

ADVENTURE MENTORING PROGRAM



An outdoor-based social engagement program

General Information

Our Clients

The Adventure Mentoring Program (AMP) is designed to support young people, aged 7—17:

- In Out of Home Care
- · Engaged with Youth Justice
- · Disengaged or at-risk of disengaging from school
- Diagnosed or undiagnosed mental health issues
 - Anxiety disorders
 - Depressive disorders
 - Suicide ideation
 - Self-harming behaviours
 - · ODD, ADHD, ADD, CD
 - ASD (Level 1 & 2)
- · Poor social and/or emotional skills
- · Trauma backgrounds
- Aggressive behaviour/s
- Substance and polysubstance use
- High risk behaviour/s

Program Overview

Staff utilise a combination of adventure activities, mentoring and psychoeducation to support young people to build capacity. Research shows that that this approach is effective in helping young people feel more engaged, reduces stigma, improves self-image, and increases their sense of wellbeing.

Our Staff

Staff are TAFE and/or University qualified in youth mental health. Staff have completed Youth Mental Health First Aide, Suicide Awareness Training (ASIST) & attend Clinical Supervision.







Adventure Mentoring Program | AMP

Program Aims

Through engaging in peer-based community, social and recreational activities, Adventure Mentoring Program (AMP) supports young people to:

- · Meaningfully engage in the their community
- · Develop appropriate life skills
- Promote independence

Benefits

Regular engagement in the AMP has shown young people to:

- · Develop stronger, more effective social skills
- Better manage emotions
- Lessen aggressive behaviours
- Feel more contained & safe
- · Stronger engagement in the community
- · Increase school attendance

Impact & Structure

The AMP delivers *rapid* and *effective* support for young people. The program structure is deliberate—over each term program, the group retains the:

- Same young people
- Same Youth Mentor /Leader

Activities

GOTYA customise the program based on the needs and interests of the young person. Examples of current and past mentoring activities:

- GOTYA Centre—table tennis, pool, air hockey, gaming PCs, cooking
- Skateboarding, scooter riding at local skateparks
- Swimming at local pools
- Informal sport: soccer, football, basketball, tennis
- The Famous GOTYA Mud Hill Climb!
- Fishing
- · Canoeing/kayaking/tyre tubing







Adventure Mentoring Program | AMP

Program Details

Day	Monday to Thursday	
Time	9:00am—2:00pm	
Fee Guide	\$60-75/hour \$350-400 session	
Inclusions	Activities, catering, equipment	
Transport	Central meeting location	

Locations

The AMP is run as follows:

Day	Age Range	Location
Monday's	7—10	Drouin
Tuesday's	15—17 12—14	Drouin Warragul
Wednesday's	7—10 11—14 15—17	Moe Moe Moe
Thursday's	10—12	Moe

Different Location?

Contact us to discuss running a program in your location.

Age Groups

Young people are grouped based on age, needs and location. Groups sizes range between 3 to 6 young people.

Enquiries & Bookings

All enquiries & bookings | admin@gotya.com.au





