2022 Kuraby Hub Activity Program 4 Catalogue



2022 Kuraby Hub Activity Program 2 Catalogue

Welcome to our Hub Activity Program! We are pleased to have you join us for activities at the Kuraby 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.

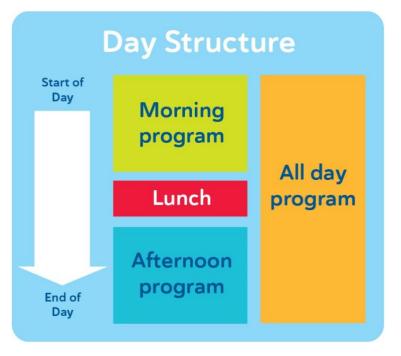
At the end of each program, you have a chance to demonstrate your new skills with two showcase weeks in July and December. The showcase weeks give you the opportunity to do a one-off activity that displays your new skills or goal achievements.

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) 3423 2707 or return it to Kuraby Hub by Monday 29th 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) 3423 2707 or 0408 400 568



- 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 Joselyn Pugin on 0408
 400 568.



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
25	Improve physical health & wellbeing
(Improve emotional health & wellbeing
ĥ	Develop social skills & understanding
X	Build independence
E S	Improve fine motor skills
	Explore creative pursuits
6	Sensory Experience/Exploration
I	Adventure & Recreation Experience/Exploration
P	Improve communication skills
	Integrate/Participate in the local community
٩	Develop skills to support future employment
S. A.	Develop advocacy skills & understanding
1 ² 3 A ^B C	Develop numeracy and literacy skills



Monday Activities

Morning – Choose One			chosen activity	
	Danceability			
	Get down and get your groove program that caters for everyou the beat, play musical instrum favourite tunes. Goals to achieve:	one where you can dance to	No cost	
A ALL AND ALL ALL	Ż	ବ		
	Goal #1	Goal #2		
	Save our Planet			
	Attention all green thumbs! Get involved in maintaining Kuraby's Herb and veggie garden, help create and maintain our worm farm and get on board with recycling containers for change. Every little bit helps to save our planet! Goals to achieve:		No cost	
	Ŵ	×		
	Goal #1	Goal #2		
	Sip N Shop Head out to the local shops for cuppa and cake with your frie *shared kilometer charges for transp Goals to achieve:		Cost of Purchase	
	Ģ			
	Goal #2	Goal #3		



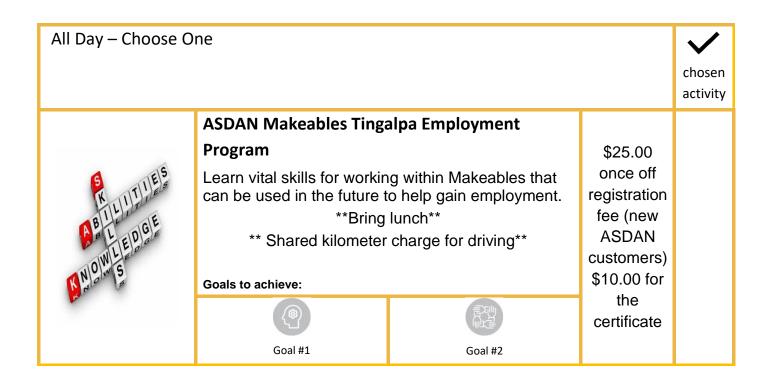


Afternoon – Choos	se One			\checkmark
				chosen activity
	Karaoke Klub			
l angle	Sing and dance to all your old [•] Klub! Goals to achieve:	favourites in Kuraby's Karaoke	No	
Kartaute	2		cost	
	Goal #1	Goal #2		
Letters vs. Numbers	Numeracy and Literacy Learn while having fun in our Numeracy and Literacy based program. Explore letters and numbers by playing online games, participating in fun activities and incorporating letters and numbers for real life situations.		No Cost	
	1 ² 3 A ^B C	X		
	Goal #1	Goal #2		
		a movie from our selection of ing their own reviews with	No Cost	
		Ŷ		
	Goal #1	Goal #2		





OR – choose one All Day activity below







Tuesday activities

Morning – Choose On	e			chosen activity
	Scan n Shop			
	Purchase, pick and pay for products from our Kuraby Hub grocery list. Improve your money handling skills, community integration and independence by heading out to the local supermarket and shopping with friends. *shared kilometer charges for transport Goals to achieve:		No cost	
		X		
	Goal #1	Goal #2		
	Centre of Creative Arts (COCA) Watercolour Painting This module will develop participants skills in watercolour painting techniques through experimenting with colours and applying to different surfaces. The sessions will use special watercolour paper and paints to create new effects and compositions that all participants will enjoy! Goals to achieve:		\$2	
	Goal #1	Goal #2		
	Wii Games, Ipad activities or Laptop Games Have fun while improving your fitness and balance or challenge your brain with online games. Goals to achieve: Goal #1 Goal #2		No Cost	





Afternoon – Choose One			chosen activity	
	Movies@Kuraby Each week the group chooses a film from our selection of fun and family flicks while sharing their own reviews with friends. Goals to achieve:		No Cost	
	Be part of a relaxing afternoon enjoying music. The group will learn new technic create shapes and respond to a The module will include opport	Yoga and Creative Movement Be part of a relaxing afternoon of stretching, movement and enjoying music. The group will learn new techniques in using their body to create shapes and respond to rhythm. The module will include opportunities for creative dance and participants can choose their own music for special movement exercises.		
	Goal #1 Goal #2 Goal #2 Walkaholics Count your steps and get close to nature. In our walkaholics program customers can explore nature at some of our beautiful local parks and walking tracks. *shared kilometer charges for transport Goals to achieve: Goal #1		No Cost	





Wednesday activities

Morning – Choose One			chosen activity	
	Let's Bake Get ready to get your bake on	Rake a new and delicious		
	treat each week while learning things.		Cost of	
	Goals to achieve:		Grocery Purchase	
D	X	(?)		
	Goal #1	Goal #2		
	Chill Out Spa – Mind and Body			
	Give your body time out for a relaxing foot spa and indulge your spirit and soul with fragrant experiences and calming music in Chill out spa – Mind and Body. Goals to achieve:		\$2	
A PRIOR	2	ଟ		
	Goal #1	Goal #2		
1. 1946	Swimming			
	This is a great program for cus Participate in a range of differe and get fit while having fun wit	ent water-based exercises		
	Goals to achieve:		\$5.10	
	2 m			
	Goal #1	Goal #2		





Afternoon – Choose One				chosen activity
		all games and head to the park for k each week for lunch, don't forget rt	No Cost	
	Goal #1	Goal #2		
	Stimulate your Senses Activate your touch, taste, smell, sight and sound. This program will help to engage customers with their surroundings while creating a calm and relaxing environment. Sensory activities facilitate discovery and naturally encourage the use of scientific processes. Goals to achieve:		\$2	
	Goal #1	Goal #2		
	Board Games Challenge yourself against you UNO, Connect 4, Snakes and I Goals to achieve:	r mates and show your skills at Ladders or Guess Who!	No Cost	
	Goal #1	Goal #2		





Thursday activities

Morning – Choose One			chosen activity	
	Book Worms			
	Visiting the Logan North Library' overcome barriers to learning ar technology and adaptive equipm learning environment.	nd discover new assistive	No	
	*shared kilometer charges for transport Goals to achieve:		cost	
		(?)		
	Goal #1	Goal #2		
	Crafty critters A range of arts and crafts activities with a different theme each week. Goals to achieve:		\$2	
Sweep Desgroup	Goal #1	Goal #2		
	Walkaholics Count your steps and get close to nature. In our walkaholics program customers can explore nature at some of our beautiful local parks and walking tracks. *shared kilometer charges for transport Goals to achieve: Goal #1		No Cost	





Afternoon – Choose	e One			chosen activity
	Creation Dough Make your own dough and let creating playdough sculptures Goals to achieve:		\$1	
	Goal #1	Goal #2		
	Wii Games, Ipad activities or Laptop Games Have fun while improving your fitness and balance or challenge your brain with online games. Goals to achieve:		No Cost	
	Goal #1	Goal #2		
	Let's Bowl Lace up your bowling shoes an ten pin bowling at Logan City L *shared kilometer charges for transpo Goals to achieve:	anes.	\$7	
	Goal #1	Goal #2		





OR – choose one All Day activity below

Music Therapy* – Choose One			\checkmark
			chosen activity
	Music Therapy (morning session) A research-based practice which assists customers to reach functional goals such as facilitating communication, developing self-regulation strategies and developing social interactive skills.	As per NDIS agreement	
	Music Therapy (afternoon session) A research-based practice which assists customers to reach functional goals such as facilitating communication, developing self-regulation strategies and developing social interactive skills.	As per NDIS agreement	

*Please make sure that there is funding in Customer's Capacity Building - Improved Daily Living category in their NDIS plan.

**Please contact Queenie at qeenien@multicap.org.au at least 3 days prior to the day if you wish to cancel.



Friday activities

Morning – Choose One			chosen activity	
	Master Cook			
	Plan and prep your ingredients perfect your existing ones while you and your friends with Mast as the meal prepared will be se	e making some tasty treats for ercook. No need to bring lunch	Cost of	
	Goals to achieve:		Purchase	
	X	Ś		
	Goal #1	Goal #2		
[7]) Ø	Workout Warriors			
	Commit to get fit! Have fun wit your health and wellbeing. Goals to achieve:	h your friends while improving	No Cost	
A A A	25	(
	Goal #1	Goal #2		
	Paint N Sip			
	Gather with your friends and enjo milkshake or cuppa while you let a masterpiece. Cost includes art s	your creativity run wild and paint		
	Goals to achieve:		\$5	
		2		
	Goal #1	Goal #2		



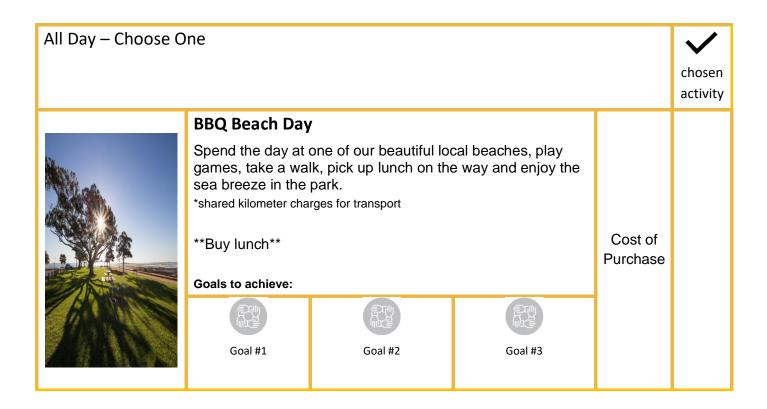


Afternoon – Choose	e One			chosen activity
Vanake	Karaoke Klub Sing and dance to all your old fa Klub! Goals to achieve:	avourites in Kuraby's Karaoke	No Cost	
Kartund	Goal #1	Goal #2		
	Urban Discovery (Local Parks) Explore some of our beautiful local parks and get back to nature. Perfect for customers with limited mobility to stretch and strengthen their muscles. Goals to achieve:		No Cost	
	Movies@Kuraby Each week the group chooses a film from our selection of fun and family flicks while sharing their own reviews with friends. Goals to achieve: Goal #1		No Cost	





OR – choose one All Day activity below







2022 Kuraby Hub Program Dates

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Hub closed on public holidays

Office Opens 4 January 2022

Program 1		
	Start Date	End Date
Activity Program	Tuesday 4th January 2022	Friday 25th March 2022
Hub Closed	Australia Day, Wednesday 26th January 2022	

Program 2		
	Start Date	End Date
Activity Program	Monday 28th March 2022	Friday 15th June 2022
Hub Closed	Good Friday 15th April 2022 Easter Monday 18th April 2022 Anzac Day Holiday Monday 25th April 2022 Labour Day Tuesday 3rd May 2022	

Showcase week 1		
	Start Date	End Date
Showcase Program	Monday 20th June 2022	Friday 24th June 2022

Program 3		
	Start Date	End Date
Activity Program	Monday 27th June 2022	Friday 16th September 2022
Hub Closed	EKKA Show Day, Wednesday 10th August 2022	

Program 4		
	Start Date	End Date
Activity Program	Monday 19th September 2022	Friday 09th December 2022
Hub Closed	Queen's Birthday Monday 3rd October 2022	

Showcase week 2		
	Start Date	End Date
Showcase Program	Monday 12th December 2022	Friday 16th December 2022
Hub Closed	Monday 19th December – Monday 2nd January 2023	

