

# Trigger Match

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*Welcome!*

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**Baycrest**

Centre for Learning,  
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# Trigger Match

## Learning Objectives

Enhance:

### 1. *Creativity*

- Choose from a vast array of potential **triggers** that contribute to responsive behaviours

### 2. *Critical thinking*

- Select an appropriate **action** (in the moment)

### 3. *Teamwork*

- Ensure **recommendation** includes the interprofessional team

### 4. *Communication*

- Present the **solution**/idea in an SBAR format

# Cards

## Community Card: Behaviour Cards

**Hold cards:** (7 each *pick new ones as you use these*)

- a. Trigger Cards – put 1 or 2 down against behaviour cards
- b. DIY Cards– make your own trigger cards

# Cards

**Hold cards: (7 each *pick new ones as you use these*)**

- c. Kudos – use this add to action & recommendation and gain points if your trigger card isn't selected
- d. Steal – use this to take someone's turn and take their points

# What to include in your SBAR

<b>Situation</b>	<b>What behaviour is going on? What do you see? Risk Level? E.g. The Behaviour card</b>
Background	What do I know about the resident? E.g. Trigger card
Action/ Assessment	<u>Non-Pharmacological or Relational</u> : distract, engage in activity, assist, redirect, verbal instruction, re-approach, reassure, comfort client, presence, etc <u>Clinical</u> : further observation, monitor, specific assessment, medication, treatment, blood work, consults, diagnostics, prepare for transfer, etc.
Recommendation/ Request	What do you recommend or need from the Interprofessional team? - specific action, DOS, ABC charting, further assessment and monitoring, delirium workup prepare for transfer, team or family referrals

# Example

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## Framework

## Putting it all together

Situation  
(Behaviour card)

A low risk behaviour with Mrs. Smith repeatedly asking to go the bus stop

Background  
(Trigger card)

Wants to go see her son, who is out of the country

Action/Assessment

Distract her by offering her juice

Recommendation/  
Request

Ask the team to arrange for a skype discussion

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A **Behaviour Card** is dropped by the Behaviour Support Lead

Rest of the players (or mini-teams) drop 1 or 2 **Trigger Cards**.

Behaviour Support Lead selects the best Trigger Card(s)

The player (or mini-team) who drops the best **Trigger Card(s)** – **KEEPS** the Trigger CARD(s) (10 points). Use your **DIY** card at this time.

If SBAR is successful, the player (or mini-team) **KEEPS Behaviour Card** (10 points) **UNLESS** a **STEAL** is used successfully, then another player (or mini-team) may steal the Behaviour Card & points.

Up to 2 players (or mini-teams) can **KUDOS** to enhance the **ACTION** or **RECOMMENDATION** of the SBAR (10 points). Think non-pharmacological & consider **INTERPROFESSIONAL**.

**GAME ON!**



**Mr. Mabel  
constantly calls out  
for help because**

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**Mrs. Ingle bangs on  
the wall when you  
close her door at  
night**

**Mr. Rash urinates  
on the plant in the  
common room  
because**

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