STAR-VA

## Dementia and Realistic Expectations

- Dementia is an illness that affects all brain activity

   how we think, how we speak, what we feel, and
   how we behave.
- Often, dementia gets worse over time and has at least 3 stages: early, middle, and advanced.
- Challenging dementia-related behaviors have meaning and purpose, and may reflect an attempt to communicate an underlying need.
- Residents with dementia can also experience anxiety and depression, which can also contribute to challenging behaviors. Anxiety and depression can be reduced!
- If we have realistic expectations of residents with dementia, it may be easier for us to "keep our cool" when we feel upset by difficult behaviors.
- STAR-VA teaches us to use strengths and skills to care for residents with dementia, reduce anxiety and depression, and improve care and quality of life.



## Communication is Key!

- Communication occurs with and without words.
- We communicate with our eyes, body, tone of voice, and facial expressions.
- The message we intend to send through our verbal and nonverbal communication is not always the message received.
- Communication can be an activator for a resident's behavior.
- Good communication in response to problem behaviors can reduce their severity and duration.
- Nonverbal messages may be accidental. Make sure you mean what your body is saying.
- STAR-VA reminds us to use Practical Communication strategies with residents.
- STAR-VA teaches us to "Listen with Respect; Comfort and Redirect" (LRCR)



## The ABC's of Dementia

- Challenging dementia-related behaviors can interfere with our ability to care for residents and their ability to enjoy life.
- Behaviors are observable events. We can describe them using the four W's:
  - What was the resident doing?
  - Who was present?
  - Where was this happening?
  - When was this happening?
- We can use the STAR-VA ABC Card to better understand behaviors and develop a plan:
  - A Activator: What happened immediately before the resident's challenging behavior?
  - **B Behavior: (as above)**
  - C Consequence: What happened immediately after the resident's behavior?
- We then develop a Get Active! plan: How will we change the activator and consequences of the challenging behavior?

## **Pleasant Events**

• A pleasant event is anything that can add pleasure to a person's day

**STAR-VA** 

- Pleasant events are a key part of CLC goals of increasing individualized care and quality of life for residents
- Every interaction can be a pleasant event!
- Pleasant events are a way to help prevent challenging behaviors and to reverse depression and anxiety
- Pleasant events should be simple and easy to do
- STAR-VA provides tools to help identify pleasant events for each resident
- Family members can help to identify and implement pleasant activities for residents
- All CLC team members can help to implement pleasant events (e.g., nurses, recreation therapists, social workers, as well as volunteers and administrative staff)
- Pleasant events are everyone's job!