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# INFO-CONNECT

# Need-Driven DementiaCompromised Behavior (NDB)

# The Facts . . .

- ⇒ Disruptive, agitated, and aggressive behaviors often result from one or more unmet needs — physical, psychological, emotional or social.
- ⇒ Loss of ability to express needs in language causes the person to "communicate" through behavior.
- ⇒ NDB Model emphasizes the interaction between stable individual characteristics and fluctuating environmental factors that may cause stress or discomfort.
- ⇒ Assessment is the key to accurate interventions and quality of care.

# The NDB Model

Need-Driven Dementia-Compromised Behaviors (NDB) Model presents a different way of thinking about "problem" behaviors.

- Developed by a group of nurse researchers<sup>1</sup> who sought to better understand and manage "problem" behaviors in dementia.
- Arose out of the desire to "re-frame" caregivers' thinking and provide an alternative view.
- Provides a framework to understand behaviors that have been called
  - ⇒ Difficult
  - ⇒ Disturbing
  - ⇒ Disruptive
  - ⇒ Problematic

### Essential Features

- Problem behaviors are the result of interaction between:
  - ⇒ Relatively stable Individual Characteristics
  - ⇒ Ever-changing Environmental Triggers
- Problem behaviors are an "expression" of one or more "unmet needs" — physical, psychological, emotional, or social.
- Persons with dementia are unable to form thoughts or express needs in language.
- Unmet need emerges in behavior symptom(s).
- Comfort and quality of care depend on accurate assessment and intervention.

## **NDB Behaviors**

NDBs take many forms, including the following:

- Wandering, elopement
- Disruptive vocalizations
- · Agitation and aggression
- Sleep disturbance
- · Resistance to personal cares

Algase, D., Beck, C., Kolanowski, A., Whall, A. Berent, S., Rickards, K., & Beattie, E. (1996). Need-driven dementia-compromised behavior: An alternative view of disruptive behavior. *American Journal of Alzheimer's Disease*, 11(6), 10-19.

# Management Strategies

- · Are highly individualized.
- · Arise out of assessment data.
- · Rely on thoughtful review and assessment of
  - ⇒ INDIVIDUAL CHARACTERISTICS that are fairly stable and longstanding:
    - ✓ Health conditions
    - ✓ Level of disability due to dementia
    - ✓ Personal history and experiences
    - Long-standing personality traits and coping patterns
  - ⇒ ENVIRONMENTAL TRIGGERS that tend to fluctuate and vary:
    - ✓ Personal environment
    - ✓ Social environment
    - ✓ Physical environment

# Assessment is Key

Comprehensive and ongoing assessment is vital.

- Describe the behavior: WHO? WHAT? WHEN?
   WHERE? HOW LONG? HOW OFTEN?
- Ask: Who is this a problem for?
  - $\Rightarrow$  The patient?
  - ⇒ Others around him/her?
- Listen carefully for the message the person is attempting to convey.
- Observe for possible "hidden meanings" in actions, words.
- Involve family who may understand meanings of words or phrases.
- Look for patterns and document habits.
- Attend to nonverbal cues and messages.
- Rule in, rule out medical and/or physical problems.
- Seek to understand the person's internal reality.
- Re-frame the problem: Think of the person as DISTRESSED vs. DISTRESSING.
- Brainstorm with staff and family regarding possible causes and interventions that work even part of the
- · Reevaluate frequently.
  - ⇒ As person's status changes due to dementia, so will the response to interventions. Keep trying!

# Assessing NDB

#### 1. OVERSTIMULATION

- Noise?
- · Confusion?
- Number of people?
- · Level of activity?
- · Competing demands for attention?
- Lighting, visual illusions, level of stimulation?
- Need for privacy?
- · Hurried approach of caregiver?
- Confused by directions or requests?
- Dislikes being "done to" in personal cares?

#### 2. UNDERSTIMULATION

- · Hearing?
- Vision?
- Touch?
- Smell?
- Taste?
- · Prosthesis in place?
- Prosthesis working?
- Alone in room?
- Visitors, social contacts?

#### 3. PAIN/DISCOMFORT

- New, reoccurring health conditions?
- Joint pain, stiffness (e.g., arthritis, medication side effects, immobility)?
- Skin, mucous membrane integrity?
- Infections (e.g., UTI, respiratory)?
- · Ingrown toenails?
- Incontinence?
- · Constipation, gas, gastric upset?
- · Comfortable clothing, shoes?
- · Room temperature?
- · Hunger, thirst?
- · Dentures fit?

#### 4. IMMOBILITY

- Level of movement?
- · Ability to ambulate?
- Gait stability?
- Bedfast?
- Positioning challenges?

- Bedfast?
- Positioning challenges?
- "Fit" of wheelchair?
- Use of assistive devices?
- Physical barriers to movement?
- · Use of restraints?

#### 5. PSYCHOSIS

- Level of distress to person?
  - Simple delusion due to "time confusion"
  - ✓ Troubling, fear-provoking experience?
- · Misleading stimuli causing illusions?
  - ✓ Reflections?
  - ✓ Pictures?
  - ✓ Televisions?
  - ✓ Radio, other noise?
  - ✓ Public address system?
  - ✓ Clutter?
  - √ Voices?
- · "Orienting" physical features?
  - ✓ Calendars?
  - ✓ Clocks?
  - ✓ Family photos?
  - ✓ Signs, labels?
  - Understandable physical features?

#### 6. DEPRESSION

- Observable signs?
  - ✓ Facial grimacing?
  - Sad expression?
  - ✓ Crying?
  - Anxious, worrisome appearance?
  - Words/phrases sound sad, helpless, fearful?
  - ✓ Appetite disturbed?
  - ✓ Weight loss?
  - ✓ Sleep disturbed?
  - Energy level reduced?
  - ✓ Attention span reduced?
  - ✓ Psychomotor activity disturbed?
  - Unwilling to conduct ADLs when has ability?
  - ✓ Withdraws to room, bed?
  - ✓ Resists socialization?
- MDS score?
- · Real-life stress, loss, grief reaction?
- Past history of depression?
- Past "nervous" problem?

History of vascular problems?

#### 7. FATIGUE

- · Daily routines consistent with past routines?
  - ✓ Hour of rising?
  - ✓ Rest, napping?
  - ✓ Level of activity?
  - ✓ Type of activity?
  - ✓ Bedtime?
- Appropriate level of stimulation?
  - ✓ Too much?
  - ✓ Wrong type?

#### 8. PHYSICAL DESIGN

- Institutional vs. homelike
- Signs & symbols to promote wayfinding?
  - ✓ Picture of toilet
  - ✓ Stop sign near doors
  - ✓ Orienting objects near doors (e.g., memory box)
- Personal items to comfort, orient?
- · Familiar pictures on walls?
- Furniture inviting?
- · Adequate color contrast? Use of bright, primary colors?
- Adequate level of light? Use of natural light?
- Opportunities to sit, visit?
- Inviting smells, views?
- Disguised exits?
- Outdoor opportunities?
  - ✓ Courtyards
  - √ Fenced areas
  - Things to safely do outside

NDB: Part 1 of a 4-Part Series

**Part 2: Disruptive Vocalizations** 

Part 3: Sleep Disturbance

Part 4: Wandering and Elopement

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