

**Sample Caregiver Actions to meet resident needs using EDGE Caregiver Goals on the Creative Level:**

<b>Creative Level of Basics Need</b>		
What activities, of a creative or recreational type, does (s) he need, find meaningful and prefer to occupy leisure time? (Crafts, reading, work, etc.):		
What are his/her usual problem-solving/coping strategies and skills? e.g.:		
<p><b>concrete</b> - tries to orient self by rummaging to find familiar things; "wanders" to find familiar places, faces; needs cues from environment (including staff)</p> <p><b>abstract</b> - tries to reason things out and express ideas using stored memory but may forget content of sentences;</p> <p><b>impulsive</b> - can't delay response; responds to the first stimulus (s)he sees.</p> <p><b>reflective</b> - able to consider alternative choices or options before responding.</p> <p><b>Residents' problem-solving skills need to be supported by using caregiver goals to function at highest possible level.</b></p>		
Lowest Level	Problem Solving Skills Affected by Stress, Memory Loss, Illness, etc.	Highest Level
<b>Concrete</b>	—————▶	<b>Abstract</b>
<i>Impulsive</i>	—————▶	<i>Reflective</i>
<b>Examples of Action to Meet Creative Needs</b>	<ol style="list-style-type: none"> <li>1. Look for and support successful problem-solving behavior.</li> <li>2. Provide with opportunities to solve meaningful problems (e.g., which sweater to wear, which media to use in crafts).</li> <li>3. Have person play the piano for a group.</li> <li>4. Have person participate in cooking group.</li> <li>5. Help person laugh at his/her mistakes and yours.</li> <li>6. Look with person at old family photos and talk about former roles.</li> </ol>	

EDGE Caregiver Goal Questions	Examples Of Caregiver Action To Provide Quality Care
<i>How can we:</i>	<i>When supporting the resident's problem-solving skills in helping to make lunch at Lunch Club.</i>
1. <i>help the resident feel safe?</i>	1. Look for and support successful problem-solving behavior.
2. <i>help the resident feel physically comfortable?</i>	2. Match tasks to physical abilities: make space for resident in wheelchair or walker, chopping vegetables while seated if unable to stand, use adaptive utensils as needed.
3. <i>help the resident experience a sense of control?</i>	3. Give resident choice of roles, ask for and act on advice about group ritual.
4. <i>help the resident feel valued as a person?</i>	4. Praise good job done and share compliments with other residents.
5. <i>help the resident experience optimal stimulation?</i>	5. Do not put resident in a position of failure. Know capabilities for tasks in-group and cuing needed for each.
6. <i>help the resident experience pleasure?</i>	6. Help person laugh at his/her mistakes and yours.

Document "Quality Moments" under Creative level of BASICS: (Those times when you witness that "spark of life" in the resident)
<p><b>For example:</b> <i>Marie made a floral centerpiece in the craft center and with the help of a staff member brought it to put on the table at Lunch Club. She smiled and looked pleased every time someone in the group commented on how pretty it was and how much it added to the table. She told the group about how she used to make many different kinds of arrangements like that in her own flower shop and how much she enjoyed working with silk flowers again.</i></p>
<p><b>Meeting the care plan goal that Marie will continue to use her flower arranging skills in the craft center 3x week for 4 weeks.</b></p>
<p><b>What other level of BASICS Needs were met for Marie through Lunch Club?</b></p>

<p><b>EDGE Interventions to Meet Creative Needs</b></p>	<p>A Big Band Musical Program Breakfast (Lunch or Supper) Club Social Interactions</p>
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