## **ENVIRONMENTAL ASSESSMENT TOOL**

Date:	Time:	Facility
Unit:		Observer-
OTTIC.		Observer.

1	UNOBTRUSIVELY REDUCE RISKS	N/A	ON	YES	ADD 1 IF UNOBTRUSIVE	SCORE
1	Is the garden secure, i.e. are residents prevented from getting over/ under fence or out of the gate without the assistance of a staff member?	N/A	0	1	1	
2	If the front door leads out of the unit is it secure?	N/A	0	1	1	
3	Are all side doors leading out of the unit secure?	N/A	0	1	1	
4	Are bedroom windows restricted in the extent to which they open so that residents cannot climb out?	N/A	0	1	1	
5	Is the garden easily supervised from the point(s) where staff spend most of their time?	N/A	0	1	1	
6	Is there a way to keep residents who are not safe with knives and/or appliances out of the kitchen?	N/A	0	1	1	
7	If the kitchen is used by residents is there a lockable knife drawer in the kitchen?	N/A	0	1	1	
8	If the kitchen is used by residents is the cooker a gas cooker?	N/A	0	1		
9	If the kitchen is used by residents is there a master switch that can be turned off quickly?	N/A	0	1		
10	Is the temperature of the water from all taps accessible to residents limited so that it cannot scald?	N/A	0	1		
11	If residents are involved in meal preparation are the pots and pans used small enough for them to lift easily?	N/A	0	1		
12	Are all floor areas safe from being slippery when wet (water or urine)?	N/A	0	1		
13	Is the lounge room easily supervised from the point(s) where the staff spend most of their time?	N/A	0	1	1	
14	Are all areas used by residents well lit?	N/A	0	1		

**Total score** 

2	PROVIDE A HUMAN SCALE				1-10	11-15	16-29	30+	SCORE		
1	How many people live in the unit?				Scor 3	re Score	e Score	Score 0			
3	ALLOW PEOPLE TO SEE AND BE SEEN								SCORE		
1	What proportion of confused residents can see their bedroom door from the lounge room?	N/A	O Score O	Sco	ore	<b>50%</b> Score 2	<b>75%</b> Score 3	<b>100%</b> Score 4			
2	What proportion of confused residents can see the lounge room as soon as they leave their bedroom?	N/A	O Score 0	Sco	s <b>%</b> ore	<b>50%</b> Score 2	<b>75%</b> Score 3	<b>100%</b> Score 4			
3	What proportion of confused residents can see the dining room as soon as they leave their bedroom?	N/A	O Score O	Sco	s <b>%</b> ore	<b>50%</b> Score 2	<b>75%</b> Score 3	<b>100%</b> Score 4			
4	Can the exit to the garden be seen from the lounge room?  If there is more than 1 lounge room answer with reference to the one used by most confused residents.	N	/A	NO Score 0		YES Score 1					
5	Can the dining room be seen into from the lounge room?  If there is more than 1 dining room or lounge room answer with reference to those used by most confused residents.	N	/A		NO Score 0		Score S		YI Sc	ES ore I	
6	Can the kitchen be seen into from the lounge room?  If there is more than 1 lounge room answer with reference to the one used by most confused residents.	N	/A	NO Score 0		Score Score		ore			
7	Can the kitchen be seen into from the dining room?  If there is more than 1 dining room answer with reference to the one used by most confused residents.	N/A Score 0		YES Score 1							
8	Can a toilet be seen from the dining room?  If there is more than 1 dining room answer with reference to the one used by most confused residents	N/A		NO Score 0		YES Score 1					
9	Can a toilet be seen from the lounge room?  If there is more than 1 lounge room answer with reference to the one used by most confused residents.	N	/A	NO Score 0		YES Score 1					
10	Can the lounge room be seen into from the point(s) where staff spend most of their time?	N	/A		NO Sco O	re	Sc	ES ore I			

**Total score** 

4	MANAGE LEVELS OF STIMULATION - REDUCE UNHELPFUL STIMULATION	YES	ON	SCORE
1	Does the doorbell attract the attention of the residents?	0	1	
2	Is the noise from the kitchen distracting for the residents?	0	1	
3	Are doors to cleaner's cupboards, storerooms and other areas where residents may find danger easily seen (i.e. not hidden or painted to merge with the walls)?	0	1	
4	Is the wardrobe that the resident uses full of a confusing number of clothes?	0	1	
5	Are deliveries of food, linen etc. taken across public areas such as the lounge or dining room?	0	1	
6	Is there a public address, staff paging or call system in use that involves the use of loud speakers, flashing lights, bells etc?	0	1	
7	Is the front entry to the unit easily visible to the residents?	0	1	
8	Is the service entry (where food, linen etc is delivered to) easily visible to the residents?	0	1	

## **Score is number of NO responses**

5	MANAGE LEVELS OF STIMULATION - OPTIMISE HELPFUL STIMULATION	O N	YES	SCORE
1	Is the dining room looked into from the lounge room or <u>clearly</u> marked with a sign or symbol?	0	1	
2	Is the lounge room either looked into from the dining room or <u>clearly</u> marked with a sign or symbol?	0	1	
3	Do bedrooms have a sign, symbol or display that identifies them as belonging to a particular individual?	0	1	
4	Are the shared bathrooms and/or toilets <u>clearly</u> marked with a sign, symbol or colour coded door?	0	1	
5	Is the kitchen either looked into from the lounge or dining room or <u>clearly</u> marked with a sign or symbol?	0	1	
6	Are toilets visible as soon as the toilet/bathroom door is opened?	0	1	
7	Is there a lot of natural lighting in the lounge room?	0	1	
8	Is the artificial lighting bright enough in all areas?	0	1	
9	Is the lighting free of glare, eg from bare bulbs, off shiny surfaces?	0	1	

6	SUPPORT MOVEMENT AND ENGAGEMENT				SCORE		
1a	Is there a clearly defined and easily accessible (i.e. no locked exit) path in the garden that guides the resident back to their starting point without taking them into a blind alley?						
	If answer to 1a is YES answer 1b,1c,1d,1e,1f and 1g			•			
1b	Does the external path allow the resident to see into areas that might in participation in an appropriate activity other than wandering?	nvite	0	1			
1c	Is the path within a secure perimeter?		0	1			
1d	Can this path be easily and unobtrusively surveyed by staff members?		0	1			
1e	Are there chairs or benches along the path where people can sit and er the fresh air?	njoy	0	1			
1f	Are there both sunny and shady areas along the path?		0	1			
1g	Does the path take residents past a toilet?		0	1			
2a	Is there a clearly defined path inside that takes the resident around furr and back to their starting point without taking them into a blind alley?	niture	0	1			
	If answer to 2a is YES answer 2b						
2b	Does the internal path allow the resident to see into areas that might invite participation in an appropriate activity other than wandering?						
	Total Score is number of Y	ES re	espon	ses			
7	CREATE A FAMILIAR PLACE	MANY	A FEW	NONE	SCORE		
1	Are there any colours in the furnishings or the decoration that would not have been familiar to the majority of residents when they were 30 years old?	0	1	2			
2	Are there any taps, light switches, door knobs that are to be used by residents that are of a design that would <u>not</u> have been familiar to the majority of residents when they were 30 years old?		1	2			
3	Are there any pieces of furniture in the lounge room or the dining room that are of a design that would <u>not</u> have been familiar to the majority of residents when they were 30 years old?		1	2			
4	Are there any pieces of furniture in the bedrooms that are of a design that would <u>not</u> have been familiar to the majority of residents when they were 30 years old?	0	1	2			
5	How many residents have their own ornaments, photos in their bedroom?	2	1	0			

**Total Score** 

	PROVIDE A VARIETY OF PLACE WITH OTHERS - IN THE UNIT	ES TO	BE AL	ON.	ΕO	R		SCORE
1	Are there small areas (nooks) that provide opportunities for casual interaction and quiet chats?	None Score 0	1 Score 1	Sco	2 ore 2		more core	
2	How many of these areas or nooks have views of pleasant or interesting scenes (outside, the living room, the nursing station)?	None Score 0	1 Score 1	Sco	2 ore 2		more core 3	
3	Do the shared living areas support small group activities (4-6 people) without rearranging the furniture?	N/A	NO Score 1	Sco	YES core 2			
4	Does the dining room provide opportunities for residents to eat in small groups (2-4)?	N/A	NO Score 1	Sco	ES ore			
5	Does the dining area provide opportunities for people to eat alone?	N/A	NO Score 1	Sco	ES ore			
					Tota	al s	core	
9	PROVIDE A VARIETY OF PLACES TO BE ALONE OR WITH OTHERS - IN THE COMMUNITY						YES	SCORE
1	Is there an area or room somewhat removed from where families can share meals with their relative		dining ro	om		0	1	
	If answer to 1 is YES answer 1a							
1a	Is this room/area domestic and familiar in nature, to reassure family members and friends and encourage them to visit and to participate in the care of the resident?							
	resident:							
	Total Score		nber of	YES	res	pon	ises	
10		e is nun		YES	ores or 40		Ses %05	SCORE
10	PROVIDE OPPORTUNITIES FO	e is nun						SCORE
10	PROVIDE OPPORTUNITIES FO ENGAGEMENT WITH ORDINAL	e is nun						SCORE
	PROVIDE OPPORTUNITIES FOENGAGEMENT WITH ORDINAL How many residents:	R RY LIF		NONE	UP TO 50%		THAN 50%	SCORE
1	PROVIDE OPPORTUNITIES FOENGAGEMENT WITH ORDINAL How many residents:  Have access to a kitchen?	R RY LIFI		<b>NON</b>	UP TO 50%		<b>2</b>	SCORE
1 2	PROVIDE OPPORTUNITIES FOENGAGEMENT WITH ORDINAL How many residents: Have access to a kitchen? Have a significant involvement in main meal preparation.	R RY LIFI Daration? or drinks?	E	<b>NONE</b> 0 0	1 01 dn		<b>NHT</b> 2 2 2	SCORE
1 2 3	PROVIDE OPPORTUNITIES FOENGAGEMENT WITH ORDINAL How many residents:  Have access to a kitchen?  Have a significant involvement in main meal preparate a significant involvement in making snacks	RRY LIFE	E	0 0 0	01 dh 1		2 2 2	SCORE
1 2 3 4	PROVIDE OPPORTUNITIES FOENGAGEMENT WITH ORDINAL  How many residents:  Have access to a kitchen?  Have a significant involvement in main meal preparate a significant involvement in making snacks.  Have a significant involvement in keeping bedroo	RRY LIFE	E	0 0 0 0	1 1 1		2 2 2 2	SCORE
1 2 3 4 5	PROVIDE OPPORTUNITIES FOENGAGEMENT WITH ORDINAL  How many residents:  Have access to a kitchen?  Have a significant involvement in main meal presidents and significant involvement in making snacks.  Have a significant involvement in keeping bedrood.  Have a significant involvement in personal laundress.	RRY LIFE	E	0 0 0 0	1 1 1		2 2 2 2 2	SCORE
1 2 3 4 5	PROVIDE OPPORTUNITIES FOENGAGEMENT WITH ORDINAL  How many residents:  Have access to a kitchen?  Have a significant involvement in main meal presidents and a significant involvement in making snacks.  Have a significant involvement in keeping bedrood Have a significant involvement in personal laundry.  Are involved in gardening?	RRY LIFE	E	0 0 0 0 0	01 dn 1 1 1 1 1 1		2 2 2 2 2 2	SCORE

SUMMARY OF SCORES	POSSIBLE	ACTUAL	PERCENTAGE
Unobtrusively reduce risks	22		
Provide a human scale	3		
Allow people to see and be seen	19		
Manage levels of stimulation - reduce unhelpful stimulation	8		
Manage levels of stimulation - optimise helpful stimulation	9		
Support movement and engagement	9		
Create a familiar place	12		
Provide a variety of places to be alone or with others - in the unit	12		
Provide a variety of places to be alone or with others - in the community	2		
Provide opportunities for engagement with ordinary life	16		
Total Score	112		

The Total score is the average of the percentage scores above.

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See - Fleming, R., I. Forbes and K. Bennett (2003). Adapting the ward for people with dementia. Sydney, NSW Department of Health.