2024 Robina Hub Activity Program 1 Catalogue

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Since 1969

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2024 Robina Hub Activity Program 1 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.

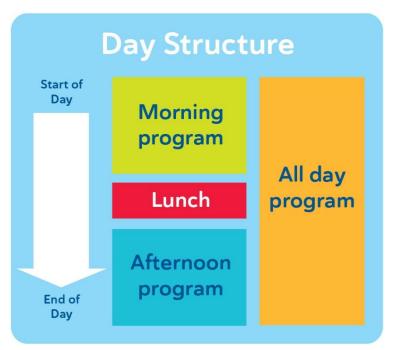
At the end of each program, you have a chance to demonstrate your new skills with two showcase weeks in July and December. The showcase weeks give you the opportunity to do a one-off activity that displays your new skills or goal achievements.

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 (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 5655 4075 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 5655 4075.



- 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 5655 4075.



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
	Sensory Experience/Exploration
I	Adventure & Recreation Experience/Exploration
P	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
	Ten Pin Bowling	Robina Bowling C	lub		
		g out your competit & from Venues inv orts)			
	Goals to achieve	:		\$7	
	2	Ŷ	E C		
	Goal #1	Goal #2	Goal #3		
	Basic Delicious Cooking 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	
	X		25		
	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.			No Cost	
	Goals to achieve:			110 0001	
	25		É		
	Goal #1	Goal #2	Goal #3		





Afternoon – Choose One					
	Beach Explorer	/Walking Group			
	Members may choose different Beach Foreshores to have a walk along the amazing beaches in the Gold coast.			No cost	
1	Goals to achieve:				
	E	E	N.		
	Goal #1	Goal #2	Goal #3		
	COCA Painting	Program			
	12 Week program Modal, explore the artist in you.				
	Goals to achiev	e:		Cost of	
	A		S.	Materials	
	Goal #1	Goal #2	Goal #3		



All Day – Choose One					\checkmark
					chosen activity
	Swimming Session Join us at one of our local swimming centres to engage in a morning of swimming of activities, exercise, and fun!			\$10 one	
	Goals to achie Goal #1	Goal #2	Goal #3	off fee	
	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** \$1 Goals to achieve:		\$10		
	X	1 ² 3 A ^B C			
	Goal #1	Goal #2	Goal #3		



Tuesday activities

Morning – Choose One					
	Eco-Art 12-week				
	Goals to achieve	9:		Cost of	
Nature A TO	E S	ţ	25	Material	
Co we estimate	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.			No	
	Goals to achieve	e :		Cost	
	1 ² 3 A ^B C	(P)	ţ		
	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.					
schenat	Goals to achieve:					
	X	©)	SA A			
	Goal #1	Goal #2	Goal #3			
	Board game lov	er				
		n either board games				
		our mind and body a - Basketball, soccer,				
WANTLEE WANTLES	g	,		No		
	Goals to achieve:					
	°Z		Ŵ			
	Goal #1	Goal #2	Goal #3			





All Day – Choose One					
	Sailability (So The group will for sailing arou learn the ropes the professiona Bring lunch or Goals to achie Goal #1	\$15			
	end of the prog	[•] veggie garden at gram, create a deli vn ingredients or ta	cious meal with	Cost of Materials	



Wednesday activities

Morning – Choose One					
	Café Surfing/ Flora	& Fauna Walk			
	learn how to place or to small portions as lu	ach week to sample th ders and pay for them unch will be had on ret walk through pre-sele	. (This will be limited urn to the Hub)		
	(KM's to & from Venu	ies invoiced as per Scl	hedule of Supports)	\$10	
	Goals to achieve:				
	ţ	X	(J)		
	Goal #1	Goal #2	Goal #3		
	Get Gaming, indoor or outdoor. Enjoy engaging in either board games or outdoor sport games and get your mind and body active. Outdoor games – Basketball, soccer, cricket, lawn bowls Goals to achieve:				
	Ř	2	C		
	Goal #1	Goal #2	Goal #3		
	Shopping and Budg You will spend the modestination. Practice				
	Goals to achieve:	\$10			
	Goal #1	Goal #2	Goal #3		





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	
	ିଟ	S.	() () () () () () () () () () () () () (
	Goal #1	Goal #2	Goal #3		
	Walking Group – You can choose a Enjoy a picnic after Goals to achieve:	No Cost			
The second second	25	(IIII)		COSI	
	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	
SPTINE SERVICE ST	X	Ŕ			
	Goal #1	Goal #2	Goal #3		





All Day – Choose One					\checkmark
	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				
	how to use a Go the go card. You		out money onto sure of the Ferry,	\$5	
		ve.	123		
	X	E	A ^B C		
	Goal #1	Goal #2	Goal #3		





Thursday activities

Morning – Choo	se One				chosen activity
	Craft Corner				
	Spend the afternoon of masterpiece using text	developing and creating tiles, clay and wood.	g your own		
	Goals to achieve:			\$2.50	
Recycling Crafts For The Succah	Ś		G		
	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	
	Ś	P			
	Goal #1	Goal #2	Goal #3		
	Out and About Spend the day out, per ten pin bowling with y opportunity to make the new destination or acc **Bring or buy lunch** Goals to achieve:	\$5			





Afternoon – Choose One					\checkmark
	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:				
	Goal #1	Goal #2	Goal #3	No Cost	
	Jam Session Grab the instrument you like and join the group to start the week with a Bang. Goals to achieve:				
	Goal #1	Goal #2	Goal #3	No Cost	
	COCA Collage 12-week program				
	Goals to achieve	THE A	x	Cost of materials	
	Goal #1	Goal #2	Goal #3		





All Day – Choose One				./	
			chosen activity		
	Shopping center adventure Visit the local shops, grab a bite to eat and look at your favorite stores. Get your shopping done. Goals to achieve:		No cost		
	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		
	Ŵ	E C			
	Goal #1	Goal #2	Goal #3		



Friday activities

Morning – Choose	One				chosen activity
	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		
	Café Surfing/ Flora & Fauna Walk 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. Goals to achieve: Goal #1 Goal #2 Goal #3			\$5	
	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:Goal to achieve: Goal #1Goal #2Goal #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.				
A SAME TO THE ALL AND A SAME TO THE ADDRESS OF	Goals to achieve	:		No Cost	
M	Ŵ		25		
	Goal #1	Goal #2	Goal #3		
COCA Ceramics 12-week program					
	Goals to achieve:			Cost of	
	(®)	25	X	Material	
	Goal #1	Goal #2	Goal #3		
	ASDAN CRAFT	IAKING A 12-week p	orogram		
				Program	
	Goals to achieve:			Fee	
	Ś	2	(A)		
	Goal #1	Goal #2	Goal #3		





All Day – Choose C	ne				\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	
	×	Ŵ	THE STATE		
	Goal #1	Goal #2	Goal #3		
BBQ & Ball Games at Local ParksShow your ball skills, using your hands and feet, shoot hoops at the basketball ring. Kick the soccer ball to each other than 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)			\$5		
	Goals to achieve:			ψU	
	Ŕ	2	<u> </u>		
	Goal #1	Goal #2	Goal #3		



2024 Robina Hub Program Dates Office Opens 2 January 2023 [Hub closed on public holidays

Program 1			
Start Date End Date			
Activity Program	Tuesday 2 January	Friday 22 March	
	New Year Holiday, Monday 1 January; Australia Day, Friday 26 January		

Program 2			
Start Date End Date			
Activity Program	Monday 25 March	Friday 14 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 17 June	Friday 21 June

Program 3			
Start Date End Date			
Activity Program Monday 24 June Friday 13 September			
Hub Closed	EKKA Show Day, Wednesday 16 August		

Program 4			
Start Date End Date			
Activity Program	Monday 16 September Friday 13 December		
Hub Closed	Queen's Birthday, Monday 2 October		

Showcase week 2			
Start Date End Date			
Showcase Program	Monday 16 December Friday 20 December		
Hub Closed	Monday 23 December 2023 – Monday 6 January 2024		