

2023 Mt Ommaney Hub Activity Program 1



### 2023 Mt Ommaney Hub Activity Program 1 Catalogue

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

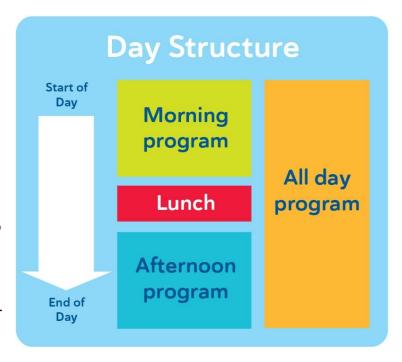
Our 12-week Hub programs are designed to offer you structure and consistency, with a focus on outcomes. When making your activity selections, you will be signing up and committing to a complete 12-week program for each day you attend the Hub.

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 Samone or return it to Samone by 15/11/22
- Program allocation is based on first-come, firstserved; so, make sure you get your selections in fast! If you need help to complete the form, please call us on 0733763299



- 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 Samone





### **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
Ž,	Improve physical health & wellbeing
	Improve emotional health & wellbeing
ii	Develop social skills & understanding
X	Build independence
Em)	Improve fine motor skills
	Explore creative pursuits
C	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 <sup>2</sup> 3 A <sup>B</sup> C	Develop numeracy and literacy skills





# **Monday Activities**

Morning – Choose One					
	Drumming / Mus	sical Instruments			
	Benefit of playing instrument go far beyond simply learning notes, scales, and songs, it builds confidence while enhancing skills in communication and sensory processing. Grab your favourite instrument from Hub and begin the week with a Bash.  Goals to achieve:		No cost		
	Goal #1	Goal #2	Goal #3		
	5.500	Goal #2	Goal #5		
D was drive	Karaoke  It is relaxing and empowering to start your day with good song that you like. Grab your mic and follow the lyrics on screen. Sing along with the group and share your songs.			No	
KAIRAOKE	Goals to achieve:			cost	
		Ü			
	Goal #1	Goal #2	Goal #3		





Afternoon – Choose One					<b>✓</b>
					chosen activity
	Art & Craft				
	Enable to assert individuality, helps to relive stress, develop understanding of cause and effect, increase confidence and many more. Join your friends and get creative. Paint, colour, cut, paste and more. Let's get adventurous and create some masterpieces.  Goals to achieve:		No cost		
			E		
	Goal #1	Goal #2	Goal #3		
	Tools & Mechanics  An activity towards independence and future employment. Learn and practice the use of everyday tools which lead to actively learn, improve risk assessing skills, responsibility, independence and improve motor skills.  Goals to achieve:				
$\vee D  \Diamond$	X				
	Goal #1	Goal #2	Goal #3		





### OR – choose one All Day activity below

All Day – Choose One					<b>✓</b>
					chosen activity
	Pie in the Parl	<b>(</b>			
	Liisure Dietary requirements appared		\$7 Plus transport cost		
	Goals to achieve:				
			X		
	Goal #1	Goal #2	Goal #3		
	Fitness in the Park				
	Choose you're y the sports you lik fit while having for facilities have lur				
	**Bring lunch**	**Bring lunch**			
	Goals to achieve:				
	Ž	(P)			
	Goal #1	Goal #2	Goal #3		





# **Tuesday activities**

Morning – Choo	se One				chosen activity
	Music Therapy				
MUSIC	functional goals such	actice which assists cu as facilitating commu gies and developing so	nication, developing	As per the NDIS Agreement	
		6			
	Goal #1	Goal #2	Goal #3		
	Interactive Story telling  A way to practice imagination and be creative. Listen to the audio book and share your favourite stories with your peers. Or grab a book, make yourself comfortable and enjoy listening to a journey with your peers. Feel inspired? create a story of your own to share with your family and friends.  Goals to achieve:			No Cost	
	Goal #1	Goal #2	Goal #3		
	healthy mind and boo	ose a sport or activity dy. Be fit and active, jo ing sports with your pe	in the group to enjoy	No cost	
	Goal #1	Goal #2	Goal #3		





Afternoon – Choos	Afternoon – Choose One				
					chosen activity
	Music Therapy				
MUSIC	A research-based practice which assists customers to reach functional goals such as facilitating communication, developing self-regulation strategies and developing social interactive skills.  Goals to achieve:			As per the NDIS Agreement	
			E. S.		
	Goal #1	Goal #2	Goal #3		
	Board Games a	nd Puzzles			
	Enjoy the indoors and play endless games with your friends. Complete a puzzle and expand your mind.				
CHOICE OF THE PARTY OF THE PART	Goals to achieve:			No Cost	
	(P)	(6)	1 <sup>2</sup> 3 A <sup>B</sup> C		
	Goal #1	Goal #2	Goal #3		
	Photography So	-			
	favourite pictures your attention on a emotional wellbeir	py. Grab your camera to make a scrapbook. a tactile activity can he ng. Walk around the ce your favourite clicks a	The act of focussing lp improve your entre or the park	No Cost	
	(2)				
	Goal #1	Goal #2	Goal #3		





### OR – choose one All Day activity below

All Day – Choose One					<b>✓</b>
					chosen activity
	Sing, dance and Li Brigalows Country greater Multicap re Food and Drinks w artists. (On Even w	Listen to some live music at our local ry Music Club. Join others from the regions and dance your day away. It will be provided, as well as some great live in weeks we will choose another outing Option oice and need to bring lunch)		<b>\$5</b> Plus Transport	
	Goal #1	Goal #2	Goal #3		





# Wednesday activities

Morning – Choose One					chosen activity
	COCA - 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:  Goal #1  Goal #2  Goal #3				
	Walk in the park  Join the group for a walk to the park next door and breath in some fresh air. Watch the birds and start the day with fresh attitude. Working towards an active lifestyle and enjoy nature  Goals to achieve:				
	Shopping Shopping for what you need every day. Go to the local shop with the list you need and experience the full form of shopping with the group. The participants will learn the cash handling and organising which leads improve their independent living skills.  "Bring Money and shopping list"  Goal #1  Goal #2  Goal #3			No cost	





Afternoon – Choose One					<b>✓</b>
					chosen activity
	Music/Dance				
	communication a	orm of exercise and a nd teamwork. Enjoy ome free movements	the morning with	No	
	Goals to achieve:			Cost	
	Ŝ	E M	6		
	Goal #1	Goal #2	Goal #3		
	Woodwork  With the support from staff, lets create some masterpieces for the Mount Ommaney Hub site. Build, Paint, create and develop fine motor skills. Do sanding, cutting, shaping and painting follow step by step to create a treasure. And improve your skills to work towards future employment.  Goals to achieve:			No Cost	
	Goal #1	Goal #2	Goal #3		
	BBQ In the park  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)"			\$2.50	
#	Goals to achieve:				
	Ä	X			
	Goal #1	Goal #2	Goal #3		





## OR - choose one All Day activity below

All Day – Choose One					<b>✓</b>
					chosen activity
	Bring your bathers suitability for all ne relieve aches and fun with friends. S	·		<b>\$4</b> Invoiced	
	Å		(6)		
	Goal #1	Goal #2	Goal #3		





# **Thursday activities**

Morning – Choose One					chosen activity
	Woodwork  With the support from staff, lets create some masterpieces for the Mount Ommaney Hub site. Build, Paint, create and develop fine motor skills. Do sanding, cutting, shaping and painting follow step by step to create a treasure. And improve your skills to work towards future employment.  Goals to achieve:		No cost		
	Goal #1	Goal #2	Goal #3		
Art & Craft  Enable to assert individuality, helps to relive stress, develop understanding of cause and effect, increase confidence and many more. Join your friends and get creative. Paint, colour, cut, paste and more. Let's get adventurous and create some masterpieces.  Goal #1  Goal #2  Goal #3  Art & Craft  Enable to assert individuality, helps to relive stress, develop understanding of cause and effect, increase confidence and many more. Join your friends and get creative. Paint, colour, cut, paste and more. Let's get adventurous and create some masterpieces.  Goal #1  Goal #2  Goal #3				No cost	





Afternoon – Choose One					<b>✓</b>
					chosen activity
	Movie Apprecia	tion			
ملا يعجب		se as a group each we have a discussion aro			
	Goals to achieve:			No Cost	
	Goal #1	Goal #2	Goal #3		
	Photography Scrapbook				
	favourite pictures t your attention on a emotional wellbein	py. Grab your camera a o make a scrapbook. T tactile activity can help g. Walk around the cer your favourite clicks an	The act of focussing or improve your or the park	No Cost	
	Goals to achieve:				
	(2)				
	Goal #1	Goal #2	Goal #3		





### OR - choose one All Day activity below

All Day – Choose One			<b>✓</b>		
				chosen activity	
	Train & Lunch i	n the Park			
	Catch the train from local train station to your choice of destination and enjoy lunch in the park with peers. Members will learn how to read a timetable. We 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 and enjoy lunch in the park  **Bring lunch and Go card **  Goals to achieve:		No cost		
	Ť		X		
	Goal #1	Goal #2	Goal #3		
	Morning tea @	Café & Lunch in th	ne park		
	Morning tea @ Café & Lunch in the park  Visit the local café for a Morning tea. And choose a park to have lunch with peers. Members will experience local community, cash handling  **Bring or buy lunch**  Goals to achieve:  Goal #1  Goal #2  Goal #3		\$10		
	Goals to achieve:			\$10	





# **Friday activities**

Morning – Choose	One				chosen activity
	Music Therapy				
MUSIC By	customers to reach nunication, developing social	As per the NDIS Agreement			
	Goals to achieve:		00		
		( © )	E		
	Goal #1	Goal #2	Goal #3		
				\$5 Per Quarter	
	Walking Group				
	Members can enjoy course and around t com back to Hub for	the nice relaxing wall the park with the grou Lunch.		No Cost	
The state of the s	Goals to achieve:			140 0031	
TI DI LI	原文制 Goal #1	Goal #2	Goal #3		
	2202		33di 113		





Afternoon – Choose One			<b>✓</b>		
					chosen activity
	Music Therapy			As per the NDIS	
MUSIC	A research-based practice which assists customers to reach functional goals such as facilitating communication, developing self-regulation strategies and developing social interactive skills.				
( P. 19.50	Goals to achieve:			Agreement	
*/30 P	(2)	6	EM		
	Goal #1	Goal #2	Goal #3		
	This program is aimed exploring sensations and having fun. Each week the theme will change, this could involve activities relating to Jelly, pasta throwing, shaving cream, whipped cream, foam, connect sand, slime, water play, nothing is off limits. All participants will have protective apron during the activity but be prepared to get Messy.  Goals to achieve:			No Cost	
	5557.11	Goal #2	Goal #3		
	Movie Appreciation				
	Members will choose as a group each week a movie from our Netflix Library and have a discussion around the movie.			No Cost	
	Goals to achieve:			No Cost	
			(0)		
	Goal #1	Goal #2	Goal #3		





### OR – choose one All Day activity below

All Day – Choose One			chosen		
	Ten Pin Bowling- AMF Bowling  Join your friends and experience all the fun that Ten Pin Bowling has to offer. Bright lights, music and fun with friends. Play your morning away and enjoy some lunch in your local community. After bowling customers get to choose a park to have lunch and games in the afternoon.  **Bring lunch**  Goals to achieve:  Goal #1  Goal #2  Goal #3			\$6.50 Plus, transport Invoiced	activity
	Bushwalking  A fun filled day with a goal towards fitness and community integration. Customers get to choose various locations in Brisbane for Bushwalking ex; Mt Coo-tha, Toohey forest etc. for a nice walk enjoying the scenery and enjoy lunch in the park.  **Bring lunch**  Goals to achieve:  Goal #1  Goal #2  Goal #3			Transport cost	





# 2023 MOH Hub Program Dates

#### Office Opens 3 January 2023

#### Hub closed on public holidays

Program 1			
Start Date End Date			
Activity Program	Tuesday 3 January Friday 24 March		
Hub Closed	New Year Holiday, Monday 2 January; Australia Day, Tuesday 26 January		

Program 2			
	Start Date	End Date	
Activity Program	Monday 27 March	Friday 16 June	
Hub Closed	Good Friday 7 April Easter Monday 10 April Anzac Day Holiday 25 April Labour Day 1 May		

Showcase week 1		
Start Date End Date		
Showcase Program	Monday 19 June	Friday 23 June

Program 3				
Start Date End Date				
Activity Program	Monday 26 June Friday 15 September			
Hub Closed	EKKA Show Day, Wednesday 16 August			

Program 4				
Start Date End Date				
Activity Program	Monday 18 September Friday 8 December			
Hub Closed	Queen's Birthday, Monday 2 October			

Showcase week 2			
Start Date End Date			
Showcase Program	Monday 11 December Friday 15 December		
Hub Closed	Monday 18 December 2023 – Tuesday 2 January 2024		



