

**Imagine
what's
possible**



Learning and Life Skills School Experience

Offering school students the opportunity to sample adult disability programs.

NDVR
Endeavour
Foundation

Leaving school is a big change for young people and even more so for students with intellectual disability.

That's why we've created the **Learning and Life Skills School Experience.**



To assist with the transition from high school to life after school, we're offering a free program for students to experience our Learning and Lifestyle hubs first-hand and take part in a range of programs including:

- Robotics**
- Virtual Reality Driving**
- Healthy Choices**

Flexible options for participation

Delivery	Choose a 4-week or 10-week program for your students
Time	Weekly at a time that suits you and your students
Schedule	Students may complete all 3 modules over 3 terms (1 module per term)

More information about our Learning and Life Skills School Experience program can be found at endeavour.com.au/schoolexperience and you can also read on for program objectives and learning outcomes.



Robotics

Research tells us that using social robots sparks collaboration and engagement among people with intellectual disability.*

In this module, your students will:

- learn about WeDo2 Lego and Cozmo, a small robot powered by artificial intelligence
- explore basic model designs, create simple models, and control these models via brick coding
- control Cozmo and play interactive games with others.

Objectives

Introduce your students to:

- designing, modelling and coding
- engaging with other people and sharing their own design and builds
- increasing social engagement and participation.

Learning outcomes

1. Understand history and uses of robots
2. Read and follow instructions to build models
3. Read and follow instructions to code models
4. Build and code increasingly complex models
5. Interact with, play games and maintain Cozmo
6. Control and navigate Cozmo
7. Engage with and increase social skills when building and using robots in group settings

*Saminda S. Balasuriya, Laurianne Sitbon, Margot Brereton, Stewart Koplick. 2019. How can social robots spark collaboration and engagement among people with intellectual disability. *In Proceedings of ACM OzCHI'19 conference, Perth, Australia, 10 pages*



Virtual Reality Driving

The Virtual Reality Driving module uses technology to offer a safe driving experience and scaffolds the driving experiences—from putting on seatbelts to indicating and straight-line driving.

Objectives

Your students will experience a series of increasingly complex driving simulations and become familiar with:

- basic vehicle layout
- basic driving skills
- identifying and understanding road rules, signs and symbols
- driving in a straight line at a set speed (60 km/h).

Learning outcomes

1. Identify basic vehicle layout and vehicle controls
2. Identify and understand basic road rules, signs and symbols
3. Demonstrate road safety skills when in the car – seatbelt and check mirrors
4. Start, indicate, accelerate, drive and brake in a straight line
5. Maintain consistent speed and drive line

Note this module does not set out to provide or replace actual real-life driving experiences and/or examinations.



Healthy Choices

A balanced diet combined with regular physical activity is a recipe for leading a healthy lifestyle.

This module holistically examines dietary guidelines, food advertising and exercise.

Objectives

By the end of this module, your students will:

- have a better understanding of what and why we eat certain types of food
- understand the importance of exercising
- participate in a shopping experience and identify certain food products.

Learning outcomes

1. Identify and understand healthy and unhealthy food
2. Identify own exercise patterns and importance of exercise
3. Understand food as a source of fuel
4. Identify and understand the Australian food group guidelines
5. Understand and classify food groups and food labels
6. Participate in a shopping experience

What is a Learning and Lifestyle hub?



Our Learning and Lifestyle hubs are more than just a place to spend the day.

We offer a safe and supportive environment for our customers to participate in a range of flexible and adaptable learning programs, recreation and social activities.

We follow a person-centred support model and help our customers develop their independence, confidence, self-esteem and social interaction skills.

Endeavour Foundation Learning and Lifestyle hubs

New South Wales

Castle Hill

Queensland

Brisbane East

Alexandra Hills

Brisbane North and Sunshine Coast

Caboolture

Geebung

Kawana Waters

Kingaroy

Lawnton

Nambour

Redcliffe

Wallace Park

Windsor

Brisbane South and Gold Coast

Coopers Plains

Kingston

Labrador

Mermaid Waters

Brisbane West

Ipswich

Victoria

Keon Park

Central Queensland and Fraser Coast

Biloela

Bundaberg

Gladstone

Gympie

Hervey Bay

Maryborough

Rockhampton

Darling Downs and South West Queensland

Kearneys Spring

Stanthorpe

Warwick

North Queensland

Ayr

Cairns

Cannonvale

Innisfail

Mackay

Townsville

Sign up today!

Contact us on **1800 112 112** or visit
endeavour.com.au/schoolexperience

We focus on ability - on dreams, goals and potential.

We'll collaborate with you to imagine the possibilities and then work together to make them happen.



Need more information?



1800 112 112



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