



2024 MOH Hub Activity Program 4 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.

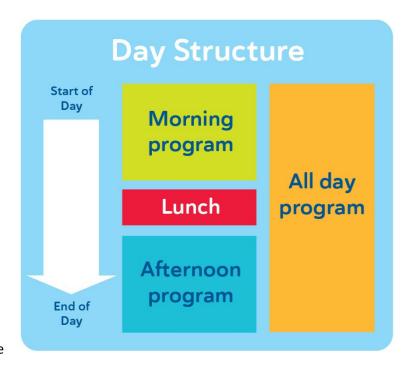
Our 12-week Hub programs are designed to offer you structure and consistency, with a focus on outcomes. When making your activity selections, you will be signing up and committing to a complete 12-week program for each day you attend the Hub.

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 23rd August.
- 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 33763299.



- 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.

Icon	Goal
Ž	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
三大山	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 Board Games and Puzzles Board games are more than just a way to pass the time, they can benefit your brain, your social skills and your wellbeing. Try a puzzle to expand your mind. No cost Goals to achieve: Goal #3 **Touch, Smell and Explore Sensory** With staff assistance you will make sensory items to engage in your senses with touch and smell. Explore the grounds and park next door to see what you can find, describe and note down what you liked and didn't like. Sensory sheets also available to hand make items with your staff. No cost Goals to achieve: Goal #2 Goal #1 Goal #3





Afternoon – Choose C	ne				chosen activity
	Interactive Learn	ing			
	Interactive learning is a technique that engages customers in the learning process through technology and active participation. Each week we will pick a subject to learn on the projector with staff assistance.			No cost	
	Goals to achieve:				
	Goal #1	Goal #2	Goal #3		
	Arts and Craft				
	Enable to assert indivi- understanding of caus many more. Join your paste and more. Let's masterpieces.	e and effect, increase friends and get creativ	confidence and ve. Paint, colour, cut,	No cost	
	Goals to achieve:				
	Goal #1 Goal #2 Goal #3				







Fish and Chips by the Water/River

Explore takeaway shops that are near the water for a relaxing atmosphere, socialising with your peers in a community setting as well as learning to ordering your lunch, money handling and counting. We will choose a venue as a group.

\$15.00, transport

Goals to achieve:



Goal #1 Goal #2



Goal #3

Water Park visit and Lunch



Integrated community participation with fun, enjoy the day in the local park with water features and your peers as well as Improving your social skills. We will choose a venue as a group.

"Bring a packed lunch"

Transport

Goals to achieve:



Goal #1



Goal #2





Tuesday activities

Morning – Choose One Music Therapy A research-based practice which assists customers to reach functional goals such as facilitating communication, developing self-regulation strategies and developing social As per the interactive skills. **NDIS** agreement Goals to achieve: Goal #1 Goal #2 Goal #3 Gardening around the grounds Working together in a group or with your individual staff to weed, trim, water and grow, bask up the sun in the morning while learning about plants/flowers or insects. No cost Goals to achieve: Goal #1 Goal #2 Goal #3 Yoga Yoga supports stress management, mental health, mindfulness, healthy eating and quality sleep, no matter what your physical capability staff will assist with your needs to ensure you the program is suited to your ability. No cost Goals to achieve: Goal #1 Goal #2 Goal #3







Music Therapy

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 the NDIS agreement

Goals to achieve:



Goal #2



Goal #3



Woodwork/Recycling

Rethink our waste management as well as build some masterpieces for our HUB from new or used materials, with staff assistance this activity will enhance your fine motor skills and get you thinking of an idea to make.

No cost

Goals to achieve:



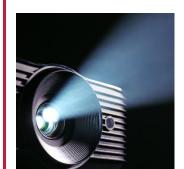
Goal #1



Goal #2



Goal #3



Movies on the projector

Members will choose as a group each week a movie from our Netflix Library and have a discussion around the movie.

Weather its Action, Comedy or Animated.

No cost

Goals to achieve:



Goal #1



Goal #2









Brigalow Country Music Club (week 1 & 3)

Sing, dance and Listen to some live music at our local Brigalows Country Music Club. Join others from the greater Multicap regions and dance your day away. Food and drinks will be provided, as well as some great live artists. (On even weeks we will choose another outing option to the park of choice and need to bring lunch).

\$8.00, transport

Goals to achieve:



Goal #1

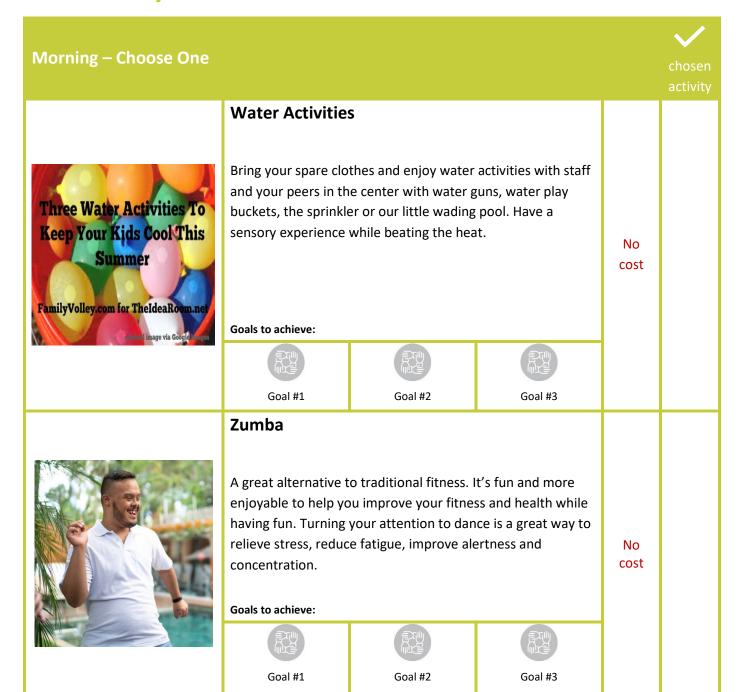


Goal #2





Wednesday activities







					activity
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.			No cost		
	Goals to achieve:				
	Goal #1	Goal #2	Goal #3		
		oup – Local Parl	k and		
	golf course, aro	njoy the nice relaxi und the estate and after lunch, great w	around the park	No cost	
	Goals to achieve:				
	Goal #1	Goal #2	Goal #3		







Indoor Swimming + Lunch in the Park

Bring your bathers and enjoy some leisure swimming. With suitability for all needs, swimming in an indoor pool will help relieve aches and pains, burn some energy and have some fun with friends. Start your day with a leisurely swim and visit the local park to have lunch with the group.

Please provide swimming aids.

\$4.00 invoiced, transport

"Bring a packed lunch"

Goals to achieve:



Goal #1



Goal #2



Goal #3

Pies in the park

Explore your local takeaway shops and enjoy the lunch in the park with peers. Experience money handling and counting. Together we will choose venues and spend the day socialising in a community setting, and spending time with your peers.

\$10.00, transport

Goals to achieve:



Goal #1



Goal #2





Thursday activities

Morning – Choose One Interactive Learning Interactive learning is a technique that engages customers in the learning process through technology and active participation. Each week we will pick a subject to learn on the projector with staff assistance. No cost Goals to achieve: Goal #1 Goal #2 Goal #3 Woodwork/Recycling Rethink our waste management as well as build some masterpieces for our HUB from new or used materials, with staff assistance this activity will enhance your fine motor skills and get you thinking of an idea to make. No cost Goals to achieve: Goal #1 Goal #2 Goal #3





Afternoon – Choose O	ne				chosen
Movies on the projector					activity
Members will choose as a group each Netflix Library and have a discussion Weather its Action, Comedy or Anim				No cost	
	Goal #1	Goal #2	Goal #3		
	Touch, Smell and Explore Sensory				
	your senses with to next door to see w	ce you will make sensor ouch and smell. Explore hat you can find, descri didn't like. Sensory she vith your staff.	the grounds and park be and note down	No cost	
	Goal #1	Goal #2	Goal #3		





Cinemas Week (1 & 3)

Visit Local Cinema in week 1 and 3 and watch your favourite movie of the week. Each customer gets to choose their favourite movie, on alternative weeks we will visit a nearby park for some sports fun.

"Bring a packed lunch"

\$20.00, transport





Goal #1



Goal #2



Goal #3

Train Travel and Lunch in the Park



Catch the train from the local station to your choice of destination then enjoy lunch in a park afterwards, Customers will learn how to use a Go Card (50 cents fairs). Please have a go card with money already loaded.

"Bring a packed lunch"

\$5.00, transport

Goals to achieve:



Goal #1



Goal #2





Friday activities

Morning – Choose One





Music Therapy

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 the NDIS agreement

Goals to achieve:







Goal #1

Goal #3

ASDAN



ASDAN is a booklet, certificated 12-week recognized course for beginners in multi-sensory experiences and Baking Modules which will involve using your senses to create the perfect textures, flavours and aromas. The initial starting out book is \$15 (this is only paid once). The cost of the workbook for each module is \$10 and is a one-off payment over the course of 12 weeks.

ASDAN user-weekly cost app \$2 existing user weekly cost-less than \$1 Invoiced

First time

Goals to achieve:



Goal #1

Goal #2



Goal #3

Danceathon



As a group pick your favourite dance style, staff will then put this on the projector for you to follow, great way for exercise, socialising with peers, burning energy as well as great for your mental health and stimulation.

No cost

Goals to achieve:



Goal #2



Goal #3







Music Therapy

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 the NDIS agreement

Goals to achieve:



Goal #1





Goal #3

. . .



Our COCA ceramic program will be altered to match customers capabilities with staff assistance.

\$10.00 quarter, invoiced

Goals to achieve:



Goal #1



Goal #2



Goal #3

Water Activities



Bring your spare clothes and enjoy water activities with staff and your peers in the centre with water guns, water play buckets, the sprinkler or our little wading pool. Have a sensory experience while beating the heat.

No cost

Goals to achieve:



Goal #1



Goal #2









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

\$7.00, invoiced & transport

Goals to achieve:



Goal #1



Goal #2



Goal #3

Exploring our local parks with Lunch



Choose a park you would like to explore as a group, could be for fitness/sports, relaxation or just exploring the park surroundings, afterwards you will relax in the surroundings to have your lunch.

"Bring a packed lunch"

Transport

Goals to achieve:



Goal #1



Goal #2





2024 MOH Hub Program Dates

Office Opens 2 January 2024

Hub closed on public holidays

Program 1			
	Start Date	End Date	
Activity Program	Tuesday 2 January	Friday 22 March	
Hub Closed	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 29 March Easter Monday 1 April Anzac Day Holiday 25 April Labour Day 6 May	<u>'</u>		

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	King's Birthday, Monday 7 October		

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

