

Creating stimulating surroundings for residents with dementia

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On the Menu...

Phenomena:

dementia + boredom = 'difficult behaviour'

Typical Solutions:

Medication

T.V.

Our solution...













Background

- Specialist Mental Health for Older People
 - Dementia, depression & delirium with difficult behaviours
 - Boredom produces behavioural problems
 - Evidence for activity & engagement to reduce behaviours
 - Non-medical solutions seen as 'unrealistic'
- 'Spontaneous Engagement'

The Process

A volunteer facility...

- Resident profiles
- Surveyed facility
- Staff engagement
- Family engagement
- Sourcing materials
- Implementation (working bee)











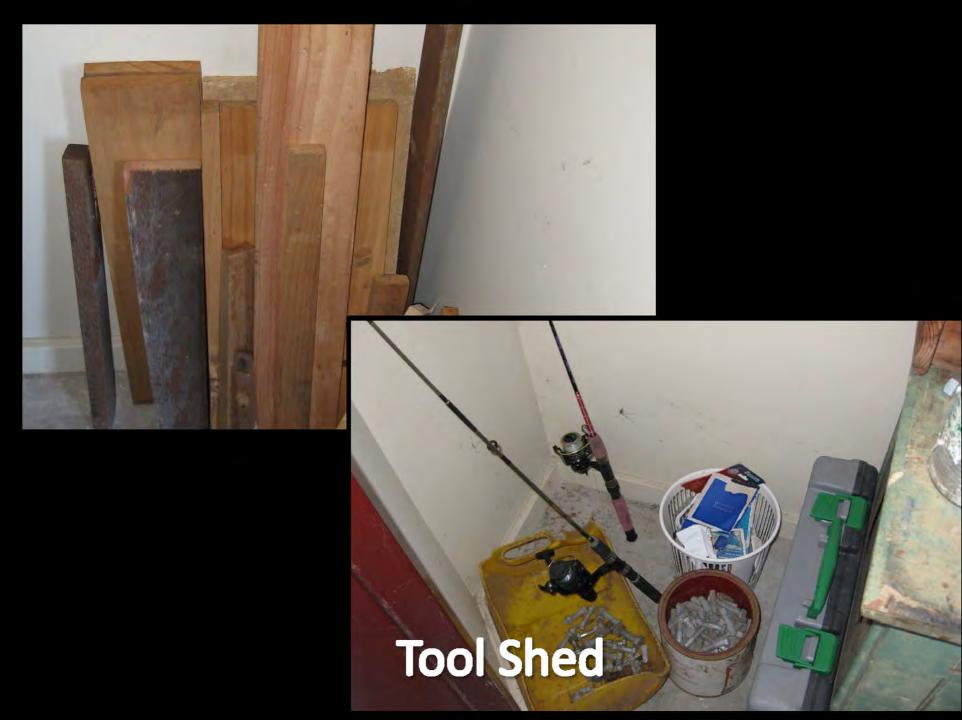






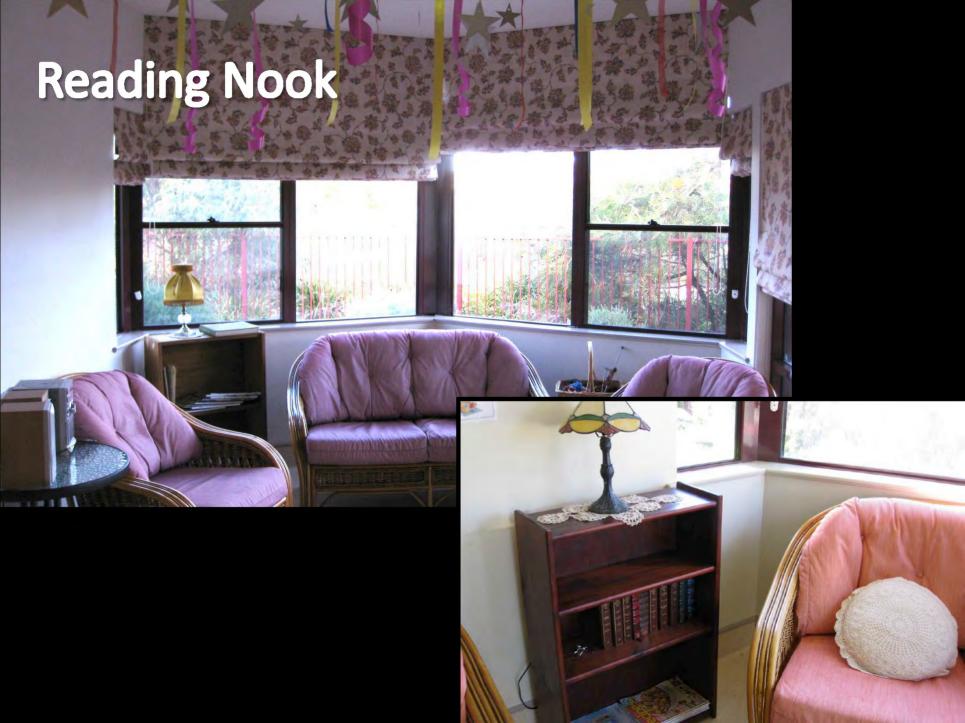
































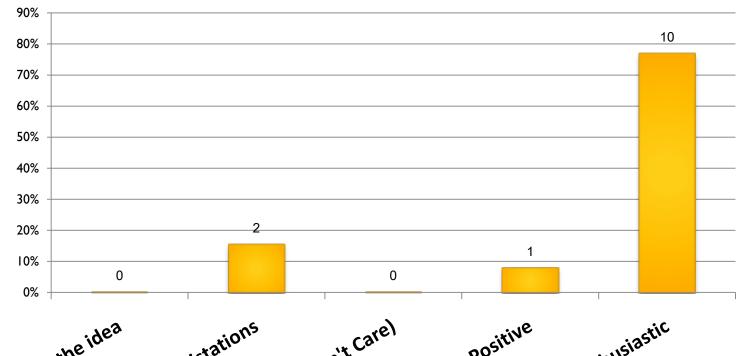


- Surveyed staff before & after (2 wks & 6 months)
- Staff across both project & control units

BEFORE...

- Generally 'boring' environment
- Group activities engaging but not always feasible
- Need more activities, stimulating environment

"How do you feel about the changes being made to your unit to introduce activity stations?"



Don't like the idea

Neutral (Don't Care)

Somewhat Positive

Really Enthusiastic

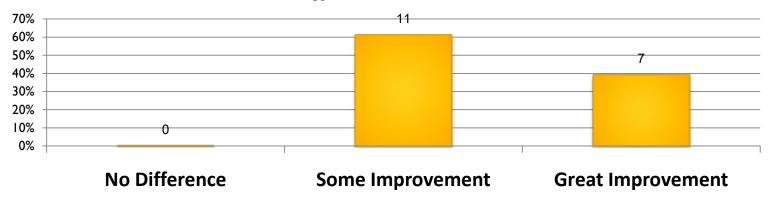
AFTER...

Positives	Negatives
Increased interaction	Cold weather
Wider appeal	Faulty items
Distraction from agitation	Staff & family needing reminders
Tool for staff	
Distraction from negative behaviours	
& thoughts	
Amusement	
Reminiscing	
Family/Visitors happier	
Usefulness & purpose	

"Do you think the activity stations have improved *quality of* life and stimulation for residents?"

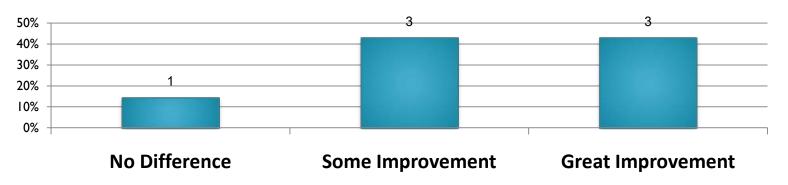


"Do you think the activity stations help staff manage residents' difficult behaviours better?"



Results – Family Perceptions

"Do you think the activity stations have improved quality of life and stimulation for residents?"



"brings them a little of the outside world into their world"

"a continuation from what they've done all their lives"

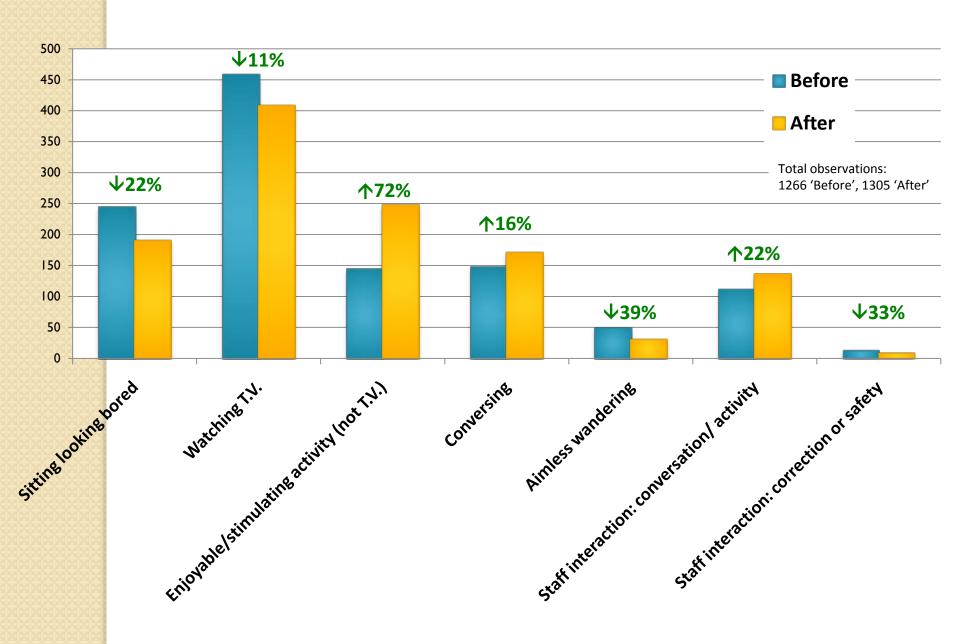
"gives me something to discuss with mum"

"visitors are now bringing their children to look at the chooks"

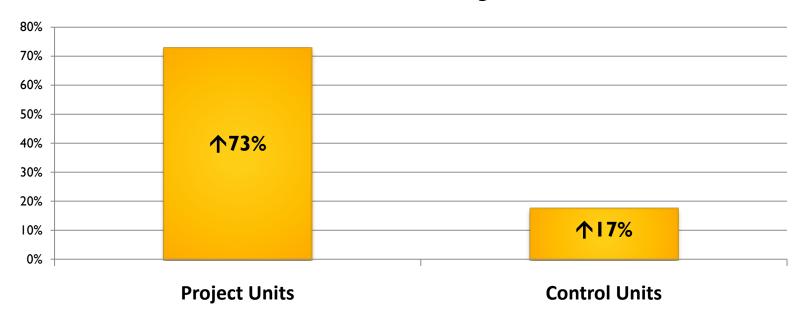
Results – Behavioural Observations

- Project units and Control units
- 2 hrs/day for 5 days before implementation
- 2 hrs/day for 5 days after implementation
- 10min observations (by SMHSOP staff)
- Behaviours categorised & tallied
 e.g. pacing, verbal aggression, watching t.v., sitting looking bored, engaged in a stimulating activity

Some Significant Improvements







* Positive Behaviour : Negative Behaviour Ratio

$$PB:NB = \frac{\text{(total observed instances of } positive behaviour)}}{\text{(total observed instances of } negative behaviour)}$$

Positive behaviours:

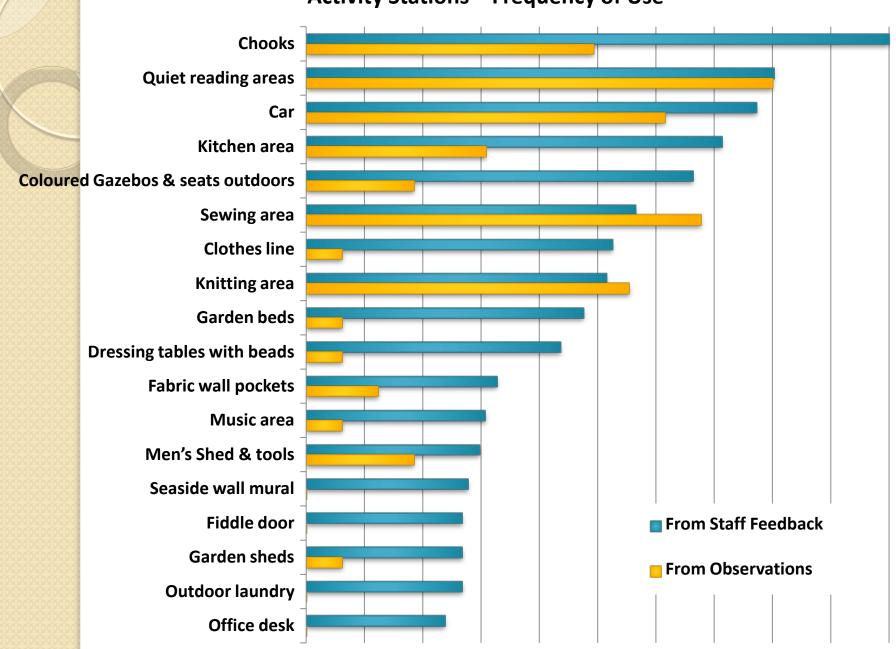
Conversation Enjoyable/stimulating activity (not T.V.) Aimless wandering Positive staff interaction

Sitting looking bored

Negative behaviours:

Verbal/physical aggression

Activity Stations – Frequency of Use



Limitations of Study

- Improvements in mood not tested
- Other changes during observation period
- Insufficient numbers for some results
- Long-term effect not conclusive

Ideas for Future

- Expansion in current facility
- Other facilities in Anglican Care
- Creation of instruction manual/toolkit
- Possible adaptations to non-dementia settings

SUMMARY

- New approach for aged care facilities
- Clear improvements in positive : negative behaviour and staff/family satisfaction
- Good feedback to benefit future projects

Thanks to:



