Foundations of Neurobehavioral Management

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Objectives

- Facilitate skill development, critical thinking, and therapist confidence to successfully support the rehabilitation of patients with traumatic brain injury.
- Provide tools to identify, analyze and successfully provide interventions to address maladaptive behaviors
- Foster clear and effective communication to maximize collaboration between clinicians, patients and families



Impact of Brain Injury on Anatomy Personality changes Receptive aphasia Apraxia

- Decreased judgement Increased impulsivity Irritability
- Aggression Decreased drive Lethargy
- Apathy Inappropriate sexual behavior
- Decreased attention Unregulated mood
- and emotions Expressive aphasia Paresis or Paralysis
- Difficulty recognizing
- Decreased attention to auditory or visual stimuli Difficulty with
- categorization Memory problems Emotional disturbances
- impaired spatial awareness or neglect Astereognosis R-L disorientation
- Alexia Agraphia

Impact of Brain Injury on Anatomy

- Disorientation Visual confusion Visual illusions
- Hallucinations
- Visual field cuts
- Blindness Difficulty identifying colors,

objects, words or movements

- Frustration
- Anger Unmodulated emotions and affect - explosive rage



Rancho Scale

- 1. No response
- 2. Generalized response
- 3. Localized response
- 4. Confused-agitated
- 5. Confused-inappropriate-non-agitated
- 6. Confused appropriate
- 7. Automatic appropriate
- 8-10. Purposeful appropriate



Rancho 3 – Behavior Presentation

- · Inconsistent command following (raising a hand, opening eyes, etc..)
- · Brief attention span
- · Occasionally tracking with eyes
- Discomfort is communicated through physical status (blood pressure, temperature, posture, pulling at tubes, etc..).



Rancho 4 – Behavior Presentation

- Agitated and aggressive
- Confused
- Uncooperative
- Confabulates
- No day to day memory
- Easily overstimulated
- Disoriented



Rancho 5 & 6 – Behavior Presentation

Rancho 5

- Easily fatigued
- Occasionally agitated
- Occasionally overstimulated
- Poor day-to-day memory
- Poor initiation
- Confused
- Disoriented

Rancho 6

- Emerging Initiation
- Short attention span
- and tatternion sp
- Slow processing
- Emerging memory Improving endurance
- Disoriented
- · Emerging awareness



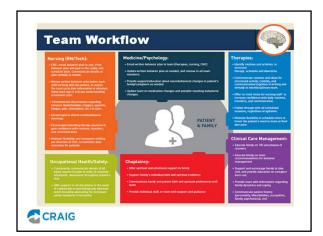
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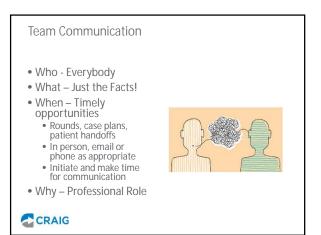
Basic Concepts for Patient Management

- 1. Know and observe patient Behavior
- 2. Use a Team Approach
- 3. Create a Therapeutic Environment
- 4. Plan for Therapeutic Interactions







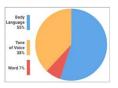


Communication

How are you presenting yourself?

- Internal Factors
 - Attitude and positive regard for patient
 - Mood
 - Motivation
 - · Good at multi tasking
 - Tolerance for rapid and
 - constant change
 - Ability to assess temperament • Understanding of own vulnerabilities
- CRAIG

- External Factors:
 - · Body language:
 - · arms crossed
 - eye contact
 - · volume of voice



Behavior Management Plans

- Behavior plan format
 - Short and long term goals
 - Tangible achievements Projected functional outcomes
 - · Definition of target behaviors
 - Behaviors that interrupt therapy
 - · Impede progress
 - Endanger others
 - · Disrupt activities
 - Data collection
 - Frequency, timing and duration of behaviors
 - · Staff procedures
 - How to arrange environmental conditions to reduce chances of

 - · Outline response options for staff



Client Protection Plan Example

- · Before you help me:
 - Tell me what you are going to do (avoid startle response
 - Touch me gently so I can get ready
- Wait a moment so I can adjust when you see me:
 - · Frown over left eye
 - Purse my lips
- · Begin to drool
- Completely stop what you are doing when you see me:
 Frown, purse my lips, and pull back the corners of my mouth
 More than usual drooling

 - Increase body tone
 - · Turn my head away from you



Therapeutic Environment

- Safe
- · Low stimulation
- Access to variety of activities
- Rest time



Patient Safety Check AFETY CHECKS & Fall Risk Yellow Binder

Environmental Safety Check

- Environment/External Factors
 - Physical environment
 - Exits, sound, temperature
 - · Pictures, distractions
 - Attire
 - Mobility
 - · Necessary items
 - Cluster cares
 - · Work in pairs





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Low Stimulation

- 5 Senses
 - Sight
 - Sound
 - Smell
 - Taste
 - Touch

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- · Cross talk Clutter
- Introduce yourself

Reduce distractions

• Number of people

• Mindful use of TV





More Activity Ideas

- Do activities they enjoy
- Use checklists, memory book, schedules
- Provide familiarity with physical environment
- Capitalize on self-oriented, automatic behaviors
- Play simple, over-learned games improves attention, memory and problem solving
- · Gross motor easier than fine motor



Rest Periods

- Scheduled mid-day break
- No TV or devices
- Room should not be fully dark
- Allow for quiet, if not actually sleeping
- Should not sleep for more than about 1 hr.

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Rancho 3 Therapeutic Environment Comfort

- Use low stimulation guidelines
- Implement therapeutic rest breaks as needed
- Use team communication methods
- · Establish a behavioral baseline to know how environment is impacting the patient
 - · Observe resting posture, signs of discomfort, attempts to communicate, etc.
- Limit the number and duration of visitors
- · Consider using a client protection plan



Rancho 4 Therapeutic Environment

- Structure
- Use low stimulation guidelines
- Schedule therapeutic rest breaks as needed
- Implementing a daily routine is helpful
- Know and watch for things that agitate the patient and avoid them
- Provide a structured, predictable and safe environment



Rancho 5/6 Therapeutic Environment

- Consistency
- Use low stimulation guidelines
- Implement therapeutic rest as needed
- Environment and Routines should be predictable
- Have structured activities to perform during downtime (they need multiple tasks on hand to switch between: folding towels, playing cards, etc..)
- Approach should be same across disciplines
- Avoid noisy areas
- Team communication regarding routines is even more important at this stage



Therapeutic Interactions

- Communication Tips
- Providing Choices
- Errorless learning
- Over-plan
- Task analysis
- Remain calm



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Communication with Patient

- Respectful
- Simple
- Natural
- Allow time to respond
- Considerations when rephrasing
- Provide choices



Sit Down





Maximize Effective Communication

BIG Face Body Language, Intonation, Gestures, Facial expressions



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Errorless Learning

- Addresses Procedural learning tasks
- Principles:
 - Break down tasks
 - Provide modeling before practice
 - Do not allow guessing
 - Use prompts to avoid errors
- Increased patient success, lowers rate of frustration
- Gradually wean prompts /assist while maintaining success rate



Rancho 3 Therapeutic Interactions

- Calming
- Talk as if the person understands
- Use a soothing, calm voice
- Touch the person for orientation to your presence
- Give the person extra time to respond
- Conversations with the patient present should be directly relatable
- All team members, including families, should be watching for consistent responses to stimuli



RAIG

Rancho 4 Therapeutic Interactions

- Reduce Confusion
- Provide orientation information
- Don't quiz
- Disengage when escalating
- Allow time and space to respond
- Don't try to reason with them
- Avoid making jokes or using sarcasm
- Avoid verbally responding to their behavior
- Check your own emotions and get relief as needed to maintain calmness and control



Rancho 5/6 Therapeutic Interaction

- Orientation
- Focus on functional activities
- Complexity should be low
- Do what you can to help patient be successful
- Use memory notebooks
- . Treat in the least distracting environment
- Avoid quizzing the patient or asking too many questions
- Use procedural learning techniques



Crisis Management

- Behavior Modification Ethics
- ABC Model of Behavior
- Prevention
- Intervention



Definitions of Behavior

ABC model of behavior

- Antecedents cues that occur before a target behavior and increase the probability of a given response.
- **Behavior** the way in which a person acts in response to a particular situation or stimulus
- Consequences event immediately following a behavior, cumulatively have an influence on whether a behavior occurs again.

Needs Assessment and Triggers



your care?

Background

• Culture

Observation

Baseline vs moving away from baseline

- Posture
- Breathing
- Facial Expression
- Skin tone
- Voice Quality
- Environment
- Eye contact

- abuse history

 Occupation
 - OccupationLikes, dislikes

How can knowledge inform

• Family system structure

Psycho-social history

Medical conditions

• Trauma or substance

What observations can you make about the patient?

- Fatigue
- Change of environment, routine, staff
- Responses to overwhelming or misleading stimuli
- Excessive demands
- Excessive dem
- Patient Need
 - Pain, hot/cold, bowel/bladder needs, position, safety, confusion
- Consider impact of injury double vision, dizziness

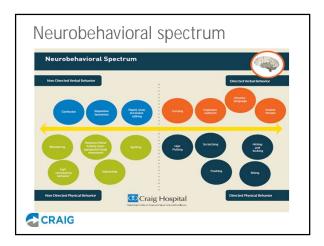




Maladaptive Behavior

- It is not a synonym for bad behavior, rather, it is behavior that is inadequate, inappropriate or excessive in a given situation
 - Dysfunctional
 - Non-productive
 - · Often irrational





Behavioral Consequences

- Impact the future rate, duration and intensity of the behavior
- How does a behavioral response benefit the patient?
 - What do they___?
 - Get?
 - Escape?
 - Avoid?



Interventions

- Verbal Alternatives
- Redirection
- Calming techniques
- · Behavior Replacement
- De-escalation
- Physical interventions



Goal of Interventions

- Goals of behavior management as a part of rehabilitation:
 - Decrease maladaptive behaviors
 - Teach what not to do
 - Increase appropriate behaviors
 - · Teach what to do
 - Behavior replacement



Obstinate patient case

- What is the identified behavior?
- What were the antecedents?
- What were the consequences?
- Approach?

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Cody is a 24 year old male, who was injured in a motor vehicle accident. He currently presents as a Ranch IV. He has a diffuse axonal injury with fronto-temporal lobe involvement. Cody is positioned in his manual wheelchair with lock belt secured. Two staff members and 2 family members are in the room with Cody. It is a beautiful, sunny, Colorado day and Cody's mom has opened the blinds to let the sunshine in. One staff member is educating Cody's family on TBI recovery, while the other is helping Cody fill out his lunch menu. Cody attempts to self-propel his wheelchair across the room. When asked to remain in place, he begins to speak with an increasingly loud voice, and make direct eye contact. At that time, Cody's parents and staff step closer and verbally offer him several choices to "calm him down". Cody then begins yelling insulting comments directed at both staff and family, he firmly declines all choices offered and continues yelling inappropriate comments as he attempts to get out of the door.



Verbal Alternatives

- Ask permission
- Patient specific incentives
- Rephrasing to include choices and options
- Inform patient ahead of time about upcoming transitions
- Using simple written lists

Physical patient case

· What is the identified behavior?

• What were the antecedents?

• What were the consequences?





Patient Specific Incentives

Listening Games

Time TV Privacy

Music Rest









Freedom Phone Passes

Passes Calls Praise

Recognition

Food or Drink

CRAIG

• Approach?

Physical Vignette

Around 1:15pm Cody was in his tilt –in-space wheelchair with a lock belt secured. Cody became increasingly restless and started to remove his shirt, shoes, and pants. Cody was scheduled for a therapy session at 1:30 and was asked to put his clothes back on. Cody continued to remove his clothing and move around restlessly in his chair. When Cody was asked again to put on his clothing he firmly replied "No". At that time, staff stepped in and started pulling his pants back up. Cody first grabbed the staff's hands and then swiftly punched her in the chest.



De-Escalation

Disengagement: the key to success



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De-escalation

- Verbal and Non-verbal techniques
- 1. Respect personal space
- 2. Do not be provocative
- 3. Establish verbal contact
- 4. Be concise
- 5. Identify wants/needs
- 6. Set clear limits
- 7. Offer choices
- 8. Debrief the patient and staff



Physical Skills

- Therapeutic Holds
- Hair pulls
- Arm grabs
- Nails/Bites
- Consider principles of disengagement, reduced leverage and control



Education and Learning



- Debriefing
- Documentation



De-briefing after Escalated Event

- What happened?
 - Antecedents Behaviors Consequences
- What went well?
- What didn't go well?
- What can we do better?
 - Track certain triggers
 - Monitor antecedents
 - Intervene sooner

The definition of insanity is doing the same thing over and over and expecting different results.

Documentation

- Just the facts
- Agitated event
 - Include components of Debriefing
- Ethical
- Indicator of Medical Necessity
- Considerations for Progress
- Identifies Skilled Care



Summary

- Build Critical Thinking
 - Every injury is different, usually multiple injuries result in patient presentation
- Cultivate Professionalism and Identify Tools
 - TEAM approach to care
 - Neurobehavioral Interventions
- Foster Clear and Effective Communication
 - This takes collaboration!



