friday 2 April Easter Monday 5 April Anzac Day Holiday 26 April Labour Day 3 May	

Showcase week 1		
	Start Date	End Date
Showcase Program	Monday 21 June	Friday 25 June

Program 3		
	Start Date	End Date
Activity Program	Monday 28 June	Friday 17 September
Hub Closed	EKKA Show Day, Wednesday 11 August	

Program 4			
	Start Date	End Date	
Activity Program	Monday 20 September	Friday 10 December	
Hub Closed	Queen's Birthday Monday 4 October		

Showcase week 2		
	Start Date	End Date
Showcase Program	Monday 13 December	Friday 17 December
Hub Closed	Monday 20 December – Tuesday 4 January 2023	



