2025 Eight Mile Plains Hub Activity Program 2



## 2025 Hub Activity Program 2 Catalogue

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

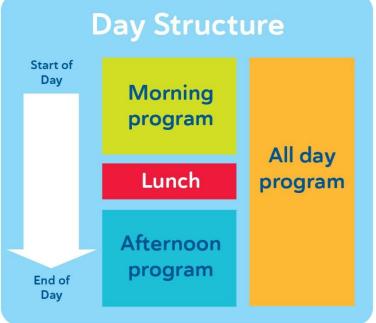
At the end of each program, you have a chance to demonstrate your new skills with two showcase weeks in July and December. The showcase weeks give you the opportunity to do a one-off activity that displays your new skills or goal achievements.

#### 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 <u>Hena.rameez@multicap.org.au</u> or return it to <u>Adrine.mugisha@multicap.org.au</u> by 3<sup>rd</sup> March 2025.



- 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 0447 367 375.
- 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 0447 367 375.



## 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
Ŵ	Develop social skills & understanding
×	Build independence
E	Improve fine motor skills
	Explore creative pursuits
ିତ୍ୱ	Sensory Experience/Exploration
E	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				$\checkmark$
					chosen activity
	MASTER CHEF   Our customers work closely with staff to build up their fine and gross motor skills to prepare and create meals of their choice. Each week we will focus on learning new skills and building on these skills as the week progresses.   Goals to achieve:				
	Goal #1	Goal #2	Goal #3		
	ASDAN-SOUND,	RHYTHM AND M	USIC		
ASDAN-SOUND, RHYTHM AND MUSIC Do you have a passion for music and want to explore the world of rhythm? ASDANS Sound, Rhythm, and Music course is perfect for you! This course is designed to help you develop a deeper understanding of music theory, rhythm, and sound production. You'll have the opportunity to explore music through various sound production techniques and recording software. By the end of the course, you'll have a solid foundation in music theory and the practical skills to produce your own unique sound. Join us today and start your journey towards becoming a skilled				\$4.60 for new customers or \$3.50 for customers who have completed Asdan Programs	
	Ø	S	636	before.	
	Goal #1	Goal #2	Goal #3		
	PAMPER ME MC	ONDAY			
	A relaxing way to start the week. Pampering includes hand and arm massage, foot spa in Epson salt, nail painting, head, and shoulder massage. General relaxation time, with scented candles, slippers, and weighted blankets.			\$2.50	
	Goals to achieve:				
		ିଟ	Ŵ		
	Goal #1	Goal #2	Goal #3	Ø	à
				Pe	9
				MULT	ΙϹΑΡ΅

Afternoon – Choo	se One				chosen activity
	<ul> <li>FUN FITNESS IN THE HUB</li> <li>Each week we will focus on different exercises in the hub.</li> <li>Walking onsite (Sensory Garden)</li> <li>Seated exercise</li> <li>Zumba.</li> <li>Ball coordination skills and Yoga.</li> </ul>			No cost.	
	Goal #1	Goal #2	Goal #3		
overanded sogeneration	<ul> <li>SENSORY ACTIVITIES</li> <li>We will open our minds to all things sensory. This will include: <ul> <li>the use of water play, Slime, Sand, Playdough, and many more fun activities. This Program will encourage and promote the use of discovery for all customers to engage their seven senses.</li> </ul> </li> <li>Goals to achieve:</li> </ul>			\$2.50	
Advocacy	Goal #1Goal #2Goal #3ASDAN- SELF ADUUCACYThis program is designed for our customers to discuss topics of interests, current life program customers and express their thoughts. At the end of the program customers have the option to register membership to the HAVEN network. HAVEN members will then attend meetings werkly in person to discuss community or policy issues that are of interests and importance to them.Goals to achieve:Image: Colspan="2">Colspan="2">Colspan="2">Colspan="2">Colspan="2">Colspan="2">Colspan="2">Colspan="2"				ð
	Goal #1	Goal #2	Goal #3	mult all ways.	ICAP <sup>®</sup>

### OR – choose one All Day activity below

All Day	/ — Cł	noose	One

				activity
Image: Substrain of the system of the sys				
Goal #1	Goal #2	Goal #3		
Members will learn to use a Go Card a will enjoy the plea by a city cat ride an **Bring Go card** ** Shared Kilomet	Travel Training and City Cat         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 or bus to the city followed by a city cat ride around Brisbane and a bit of sightseeing.         **Bring Go card**         **Shared Kilometers charge**         **Bring or buy lunch**         Goals to achieve:         Image: I			



# **Tuesday activities**

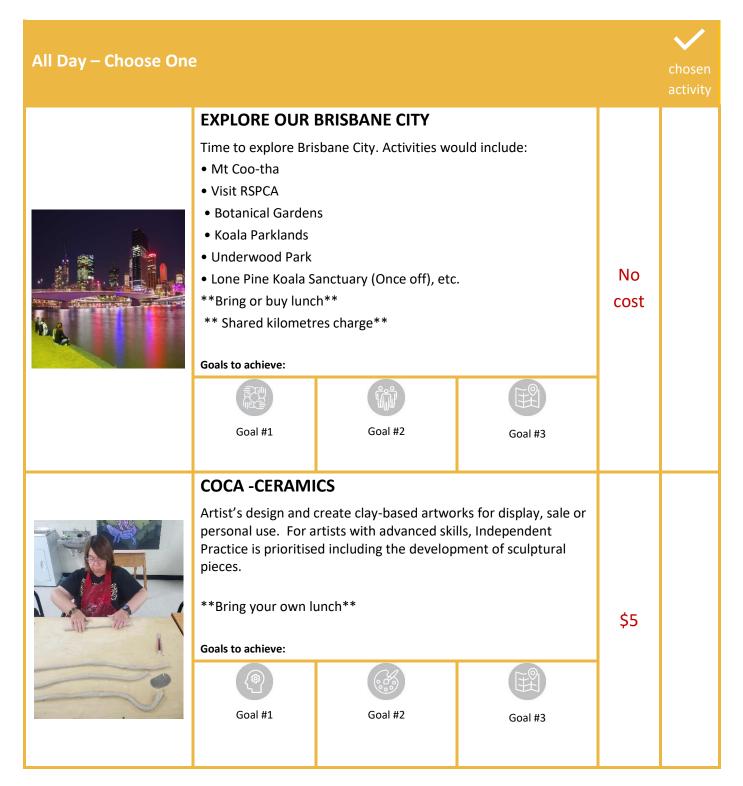
Morning – Choo	ose One				chosen activity
	SWIMMING AT EN	ИР НИВ			
	Enjoy your swim in one of our Swimming pool first thing in the morning. This activity will enable our customers to relax, distress and improve their general wellbeing. Goals to achieve:			No cost.	
		25	Ś		
	Goal #1	Goal #2	Goal #3		
	DANCING GROUPDance is expressive movement with purpose and form. Through dance our customers will use their body as the instrument and movement as the medium for personal, social, emotional, spiritual and physical communication.Goals to achieve:Goal #1Goal #2Goal #3				
		EARNING s includes story reading, (writing practice), picture Goal #2		\$2.50	



Afternoon – Choos	se One				chosen activity
	SENSORY ACTIV	<b>VITIES</b>			
to vision of the state of the s	use of water play, S activities. This Prog discovery for all cus	inds to all things sensor lime, Sand, Playdough, a ram will encourage and stomers to engage their	and many more fun promote the use of	\$2.50	
	Goals to achieve:		Ma		
	(°)	<u> </u>	E.		
	Goal #1	Goal #2	Goal #3		
	WORLD AROUN	ND US DOCUMENT	ARIES		
	<ul> <li>An opportunity to explore and learn about the world that exists around us and observe life through documentaries.</li> <li>Culture</li> <li>Sporting</li> <li>Foods</li> <li>Music</li> </ul>			No cost	
S WYDAR	Goals to achieve:				
	B	Goal #2			
	Goal #1	Goal #2	Goal #3		
	SALADS MAKING				
	An opportunity to le	earn how to make your o	own salads.		
	Our 12 weeks salads recipes will improve your overall wellbeing and your digestion.				
	Goals to achieve:			\$7	
	X	IS IS	( ) · · · · · · · · · · · · · · · · · ·		
	Goal #1	Goal #2	Goal #3		



#### OR - choose one All Day activity below





	BOWLING AND	LUNCH CLUB			
	Lace up your bowling shoes and hit the lanes for a game of ten- pin bowling at Strike Zone Mount Gravatt and go to the nearest Club for Lunch right after. ** Shared kilometres charge** **Bring or buy lunch**			\$7-\$8 Depending on the location. Lunch in the Club is \$15-\$25	
	Goals to achieve:			depending on your	
	25	Ŵ	X	choices.	
	Goal #1	Goal #2	Goal #3		



# Wednesday activities

Morning – Choo	se One				chosen activity
Toy-ondiki papaniniko con	SENSORY ACTIVITIES We will open our minds to all things sensory. This will include the use of water play, Slime, Sand, Playdough, and many more fun activities. This Program will encourage and promote the use of discovery for all customers to engage their seven senses.				
	Goals to achieve: Goal #1	Goal #2	Goal #3		
	ANIMAL LESSONS AND EXPERIEMENTS AL &E offers unique, activities to teach customers about animal behaviour, animal anatomy and adaptions. • Animal Habitats • Body structures and Adaptions • What animals need • Animal Camouflage • Growing chickens • Build a bird feeder. Goals to achieve:			\$2.50	
**	Goal #1Goal #2Goal #3BEACH WALKJoin EMP HUB Group for a Beach Walk in the morning. Walking on the beach can be beneficial for your mind and mental health as it can relieve stress and promote relaxation.**Shared kilometres of charge** Goals to achieve:Goal #1Goal #2Goal #3				



Afternoon – Choo	se One				chosen activity
	SINGING, DANC	ING AND KARAOKE	1		
S S S S S S S S S S S S S S S S S S S	Get Jamming. Our Staff sure know how to entertain. Enjoy a good session of singing and dancing. We call this our Wacky Wednesday jive.				
2000	Goals to achieve:			No cost	
	(?)	ţ.			
	Goal #1	Goal #2	Goal #3		
	SENSORY ACTIVITIES				
	We will open our minds to all things sensory. This will include the use of water play, Slime, Sand, Playdough, and many more fun activities. This Program will encourage and promote the use of discovery for all customers to engage their seven senses.			\$2.50	
	Goals to achieve:				
		ଟ	Ŕ		
	Goal #1	Goal #2	Goal #3		



All Day – Choose (	One				$\checkmark$
					chosen activity
	SWIMMING A	ND NATURE WALK	(S		
	swimming and nat enjoy leisurely stro	at of both worlds with c ure walks. Dive into ref olls in the park. Perfect and approach to wellne	reshing swims and for all fitness levels,	\$5-\$7	
Constant State	**Shared Kilomet	res charge**		Depending	
	**Bring or buy lunch**.			on the	
24 2 A 7 5 4 K	Goals to achieve:			location.	
		25	S.		
	Goal #1	Goal #2	Goal #3		
		· · · ·			
	URBAN DISCO Explore a variety o examples are Koals Toohey Forest Parl plant species.				
	**Shared kilometres charge* **Bring or buy lunch**			No cost	
	Goals to achieve:				
	2ª	2	E		
	Goal #1	Goal #2	Goal #3		



	WALK AT THE P	ARK AND LUNCH C	CLUB.		
	Explore a variety of parks by having a long walk or do some fitness exercises and then Head to the Club later for Lunch.			\$15-\$20 depending on the location	
	**Shared kilometres charge* **Bring or buy lunch**				
	Goals to achieve:			and your choices.	
	Ž	2	E		
	Goal #1	Goal #2	Goal #3		

	COCA-CREATIVE MOVEMENT				
	Creative Movement is a song/dance program developing coordination and balance. Artists undertake yoga-pilates style warm-ups and work towards public performances each quarter. **Bring your lunch**		\$5		
2800	Goals to achieve:			ΨJ	
	Goal #1	Goal #2	Goal #3		



# **Thursday activities**

Morning – Choc	ose One				chosen activity
	HUB GARDENING Maintaining, planting and maintaining our fruits and veggies in the built-up garden beds. Pots are purchased, and customers design and paint their pots with their choice of plant to grow. A program designed out how to look after our gardens. A variety of learnings on how to grow your gardens. Customers take home their potted plants. Goals to achieve:			\$2.50	
	Goal #1	Goal #2	Goal #3		
	Goal #1       Goal #2       Goal #3         PICNIC AT EMP HUB GARDEN       Each week, we will start our morning by Walking around EMP Hub garden and then have a picnic afterward. This activity has many benefits such as contributing to wellbeing and happiness.       ***Bring your own Lunch**         Goals to achieve:       Goal #1       Goal #2       Goal #3			No cost	
	LITERACY BASED LEARNING Basic Literacy Skills. This includes story reading, singing, educational puzzles, literacy books (writing practice), picture books, and educational games. Goals to achieve: Goal #1 Goal #2 Goal #3			\$5	



Afternoon – Choo	se One				chosen activity
	FUN FITNESS IN	I THE HUB			
	Each week we will focus on different exercises in the hub.				
		site (Sensory Garden)			
	Seated exerce	ise			
	• Yoga • Zumba.			No cost	
	• Ball coordina	tion skills		100 0030	
	Goals to achieve:				
	No.				
	Goal #1	Goal #2	Goal #3		
	MUSIC AND MI				
	An opportunity to li percussion instrume sound and moveme	\$2.50			
· · · · · · · · · · · · · · · · · · ·	Goals to achieve:				
	2	ଟ	ĥ		
	Goal #1	Goal #2	Goal #3		
	ASDAN-BAKING	<u>.</u>			
	The ASDAN Baking course is designed to help you enhance your baking abilities. In this course, you'll learn how to use your senses to create the perfect textures, flavours, and aromas in your baked goods. Our team will guide you through the entire process and provide you with personalized instructions to help you improve your skills. Join the ASDAN Baking course!			\$7.10 for New Customers OR \$6 for customers who have completed	
	Goals to achieve:			ASDAN	
		Ŵ	*	Program before.	
	Goal #1	Goal #2	Goal #3		



### OR – choose one All Day activity below

All Day – Choose One					chosen activity
	Enjoy your day by t refine your day with waves. Then enjoy **BYO Lunch requin **Shared kilometry	red**	activity of sailing eye soothing sea	\$10	
	PARKS FITNESS CLUB.         Chill out by taking a walk or joining in some group park fitness fun, playing ball games, or join a group workout.         **Bring your own lunch**         **Shared kilometres charges**         Goals to achieve:         Goal #1         Goal #2         Goal #3			No cost	
Gabay A23 50	COCA-PAINTING         Artists create solo and group works. A key focus of this quarter is in creating signage for our EMP grounds.         **Bring your own lunch**         Goals to achieve:         Goal #1         Goal #2			\$5	

# **Friday activities**

Morning – Choc	ose One				chosen activity	
	ASDAN- CRAF	T MAKING HAL	F DAY			
		a future of creativity. So e are:		\$4.60 for new customers or \$3.50 for customers who have completed Asdan Programs before.		
	Goal #1	Goal #2	Goal #3			
NAL HANNAN ANALYN YN AN	<td colserva<="" td=""><td>No cost</td><td></td></td>			<td>No cost</td> <td></td>	No cost	
	MUSIC AND MELODIESAn opportunity to listen to relaxing music, meditate, and use percussion instruments. Align and form a blissful experience of sound and movement.Goals to achieve:Goal #1Goal #2Goal #3			\$2.50	Ъ	
				Pe	9	
				<b>MULT</b> all ways.		

Afternoon – Choose One					chosen activity
	MOVIE APPRECIATION				
	Each Week, we will o movie afterwards.	choose a new movie as a	group and discuss the		
	Goals to achieve:			No Cost	
	<b>(</b>	© .	ĥ		
	Goal #1	Goal #2	Goal #3		
	SENSORY ACTIV	<b>ITIES</b>			
	use of water play, Sl activities. This Progr	nds to all things sensory. ime, Sand, Playdough, ar am will encourage and p comers to engage their se	nd many more fun romote the use of	\$2.50	
	Goals to achieve:				
	ିଟ୍	Ŵ	2		
	Goal #1	Goal #2	Goal #3		

### OR – choose one All Day activity below

All Day – Choose O	ne			chosen activity
	Come to make your	Friday a fun day in our b while preparing food fo h your peers.	\$10	
			MULT	<b>P</b> ICAP <sup>®</sup>

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all ways.**always** 

TRAVEL TRAINING AND CITY CAT				
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 or bus to the city followed by a city cat ride around Brisbane and a bit of sightseeing. **Bring or buy lunch** **Provide go card** **Shared kilometres charges**		Go card is required.		
Goals to achieve:				
	(All and a second secon			
Goal #1	Goal #2	Goal #3		

COCA-THEATRE				
Artists continue to develop theatrical sections for our production <i>Instar</i> . This is a highly active class with performers learning key skills in voice, stage presence and collaboration.			\$5	
**Bring your own lunch**				
Goals to achieve:				
Î	<b>(</b>	Ŷ		
Goal #1	Goal #2	Goal #3		



# 2025 EMP Hub Program Dates

Office Opens 6 January 2025 | Hub closed on public holiday

Program 1				
	Start Date	End Date		
Activity Program	Monday 6 <sup>th</sup> January	Friday 28 <sup>th</sup> March		
Hub Closed	Monday 27 <sup>th</sup> January – Austra	Monday 27 <sup>th</sup> January – Australia Day		

Program 2					
Start Date End Date					
Activity Program	Monday 31 <sup>st</sup> March	Friday 20 <sup>th</sup> June			
Hub Closed	Friday 18 <sup>th</sup> April – Good Friday				
	Monday 21 <sup>st</sup> April – Easter Monday				
	Friday 25 <sup>th</sup> April – Anzac Day				
	Monday 5 <sup>th</sup> May – Labour Day				

Showcase week 1			
	Start Date	End Date	
Showcase Program	Monday 23 <sup>rd</sup> June	Friday 27 <sup>th</sup> June	

Program 3				
	Start Date	End Date		
Activity Program	Monday 30 <sup>th</sup> June	Friday 19 <sup>th</sup> September		
Hub Closed	Wednesday 13 <sup>th</sup> August – Royal Queensland Show (Brisbane area only)			

Program 4				
	Start Date	End Date		
Activity Program	Monday 22 <sup>nd</sup> September	Friday 12 <sup>th</sup> December		
Hub Closed	Monday 6 <sup>th</sup> October – Kings Birthday			

Showcase week 2				
	Start Date	End Date		
Showcase Program	Monday 15 <sup>th</sup> December	Friday 19 <sup>th</sup> December		
Hub Closed	Monday 22 <sup>nd</sup> December 2025 –	Monday 22 <sup>nd</sup> December 2025 – Monday 5 <sup>th</sup> January 2026		
			MULTICAP	

all ways.**always**