



NDIS CORE SUPPORT · SOCIAL & COMMUNITY PARTICIPATION

SOCIAL, BUILT IN

How Assistance With Social and Community Participation is delivered at ESports Collective — in a venue that already is the community.



ESPORTS COLLECTIVE
GIPPSLAND CARE COLLECTIVE

58 MACLEOD STREET
BAIRNSDALE, EAST GIPPSLAND VIC

SAME VENUE, DIFFERENT FOCUS

Assistance With Social and Community Participation is Core Support funding for a worker to help a participant get into community, social, and recreational life — and take part in it. That means access, transport, and presence in the venue, but it also means the social work that happens once they are through the door: joining a group, sitting at a table with other people, holding a conversation, building a connection. This brochure is about how that support is delivered at ESports Collective by Gippsland Care Collective.

ONE VENUE, SEVERAL WAYS IN

Most of our programs can be funded in more than one way. The activity in the room can look similar from the outside — what changes is the support worker's focus and the structure of the session. The funding follows the goal, not the venue.

SUPPORT CATEGORY	WHAT IT FUNDS	WHAT THE WORKER IS FOCUSED ON
Social & Community Participation CORE SUPPORT · THIS BROCHURE	A support worker enabling access to community, social, and recreational life.	Getting the participant into the room, helping them take part, supporting the social side of being there.
Assistance With Daily Life CORE SUPPORT	A support worker assisting or supervising personal, daily-living tasks.	Eating, hygiene, toileting, regulation, transitions, and the personal routines of being out of the house.
Capacity Building IMPROVED DAILY LIVING · RELATIONSHIPS · EMPLOYMENT · S&C PARTICIPATION	Skill-building supports delivered by a worker or therapist.	Building communication, social skills, planning, and confidence so the participant can do more independently over time.

This brochure is about what it looks like when 04 Social and Community Participation is the funding in play. The worker is focused on social and community participation across the session. The activity in the room — gaming, tabletop, the supported work crew, hanging out — is the setting and the bridge.

THE VENUE IS THE COMMUNITY

WHY THIS WORKS AT THE HUB

Social participation usually means getting a participant somewhere they would not otherwise go, then helping them stay. At ESports Collective the venue is already the community — peers, regulars, a room people choose to be in. The social setting is already there. The support is what gets the participant into it.

WHAT A SESSION LOOKS LIKE

Getting through the door is half of it. The other half is what the worker does once the participant is in the room.

A social and community participation session at the hub is a block of 1:1 support inside a group setting — same worker, same participant, same room, but the room is full of other people. The activity is the bridge. The peers are the reason it works.

ACROSS ONE SESSION, THE WORKER MIGHT:

» ACCESS & ARRIVAL

Support the trip in where funded, meet the participant at the door, and help them through the harder bit — walking into a room of people and deciding to stay.

» JOINING THE GROUP

Help the participant find a seat at the table, get introduced to who is there, and settle into the activity without it being a big deal.

» CONVERSATION SUPPORT

Stay close enough to help when the back-and-forth gets fast, drop in a prompt when the participant goes quiet, and step back when they are running their own conversation.

» READING THE ROOM

Help the participant track what is going on around the table — whose turn, what was just said, when the joke landed, when someone is winding up to leave.

» TAKING PART

Support actual participation in the activity — rolling the dice, picking up the controller, taking the turn — so the participant is in the game, not next to it.

» CONNECTION OVER TIME

Notice who the participant gravitates to week on week, support the friendships that are starting, and back them as the regular crowd starts to know them by name.

ALL OF IT, IN ONE SESSION

ONE WORKER, ONE LINE ITEM

A single session almost always touches several of these — arrival, seating, prompted into the conversation, leaving still talking to someone new. One worker, one line item, one session. The activity is why they came. The participation is the work.

SOCIAL, WHERE IT HAPPENS

Social and community participation delivered through the hub works because the community is already in the room, the peers are real, the activity is shared, and the worker is consistent.

THE COMMUNITY IS ALREADY IN THE ROOM

The usual 04 delivery model is a worker and a participant going out to find a community — the shops, the pool, a generic group somewhere. That works for some people. For young neurodivergent participants it often does not, because the community in those settings is not theirs. At the hub the community is already there before the participant walks in, and it is one they actually want to be part of.

THE PEERS ARE THE POINT

Social participation is hard to support when the only other person in the room is the worker. The hub is not a 1:1 outing with a worker chaperone; it is a room of peers with shared interests, ages roughly matched, and a worker alongside. That is the setting most participants are actually trying to get into, and the one that is hardest to find on a community outing.

THE ACTIVITY IS THE BRIDGE

Walking into a room and starting a conversation is a high bar. Walking into a room where the activity is already running — a campaign, a tournament, a build — gives the participant somewhere to put their hands while the social side catches up. The activity is the reason it is easier to take part here than at a generic community outing.

CONSISTENT WORKER, FAMILIAR ROOM

Social participation only really builds when the participant sees the same faces enough times to recognise them. We roster the same worker to the same participant where possible, in the same room, with a regular roster of other participants in that room too. That consistency is what a one-off community outing cannot offer.

NINE MONTHS IN

THE ROOM THEY WANT TO BE IN

Nine months of trading tells us this much: the young adults we see come back. We don't yet have years of community-participation outcomes. What we do have is the foundation — participants who want to be in the room — which is what a community outing has to manufacture from scratch.

WHICH CODE, WHEN WE USE IT

04 funding is delivered through more than one line item. Same category, same hub, different code on the invoice depending on the shape of the session. A participant funded under 09 Increased Social and Community Participation can also use the room for the same kind of work.

When a participant uses their 04 Social and Community Participation funding at ESports Collective, the invoice will show one of three line items. Which one depends on whether the session is one-to-one, whether it is delivered in a group, and whether the venue costs are being shared. A 09 Increased Social and Community Participation row sits alongside for participants whose plans fund it.

LINE ITEM	CODE	WHEN WE USE IT
Community Participation CORE · 1:1 SUPPORT	04_104_0125_6_1	1:1 support to access community, social, and recreational activities. Used when a worker is dedicated to one participant for the session.
Group Activities CORE · GROUP SUPPORT	04_104_0136_6_1	Group and centre-based activities. Used for our group programs — the rate is the hourly price divided by the group ratio, claimed against each participant.
Centre Capital Cost CORE · CENTRE LOADING	04_599_0136_6_1	A small per-hour contribution toward the cost of running the centre. Claimed alongside group activities delivered in the hub, not in the community.
Increased Social & Community Participation CAPACITY BUILDING · 1:1 SUPPORT	09_009_0117_6_3	1:1 support to build skills and confidence for social and community participation. Used when the goal is increasing what the participant can do socially, not just enabling access this week.

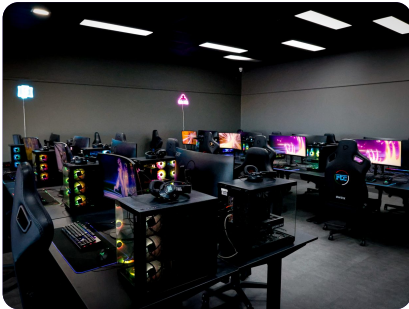
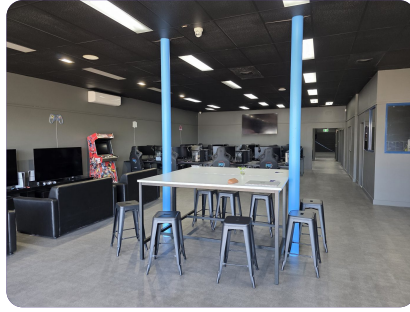
A participant in one of our group programs will typically see two line items on the invoice for the same session: Group Activities for the support time, and Centre Capital Cost for the venue. A participant booked in for a 1:1 session sees Community Participation only. A participant on 09 funding sees their own code. The codes are different. The work in the room is the same kind of work.

PLAN-MANAGED OR SELF-MANAGED

TALK TO US BEFORE BOOKING

Every plan reads a bit differently. Before a participant starts, we walk through what is funded, what the session looks like, and what the invoice will show. Support coordinators welcome to sit in. The codes matter for paperwork. The room is what matters for the participant.

INSIDE THE SPACE



» GET IN TOUCH

LET'S TALK ABOUT WHAT MIGHT FIT

We're happy to talk with participants, families, support coordinators, and Local Area Coordinators about whether 04 Social and Community Participation at ESports Collective might suit. A phone call or email is the best first step — from there, we can arrange a visit to the hub, meet the participant in a way that works for them, and talk through what a session would actually look like.

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