

2022 Robina & Tweed Hub Activity Program 4



2022 Robina & Tweed Hub Activity Program 4 Catalogue

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

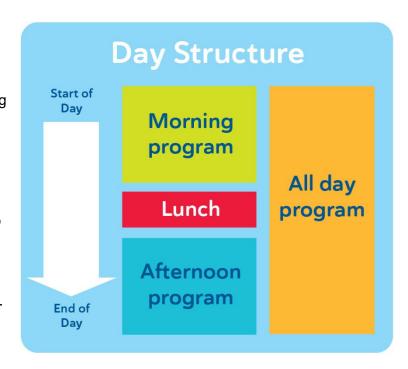
Our 12-week Hub programs are designed to offer you structure and consistency, with a focus on outcomes. When making your activity selections, you will be signing up and committing to a complete 12-week program for each day you attend the Hub.

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 5593 1592 or return it to Danielle by 2nd of September.
- 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 5593 1592.



- 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 5593 1592.





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
Ä	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
	Ton Pin Rowling	Robina Bowling	Club		activity
A A	Try your luck, brin big strike. (KM's to Schedule of Supp	\$7			
		ĥ			
	Goal #1	Goal #2	Goal #3		
	Ready, Steady, Cook Where customer work closely with staff to build up their fine and gross motor skills to create meals of their choice. Each week we will focus on learning new skills and building on these skills as the week's progress. Goals to achieve:			\$5 - \$10	
	Goal #1	Goal #2	Goal #3		
Dancing Fever Express yourself through the movement of dance. Each week you will choose what style genre of dance you'd like to engage in. Goals to achieve: Goal #1 Goal #2 Goal #3				No Cost	





Afternoon – Choose One					✓
					chosen activity
	Beach Explorer/	Walking Group			
	Members may choose different Beach Foreshores to have a walk along the amazing beaches in the Gold coast.			No	
	Goals to achieve) :		cost	
		E ST	Ž		
	Goal #1	Goal #2	Goal #3		
	Outdoor painting program				
	Get your hat and paint brushes ready and enjoy finding your creative side whilst breathing in the fresh air.				
	Goals to achieve) :		\$5	
			E. S.		
	Goal #1	Goal #2	Goal #3		





All Day – Choose One					✓
	Photography				
	This program will offer customers to use their photography skills around the hub and in the community. Each week will have a focus theme i.e., Birds, Flowers, Public Transport vehicles, signs and customers can showcase their photos in their scrapbooks or make a collage! Goals to achieve:			\$10 one off fee	
	Goal #1	Goal #2	Goal #3		
	Travel Trainin	g and Hopo Ferry			
	You will learn how to read a timetable. You will learn how to use a Go Card and how to put money onto the go card. You will enjoy the pleasure of the Ferry, the fresh air and the sightseeing on the Gold Coast. **Bring or buy lunch**			\$5	
	Goals to achie	eve:			
	X	1 ² 3 A ^B C			
	Goal #1	Goal #2	Goal #3		





Tuesday activities

Morning – Choose One					chosen activity
		our local swimming ing of swimming of		\$5	
	Goal #1	່ນພູຟ້ Goal #2	Goal #3		
	Visit to the local library Visit the local library and gain knowledge about any subject you choose through books, and videos. Goals to achieve:		No Cost		
	1 ² 3 A ^B C Goal #1	Goal #2	Goal #3		





Afternoon – Choose One					✓
					chosen activity
	Green fingers g	ardening			
schenkt Freude	Develop your green thumb and learn about all things gardening. From learning about different plants to working out how to grow them there is so much to learn about the natural world around us. Grow, water, nurture and eat your own vegetables.			No Cost	
	Goals to achieve:				
	X	(a)	T S S S S S S S S S S S S S S S S S S S		
	Goal #1	Goal #2	Goal #3		
	Board game lover				
		n either board games			
Tanan Land		our mind and body a - Basketball, soccer,			
WANTEE WANTEE	Gaiace, gainee	Daenetsan, ceces,	energy, and being	No	
The second of th	Goals to achieve:				
PIE DIAGINITY "6"	Ž,		- Chi		
	Goal #1	Goal #2	Goal #3		





All Day – Choose One					✓
	Sailability (Southport Yacht Club) The group will join at the Southport yachts club for sailing around the bay, exploring the sea and learn the ropes on how to sail with supports from the professionals. Bring lunch or Buy Goals to achieve:			\$15	
	Goal #1	Goal #2	Goal #3		
COCA Choir (First Tuesday per Fortnight) Join our COCA program and let your creative talents shine. Your favourite choir instructors and musician Jack will work with you once per week for 12 weeks of performance in the choir, with a final performance presentation at the end of the 12 weeks. Goals to achieve: Goal #1 Goal #2 Goal #3			No Cost		





Wednesday activities

Morning – Choos	o Ono				✓
iviorining – choos	se Offe				chosen activity
	Café Surfing/ Flora	& Fauna Walk			activity
	Visit various Café's each week to sample their morning teas, learn how to place orders and pay for them. (This will be limited to small portions as lunch will be had on return to the Hub) Followed by a gentle walk through pre-selected parks/beach. (KM's to & from Venues invoiced as per Schedule of Supports)			\$10	
	Goals to achieve:				
	(ii)	X			
	Goal #1	Goal #2	Goal #3		
40 (0) 2 76	Bingo Who will win today and get a small prize, try your luck with our bingo sessions. Goals to achieve:				
2º 17	Ž		6	Cost	
	Goal #1	Goal #2	Goal #3		
	Shopping You will spend the morning at shopping at your chosen destination. You can buy yourself some lunch.				
	Goals to achieve:			\$10	
	T	X			
	Goal #1	Goal #2	Goal #3		





Afternoon – Choos	se One				✓
					chosen activity
	Wicked Science Members will enjoy creating that amazing and magical moment where science collides with our curiosity and imagination.				
Real blanch a	Goals to achieve:			Cost	
	6	$\mathcal{E}_{\mathcal{U}}$			
	Goal #1	Goal #2	Goal #3		
	Walking Group – Park Picnic You can choose a different beach or park to have a walk along Enjoy a picnic afterwards. Goals to achieve:				
	Goal #1	Goal #2	Goal #3		
	Sensory Craft Session Members will participate in several activities designed to stimulate and enhance our senses. Members will experience the arts and crafts through touch, taste, feel and smell .			No	
	Goals to achieve:			Cost	
(ytak	X	E			
	Goal #1	Goal #2	Goal #3		





All Day – Choose One					✓
					chosen activity
	Have your tongs and apron, walk to the local park with the friends and enjoy the afternoon with a sausage sizzle and games in the park. "Lunch Provided (2 sausage with bread)" Goals to achieve:		\$2.50		
	Goal #1	Goal #2	Goal #3		
	Travel Training	and Hopo Ferry			
	You will learn how to read a timetable. You will learn how to use a Go Card and how to put money onto the go card. You will enjoy the pleasure of the Ferry, the fresh air and the sightseeing on the Gold Coast. **Bring or buy lunch**				
	Goals to achiev	ve:		\$5	
	X		1 B C		
	Goal #1	Goal #2	Goal #3		





Thursday activities

Morning – Choose One					chosen activity
	Craft Corner				
11111111	Spend the afternoon on masterpiece using tex	developing and creating tiles, clay and wood.	g your own		
Change II OI DER	Goals to achieve:			\$2.50	
	E		(©)		
	Goal #1	Goal #2	Goal #3		
	Healthy Habits You will spend the morning cooking or baking healthy alternatives to a favorite sweet or savory treat! Goals to achieve:				
Necessia de la constanta de la	Goal #1	Goal #2	Goal #3		
	Out and About Spend the day out, perhaps having a fish or enjoying a game of ten pin bowling with your mates, participants will have the opportunity to make the day completely their own by choosing a new destination or activity every week. **Bring or buy lunch** Goals to achieve: Goal #1 Goal #2 Goal #3				





Afternoon – Choose One					/
					chosen activity
	Arts & Craft Skills Participating in different art and craft activities. Learning new art skills. Working on fine motor skills, building confidence and self-esteem. Goals to achieve:			No Cost	
			(%)		
	Goal #1	Goal #2	Goal #3		
	Jam Session Grab the instrument you like and join the group to start the week with a Bang. Goals to achieve:				
	(O)	EM			
	Goal #1	Goal #2	Goal #3		
	Fish & Chips				
AME	Explore your local Takeaway shops. Experience Money handling and counting. Together we will choose venues close to Mt Ommaney and spend the day socialising in a community setting, and spending time with your peers. **Ensure Dietary requirements updated**			\$10	
The second second	Goals to achieve:				
	1 ² 3 A B C		X		
	Goal #1	Goal #2	Goal #3		





All Day – Choose One				. /	
7 in Buy Choose one				V	
					chosen activity
	COCA Choir (S	Second Thursday n	er Fortnight)		activity
	1			No cost	
	(Å)		(\mathscr{E}_{W})		
	Goal #1	Goal #2	Goal #3		
	Travel Trainir	ng			
	You will learn how to read a timetable. You will learn how to use a Go Card and how to put money onto the go card. You will enjoy the pleasure of a train ride, tram or bus to a place of your destination. **Bring or buy lunch** Goals to achieve:		\$5		
	Goal #1	Goal #2	Goal #3		





Friday activities

Morning – Choose	One				chosen activity
	Basic baking Learn how to bake b	iscuits and scones etc	. Eniov the fruits of		
	your labor		, ,		
	Goals to achieve:			\$5	
		X			
	Goal #1	Goal #2	Goal #3		
	Café Surfing/ Flora				
	Visit various Café's each week to sample their morning teas, learn how to place orders and pay for them. (This will be limited to small portions as lunch will be had on return to the Hub) Followed by a gentle walk through pre-selected parks/beach. (KM's to & from Venues invoiced as per Schedule of Supports)			\$ 5	
	Goals to achieve::				
and the second s	Å	X	Å		
	Goal #1	Goal #2	Goal #3		
	Outdoor Sports				
	Get Outdoor and choose a sport or activity that enhances the healthy mind and body. Be fit and active, join the group to enjoy a nice afternoon playing sports with your peers				
				No Cost	
	Å	(2)	Å		
	Goal #1	Goal #2	Goal #3		





Afternoon – Choose One			✓		
			chosen activity		
	Beach Explorer/V	Valking Group			
	Members may choose different Beach Foreshores to have a walk along the amazing beaches in the Gold Coast.				
	Goals to achieve:			No Cost	
	Å		Ž		
	Goal #1	Goal #2	Goal #3		
OPEN	Treasure Hunting – Bargain Stores around town! Discover what bargains we have at the local OP Shops. What treasures can we find to upcycle and create into an art masterpiece? Photo frame or a tote bag? BYO food, drinks, and money for this activity. Goals to achieve:			No Cost	
	(*)	Ž	X		
	Goal #1	Goal #2	Goal #3		
Messy Friday Be creative go crazy with the colours. Feel the texture, develop sensory and motor skills. Be creative, express emotions and build self-esteem.					
,	Goals to achieve: Cost				
	C				
	Goal #1	Goal #2	Goal #3		





All Day – Choose One			✓		
				chosen activity	
	Food Shopping	and making someth	ning for lunch		
	Learn vital skills for working within a Supermarket that can be used in the future to help gain employment. We will be coming back to the Hub and making something delish for lunch.				
	Goals to achieve:			\$10	
	X	Å			
	Goal #1	Goal #2	Goal #3		
BBQ & Ball Games at Local Parks					
	Show your ball skills, using your hands and feet, shoot hoops at the basket ball ring. Kick the soccer ball to each other then enjoy a relaxed BBQ lunch followed by a leisurely walk through the park to wind down before returning to the hub.				
	(KM's to & from Venues invoiced as per Schedule of Supports)				
	Goals to achieve:			\$5	
	Ž		6		
	Goal #1	Goal #2	Goal #3		





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			



