

MCM Functional Behaviour Profile

This assessment is designed to record the capacity of a person living with a dementia to engage in tasks, social interactions, and problem solving. This tool should be completed by a small group of staff members or someone who is familiar with and know the person well. It can be administered as an interview or self-scored.

All the questions relate to how the person living with an impaired cognitive function performs in their daily activities. As a reference the staff should respond based upon the person with a dementia's actions during the past week.

There are 27 statements to answer. Each statement has 5 possible responses (scored from 4 to 0). Circle one score per question. Add together the scores from each page to give a total score. The maximum total score is 108.

A score of less than 60 but more than 40	Indicative that the person with a dementia is experiencing moving from an 'Early Experience' of living with a dementia to experiencing a 'Different Reality'.
A score of less than 40 but more than 20	Indicates that the person living with a dementia is experiencing moving from a 'Different Reality' to experiencing 'Repetitive Emotion'.
A score of less than 20	Indicative that the person with a dementia has specialist 'Later Stage' needs.

Guiding Principles

This tool is designed to assist in the process of 'Matching' a group of people with similar needs so they can be better supported. One of the ways this can be achieved is through assessing at what 'stage' in their experience people are with dementia. Using the 'Functional Behaviour Profile' to assess the levels of functioning and needs for each person living in the home can assist in this process.

It is important to note that this is not a decision-making tool for determining moving residents. 'Matching' may also be based on common interests or sharing common life experiences.

References:

This document has been adapted from: Baum, C Edwards, D.F. Morrow-Howell, N (1993) Identification and measurement of productive behaviours in senile dementia of the Alzheimer type. *The Gerontologist*, 33(3) 403-408

Feil N, de Klerk-Rubin V. Third Edition. 2012. 'The Validation Breakthrough: Simple Techniques for Communicating with People with Alzheimer's and Other Dementias.' HPP (Health Professions Press)

Name:	Date:	Total Score:		
Completed by:				
1. The person is able to concentrate on a task for: (E.g. getting dressed, eating a meal/snack).				
Over 25 min 4	5-15 min 3	3-5 min 2	1-3 min 1	Less than 1 min 0
2. The person finishes the tasks that have been started. (E.g. Getting dressed, eating a meal/snack).				
Always 100% 4	Usually 80% 3	Sometimes 50% 2	Rarely 20% 1	Never <10% 0
3. When the person does a 'task' it is done neatly. (E.g. Eating, personal grooming, brushing teeth)				
Always 100% 4	Usually 80% 3	Sometimes 50% 2	Rarely 20% 1	Never <10% 0
4. The person can use tools or instruments in performing tasks. (E.g. Using a toothbrush, using cutlery to cut up food).				
Always 100% 4	Usually 80% 3	Sometimes 50% 2	Rarely 20% 1	Never <10% 0
5. The person can manipulate small items. (E.g. Using a pen, buttoning, make up)				
Always 100% 4	Usually 80% 3	Sometimes 50% 2	Rarely 20% 1	Never <10% 0
6. The person's activities are appropriate to the time of day. (E.g. sleeps at night, alert during the day)				
Always 100% 4	Usually 80% 3	Sometimes 50% 2	Rarely 20% 1	Never <10% 0
7. The person undertakes a task of daily life that is accomplished within a reasonable time frame. (E.g. such as putting clothes on, eating a meal or shaving)				
Always 100% 4	Usually 80% 3	Sometimes 50% 2	Rarely 20% 1	Never <10% 0
Totals This Page:				

8. The person makes simple decisions independently. (E.g. What to wear, what to eat, what to do around the house or care setting)					
Always	Usually	Sometimes	Rarely	Never	
100%	80%	50%	20%	<10%	
4	3	2	1	0	
9. The person can solve a problem when given repeated assistance. (E.g. locating objects and places. Using toothpaste. Finding the dining room or toilet)					
Always	Usually	Sometimes	Rarely	Never	
100%	80%	50%	20%	<10%	
4	3	2	1	0	
10. The person takes responsibility for basic tasks. (E.g. maintains their room, setting the table, watering the plants or feeding the gold fish).					
Always	Usually	Sometimes	Rarely	Never	
100%	80%	50%	20%	<10%	
4	3	2	1	0	
11. The person can respond to a 'one step request'. (E.g. Directions to do only one thing, like "please sit here" or "please take my hand")					
Always	Usually	Sometimes	Rarely	Never	
100%	80%	50%	20%	<10%	
4	3	2	1	0	
12. The person shows enjoyment in activities. (E.g. Smiles. Taps feet. Relaxed posture)					
Always	Usually	Sometimes	Rarely	Never	
100%	80%	50%	20%	<10%	
4	3	2	1	0	
13. The person participates in activities. (E.g. Flower arranging. Shoe cleaning. Looking at pictures associated with hobbies or work).					
Always	Usually	Sometimes	Rarely	Never	
100%	80%	50%	20%	<10%	
4	3	2	1	0	
14. The person does activities without frustration. (E.g. Demonstrates patience and enjoyment, is relaxed).					
Always	Usually	Sometimes	Rarely	Never	
100%	80%	50%	20%	<10%	
4	3	2	1	0	
Totals This Page:					

15. The person continues with an activity even when they become frustrated. (E.g. Doing up buttons or zips. Putting on a sweater or coat).					
Always	Usually	Sometimes	Rarely	Never	
100%	80%	50%	20%	<10%	
4	3	2	1	0	
16. The person can identify familiar persons. (E.g. Partner, children, friends)					
Always	Usually	Sometimes	Rarely	Never	
100%	80%	50%	20%	<10%	
4	3	2	1	0	
17. The person will start a conversation with another person. (E.g. You look nice! How are you today?)					
Always	Usually	Sometimes	Rarely	Never	
100%	80%	50%	20%	<10%	
4	3	2	1	0	
18. Socialises when others begin conversation or contact. (E.g. Will join in if others are chatting)					
Always	Usually	Sometimes	Rarely	Never	
100%	80%	50%	20%	<10%	
4	3	2	1	0	
19. The person expresses himself or herself appropriate to the situation. (E.g. Shows respect for Church Services. Laughs/Cries appropriately)					
Always	Usually	Sometimes	Rarely	Never	
100%	80%	50%	20%	<10%	
4	3	2	1	0	
20. The person is able to make a decision when presented with choices. (E.g. Joining in with an activity).					
Always	Usually	Sometimes	Rarely	Never	
100%	80%	50%	20%	<10%	
4	3	2	1	0	
21. The person can learn a simple activity without difficulty. (E.g. How to call for assistance, turn on a bedside lamp).					
Always	Usually	Sometimes	Rarely	Never	
100%	80%	50%	20%	<10%	
4	3	2	1	0	
Totals This Page:					

22. The person can respond to a two-step request. (E.g. Directions to do two things in sequence: 'Please open the door, and get the paper.' or 'Please take off your slippers and get into bed'.)				
Always 100% ④	Usually 80% ③	Sometimes 50% ②	Rarely 20% ①	Never <10% ①
23. The person can respond to a three-step request. (E.g. Directions to do three things in sequence: 'Please open the door, and get the paper and if Mary is in the garden, ask her to come in for dinner.' or 'Please put on the light take off your slippers and get into bed').				
Always 100% ④	Usually 80% ③	Sometimes 50% ②	Rarely 20% ①	Never <10% ①
24. The person can learn a complex activity without difficulty. (E.g. new activity, directions, using an Electric toothbrush. Looking at pictures on an ipad)				
Always 100% ④	Usually 80% ③	Sometimes 50% ②	Rarely 20% ①	Never <10% ①
25. The person knows how old they are or remembers the name or occupation of their partner.				
Always 100% ④	Usually 80% ③	Sometimes 50% ②	Rarely 20% ①	Never <10% ①
26. The person can independently makes complex decisions (E.g. What to do today, go on the outing to the sea side or stay for the sing a long)				
Always 100% ④	Usually 80% ③	Sometimes 50% ②	Rarely 20% ①	Never <10% ①
27. Can undertake an everyday task without assistance (E.g. Turning on the radio)				
Always 100% ④	Usually 80% ③	Sometimes 50% ②	Rarely 20% ①	Never <10% ①
				Totals This Page:
Totals Page 2	Totals Page 3	Totals Page 4	Totals Page 5	(Totals Pages 2 + 3 + 4 + 5) Overall Score