2023 Tweed Hub Activity Program 4 Catalogue



2023 Tweed Heads Hub Activity Program 4 Catalogue

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

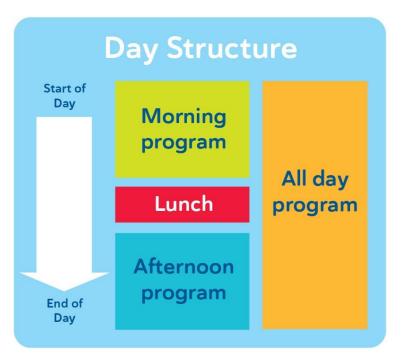
At the end of each program, you have a chance to demonstrate your new skills with two showcase weeks in July and December. The showcase weeks give you the opportunity to do a one-off activity that displays your new skills or goal achievements.

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 (i.e. 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 56554075 or return it to May as soon as possible.
- 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 07 56554075.



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- 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 0756554075.



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 Contraction of the second se	Improve fine motor skills
	Explore creative pursuits
	Sensory Experience/Exploration
E	Adventure & Recreation Experience/Exploration
Ę,	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					
	Ten Pin Bowling Try your luck, bring out your competitive streak with a big strike. (KM's to & from Venues invoiced as per Schedule of Supports) Goals to achieve:			\$7	
	Goal #1	Goal #2	Goal #3		
	COCA Collage 12 Goals to achieve	ቀር			
	Goal #1	Goal #2	Goal #3	\$5 - \$10	
		-		No Cost	
	Goal #1	Goal #2	Goal #3		





Afternoon – Choose One						
	Beach Explorer/	Walking Group				
	Members may ch to have a walk ald Gold coast.	oose different Bea ong the amazing b				
				No cost		
•	Goals to achieve	e :		COSI		
	E	S.	25			
	Goal #1	Goal #2	Goal #3			
	Outdoor painting	g program				
	Get your hat and paint brushes ready and enjoy finding your creative side whilst breathing in the fresh air.					
	Goals to achieve:					
			R.			
	Goal #1	Goal #2	Goal #3			



All Day – Choose One					
	Asdam Program- Meal Preparation and Cooking Instruction 12-week program This is an intro certified program. ASDAN Goals to achieve:			Program Fee	
	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 achieve: Image: Goal #1 Image: Goal #2 Image: Goal #3 Image: Goal #3			\$5	



Tuesday activities

Morning – Choose One					
	Swimming Session Join us at one of our local swimming centres to engage in a morning of swimming of activities, exercise and fun! Goals to achieve:			\$5	
	Goal #1	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	
	ABC Goal #1	Goal #2	Goal #3		



Afternoon – Choose One					\checkmark
	Green fingers g	ardening			
	gardening. From working out how	een thumb and learn learning about differ to grow them there is world around us.	ent plants to		
	Grow, water, nurture and eat your own vegetables.				
schende de	Goals to achieve:				
	X	ିତ			
	Goal #1	Goal #2	Goal #3		
	Board game lov	er			
		n either board games			
		our mind and body a - Basketball, soccer,			
WATLEE WATLE	e ataoor gamee			No	
	Goals to achieve:				
	°tz		Ŵ		
	Goal #1	Goal #2	Goal #3		





All Day – Choose One					
	Bingo Who will win today and get a small prize, try your luck with our bingo sessions. Goals to achieve:			No Cost	
	Goal #1	Goal #2	Goal #3		
	Dance FeverExpress yourself through the movement of dance.Each week you will choose what style and genre of dance you'd like to engage in.Build and increase your overall health and wellbeing through dance.Goals to achieve:Goal #1Goal #2Goal #3			No Cost	



Wednesday activities

Morning – Choose One					
	Café Surfing/ Flora & Fauna WalkVisit 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)Goals to achieve:Goal #1Goal #2Goal #3				
De BEE BEE De De D	Sailability (Southport Yacht Club) The group will join the Southport Yachts Club for sailing around the bay, exploring the sea and learning the ropes on how to sail with supports from the professionals. Bring lunch or buy. Goals to achieve:				
		orning at shopping at buy yourself some lur Goal #2		\$10	





Afternoon – Choos	se One				\checkmark
					chosen activity
	Wicked Science Members will enjoy creating that amazing and magical moment where science collides with our curiosity and imagination.				
	Goals to achieve:			No Cost	
	ିତ	Ś			
	Goal #1	Goal #2	Goal #3		
	Walking Group – You can choose a Enjoy a picnic after Goals to achieve:	No Cost			
	25	E Contraction of the second se		0001	
	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				
	Goals to achieve:			Cost	
Cr4.K	X	E.			
	Goal #1	Goal #2	Goal #3		





All Day – Choose One					
	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)" 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 achieve:		\$5		
	8		123		
	Goal #1	Gaal #2	Goal #3		
	9001 #1	Goal #2	000 #3		





Thursday activities

Morning – Choose One					chosen activity
	Craft Corner				
	Spend the afternoon of masterpiece using tex	developing and creating triles, clay and wood.	g your own		
Chargest II OI DER	Goals to achieve:			\$2.50	
A STATE OF THE STA	S.		C		
	Goal #1	Goal #2	Goal #3		
	Healthy Habits You will spend the mo to a favorite sweet or Goals to achieve:	orning cooking or bakin savory treat!	g healthy alternatives	\$5	
	Goal #1	Goal #2	Goal #3		
	Out and About Spend the day out, per ten pin bowling with y opportunity to make th new destination or ac **Bring or buy lunch** Goals to achieve:	\$5			





Afternoon – Choos	e One				
					chosen activity
	Learning new art s skills, building con	erent art and craft activ kills. Working on fine n fidence and self-esteer	notor	No	
	Goals to achieve:	CA	(Second second s	Cost	
			25		
	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:				
	2	Sell -	© -	Cost	
	Goal #1	Goal #2	Goal #3		
	Fish & Chips 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** Goals to achieve:				
	Goal #1	Goal #2	Goal #3		





All Day – Choose One					
All Day – Choose Offe				\checkmark	
				chosen	
					activity
	Dance Fever				
	Each week you	Express yourself through the movement of dance. Each week you will choose what style and genre of dance you'd like to engage in.			
To TRACIN	Build and increat through dance.	ase your overall hea	alth and wellbeing	No	
	Goals to achie	ve:		cost	
	Ŵ	2	E		
	Goal #1	Goal #2	Goal #3		
	Travel Trainir	ıg			
	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		
	ĥ	E C C C C C C C C C C C C C C C C C C C	P		
	Goal #1	Goal #2	Goal #3		
L					





Friday activities

Morning – Choose	One				chosen activity
	Basic baking Learn how to bake biscuits and scones etc. Enjoy the fruits of your labor				
CAR.	Goals to achieve:			\$5	
	(®)	X			
	Goal #1	Goal #2	Goal #3		
	Café Surfing/ Flora & Fauna WalkVisit 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)Goals to achieve::			\$5	
	Goal #1	Goal #2	Goal #3		
	Outdoor SportsGet 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 peersGoals to achieve:Image: Colspan="3">Image: Colspan="3">Image: Colspan="3" Image: Colsp			No Cost	





Afternoon – Choose One					
				chosen activity	
	Beach Explorer/W	Valking Group			
	-	oose different Beach Fo azing beaches in the C			
	Goals to achieve	:		No Cost	
	ţ		25		
	Goal #1	Goal #2	Goal #3		
Treasure Hunting – Bargain Stores around town!					
OPEN	 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	
		25	X		
	Goal #1	Goal #2	Goal #3		
ASDAN CRAFT MAKING A 12-week program					
				Program	
The terms the second se	Goals to achieve:			Fee	
TO CRISTANS CRAFT TUTOFALS		3			
	Goal #1	Goal #2	Goal #3		





All Day – Choose One			\checkmark	
				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	Ĩ			
Goal #1	Goal #2	Goal #3		
at the basket ball ring. Kick the soccer ball to each other then				
through the park to	wind down before retu	urning to the hub.		
(KM's to & from Venues invoiced as per Schedule of Supports)				
Goals to achieve: \$5				
25	2	ŝ		
Goal #1	Goal #2	Goal #3		
	Food Shopping a Learn vital skills for used in the future t back to the Hub an Goals to achieve: Goal #1 BBQ & Ball Game Show your ball skil at the basket ball ri enjoy a relaxed BB through the park to (KM's to & from Ve Goals to achieve:	Food Shopping and making somether Learn vital skills for working within a Super used in the future to help gain employment back to the Hub and making something d Goals to achieve: Goal #1 Goal #2 BBQ & Ball Games at Local Parks Show your ball skills, using your hands an at the basket ball ring. Kick the soccer base of through the park to wind down before return (KM's to & from Venues invoiced as per Strong through the park to wind down before return (KM's to & from Venues invoiced as per Strong to a chieve:	Food Shopping and making something for lunchLearn vital skills for vorking 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 delives for lunch.Goals to achieve:Image: Goal #1Image: Goal #2Image: Goal #1Image: Goal #2Image: Goal #2Image: Goal #3Image: Goal #3Image: Goal #3Image: Goal #4Image: Goal #4	Food Shopping and making something for lunchLearn vital skills for vorking 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.\$10Goals to achieve:Goal sto achieve:Image: Color of the formation of



2023 Tweed Heads Hub Program Dates

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Office Opens 3 January 2023

Hub closed on public holidays

Program 1			
	Start Date	End Date	
Activity Program	Monday 3January 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 12 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 19 June	Friday 15 September	

Program 4			
Start Date End Date			
Activity Program	Monday 18 September	Friday 8 December	
Hub Closed	Labour Day, 2 October		

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

