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Program: Monday 6<sup>th</sup> January 2020 – Friday 3<sup>rd</sup> April 2020

	Monday	Tuesday	Wednesday	Thursday	Friday
<b>Session 1</b> 9am to 12.00pm	 Culinary Program <b>\$5.00</b>   Creative Space – Scrap Booking <b>\$3.00</b>   Toowoomba City Library Community visit	 Technology – Power Point   Fit 4 Fun – Walking Group   Therapeutic Gardening <b>\$3.00</b>	 Numeracy & Literacy   Creative Space – Clay Work   Fit 4 Fun – Healthy Habits 9am Rocket Fitness 11.30am <b>\$7.00</b>	 Get Set for Work –Theory   Science – Astronomy   Technology - Emailing	 Creative Space- Harlaxton Art <b>\$1.00</b>   East Cup Challenge – Individual Challenge   Learn to Drive Program– Virtual Reality
<b>Lunch</b> 12.00pm to 12.30pm	Lunch	Lunch	Lunch	Lunch	Lunch
<b>Session 2</b> 12.30pm to 3.00pm	 Culture & History   Robotics   Baseline - Relaxation	 Budgeting   Fit 4 Fun - Healthy Habits 12.30pm Energise <b>\$5.00</b>   Baseline - Relaxation	 Creative Space – Mindful Colouring   Culinary Program <b>\$5.00</b>   Manual Arts <b>\$5.00</b>	 Get Set for Work – On site practical training @ Food Assist   Lego Build   Baseline - Relaxation	 Fit 4 Fun – Swimming <b>\$5.50</b>   3D Printing   Baseline – Relaxation

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**Foundation Skills** supports skill development in literacy and numeracy, with a focus on scaffolding learning from base line concepts to increasingly complex written, reading, viewing, listening and comprehension tasks. Foundation Skills also seeks to develop numeracy and mathematical skills in concepts including number, measurement, geometry, probability and statistics.
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**Life Skills** focuses on day to day tasks, such as cooking and domestic skills, hygiene, organisational skills, budgeting, home maintenance, public transport and public safety and interactive tasks such as banking and social activities.
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 Utilising local connections and support, **Community Engagement** supports people to attend and interact with local people, areas and events. It also means that those interactions can also occur at a local Endeavour site.
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**Information, Communication and Technology** utilises current materials, components, tools, equipment and techniques to design, make and record solutions. It draws on traditional and new types of technology, including computers, tablets, smart phones, virtual technologies, robotics, coding, digital photography, video and music to support people to describe, draw and model ideas and create content.
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**Healthy Body / Healthy Mind** focuses on being active, making healthy choices and being responsive to a person's mental and physical wellbeing. It supports people to take care of themselves and their family and friends, and directs people to make right choices when it comes to a person's health and lifestyle activities.
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**Getting out - or staying in - having fun**, making connections and simply doing what makes you happy is what Leisure, Adventure and Recreation is all about. Leisure, Adventure and Recreation focuses on connecting with friends, doing fun things at home, at a centre or in the community, or simply taking time to relax and unwind.
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**Employment** focuses on developing skills needed for work. Whether it's work experience, volunteer or paid employment, people will undertake both theory and practical applications in order to learn those skills required to know what type of work a person is interested in, search for work, apply for and undertake interviews, explore ideas appropriate dress and language and behaviour when in the workplace.
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**Passion Projects** is all about doing what you're passionate about! It could be skill development, or launching your own online business, or simply exploring a creative outlet. If it makes you smile; if you lose track of time doing it, then this is what passion projects is all about.
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 The importance of **nature** – whether it's the bush or ocean, growing flowers or vegies or even collecting eggs from hens in the backyard, means that people are able to touch, taste, smell, hear and see those things which make up the world. It might mean conducting experiments to see how things work, or taking time out to literally smell the roses.
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 This **support** allows the person to identify specific types of supports required, and, if available, provide those supports on an individual basis. This might mean extra focus on Foundation Skills, or Community Engagement, or an area that isn't captured in a person's Pathway profile.

Program	Description
<b>Culinary Program</b>	
<b>Technology – Power Point</b>	
<b>Numeracy &amp; Literacy</b>	
<b>Get Set for Work</b>	
<b>Creative Space – Scrapbooking</b>	
<b>Creative Space – Clay Work</b>	
<b>Science – Astronomy</b>	
<b>East Cup Challenge – Team Challenge</b>	
<b>Therapeutic Gardening</b>	
<b>Fit 4 Fun – Healthy Habits</b>	This module introduces customers to: exploring different types of food and impact of food on our bodies, types of exercise and why we exercise, eating guidelines, food advertising and product labels. By the end of this module, customers: will have a better understanding of what and why we eat types of food and the importance of exercising, participate in a shopping experience and identify certain food products.
<b>Technology – Email</b>	
<b>Learning to Drive – Virtual Reality</b>	Users will experience a series of increasingly complex driving simulations. Users will 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 (60km/h)
<b>Culture &amp; History</b>	
<b>Budgeting</b>	
<b>Robotics</b>	This module introduces customers to: WeDo 2 Lego and Cozmo, a small robot powered by artificial intelligence, customers will explore basic model designs, create simple models, and control these models via brick coding, control Cozmo, play interactive games, and engage with other customers when playing games and other activities with Cozmo. Objective: Introduce customers to: design, modelling and coding, engage and share with other people their own design and builds, increase social engagement and participation
<b>Lega Build</b>	Educational WeDo Lego is a fantastic, simple-to-use tool that enables customers to learn by constructing their own models and bringing them to life. WeDo helps teach how technology plays an active and informative role in learning and is an ideal product for teaching across different subjects at primary level, particularly literacy, science, maths, technology and engineering.
<b>3D Printing</b>	
<b>Manual Arts</b>	