

CREATE A CREATURE

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- **THE PROJECT.** Create a Creature is a regional event. Aged Care Facilities from around the Hunter Region were invited to participate in creating a Paper Mache Zoo. The Zoo was to be a display of any type of creature as close to life size as possible and entered into a competition using imagination in the decorating and presentation of each entry.
 - **THE OBJECTIVES** Create a Creature is an initiative to bring people together in an inclusive environment to Increase interest and provide a platform for creative expression. The project has created motivation for consumers to be involved in a regional project. Encouragement of choice and decision making including enablement of fine motor skills in a social setting. The project supports consumers in team work and enthuses with a competitive spirit providing a purposeful goal. Providing opportunity to increase awareness in the larger community with an installation of creatures at a local shopping complex with staff on hand to answer questions and provide information on aged care in the Hunter region. . The initiative was an inclusive community event promoting community awareness, understanding and bringing people together in a social environment.
 - **THE DESIGN.** Woodlands UPA would become the host of the Zoo and consumers from other facilities invited to join us for a social morning tea and presentation of the trophies. By including others in the initiative from the community such as staff, families and any community groups the project is inclusive and interactive forming friendships and ongoing networking opportunities.
 - **IMPLEMENTATION** A sponsor for the initiative was sort and agreed to provide the Trophies and morning tea. Our sponsors Kingston Building also attended the day as judges and presenters providing all the entries with an impartial panel to judge the entries. Facilities within the Hunter region were informed and invited to take part in the initiative and were given several months' notice to build and prepare their entries.

Friends, Family and Staff were invited to take part with encouragement for children to participate. Consumers were firstly included in discussions of the type of creatures they would like to create. Purchase of materials of wire, glue and paint were obtained. Staff assisted in the moulding of the creature to shape. Consumers then prepared the paper. Following the gluing and drying stages the consumers painted and decorated their creatures for display. One week prior to the event Entries were collected and delivered to Woodlands. Staff then prepared the set up and display of all the creatures to feature in the Zoo. All stake holders came together on the Day to celebrate a wonderful and creative achievement. We had a very warm and exciting atmosphere with everyone expressing delight in an interactive inclusive initiative. The Creatures were included on the NBN local News that evening. We were then able to take the Creatures to the Local Shopping Complex Wallsend Plaza to engage a greater number of the community in seeing these wonderful works of art by Consumers throughout the region. The Creatures are to be on display at the National DRTA Conference having travelled up to Queensland by Bus from Newcastle NSW. A You Tube Video was made with consumers taking part in a dance routine with the creatures using Spin Poi to enhance the movement of consumers creating a lot of fun and laughs in the process.

- **EVALUATE**

Measurable outcomes come from the growth in the industry of more and more facilities in the region participating each year with many expressing their excitement of the following year's initiative. The consumers' interest and participation has also grown allowing consumers of all levels to play a part in the event. Those consumers that were physically unable to take part were involved in decision making of colour and name of the creature. This enabled all consumers to be involved at some level. UPA has regular Lifestyle satisfaction surveys to ensure compliance with consumers' wants and needs.

- **QUANTITATIVE RESEARCH**

- Quantitative research was measurable by an increase of Facility participation of 25% on the Last years initiative
- Community engagement improved with the Installation of the Creatures at the local shopping plaza with management from Self Care, Home Care and Nursing Home Care at the sight to give information to the general public on service provision that is available to all.
- Survey results on Leisure and Lifestyle continue to show satisfaction with engagement in this event.
- Consumer Meetings provide a complete satisfaction and enjoyment of the Event with other Facilities expressing their joy at attending on the day

QUALITATIVE RESEARCH

- Asking broad questions to all stake holders to maintain interest in an annual event
- A large range and variety of ideas from each participating facility
- Enabling all Consumers to drive the chosen entries with personal choices and decisions taken into account
- Conduct all enquiries of the enjoyment of the annual event to be continued.
- Liaison with all facility lifestyle staff leading up to the event to ensure compliance with Event requirements

• **REFERANCE TO UNDERPINNING THEORY OR MODELS OF CARE**

- This relates to the project using an inclusive and interactive approach with a DRTA focus on individual abilities being observed and included in a positive and supportive manner. Consumers are actively involved in the initiative embracing meaning and purpose.
- Focusing on supportive environment and adapting to the individual needs the initiative incorporated choice and decision making as well as physical participation using fine motor skills and gross motor skills.
- Using a person centred approached we were able to be very inclusive of all consumers choosing to take part in the project.

• **THE FIELD OF PRACTICE**

- Leisure and Lifestyle Event implementation in an aged care setting and incorporating the greater community with promotion of interest and quality of life for consumers in aged care.

• **PERSONAL DEVELOPMENT**

- Includes a learning experience of the media process to engage the greater community.
- Preparation from initial concept to the promotion and invitation with in the region.
- Researching and organizing the installation of the project in a public environment.
- Accomplishment of the project being a successful and interactive community Event with educational value to those living independently in the community

• **IMPACT TO THE ORGANISATION AND COMMUNITY**

- Providing a platform for all services to give information to the general public with an opportunity to discuss possible future requirements with Managers from all services available.
- UPA had the ability to improve its profile in the Region by providing resources and having Media coverage on TV during

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News broadcast and Newspaper story of the Event in a public accessible arena.

- **FUTURE PRACTICE AS A RESULT**
- Invitations with clear instructions to be sent out at the beginning of the year giving plenty of time with an RSVP date included
- Inclusion of more facilities in the region with at least six months' notice for increase of participation.
- The possibility of a larger venue may be required to enable larger groups of consumers to attend.
- Continue to engage a sponsor for the event.

TO VIEW THE YOU TUBE VIDEO CLIP GO TO YOU TUBE AND SEARCH FOR UPA Woodlands create a creature.