

•IRISS•

Reablement. *Third step.*

- Concept we had
- Further research
- Concepts to take forwards
- Development of these concepts
- Next steps



Summery after second presentation.

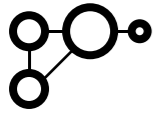
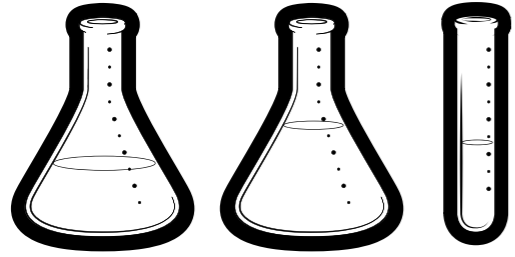
Concepts we had.

we had six concepts

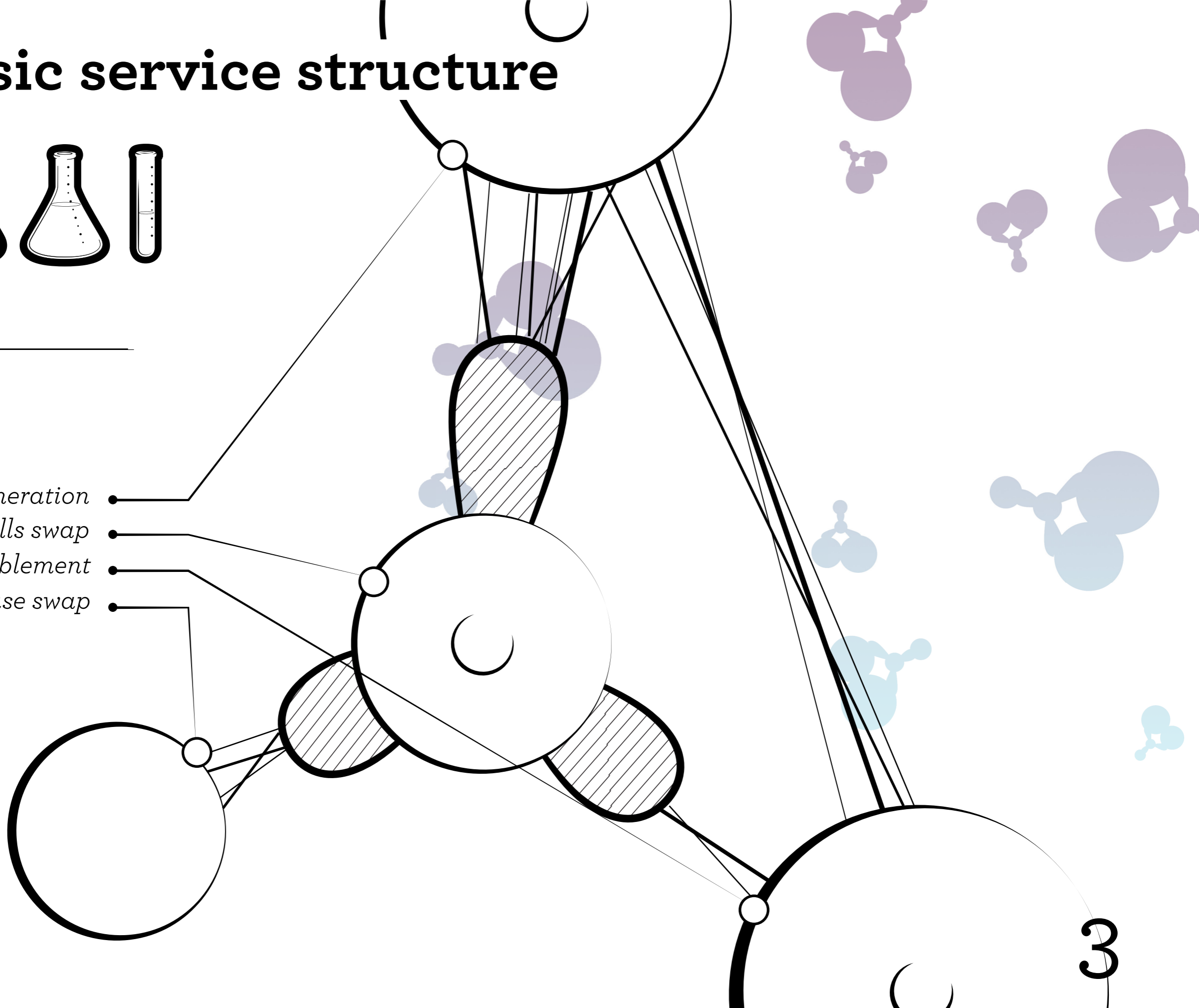
- Gorilla Gardening*
- House swapping*
- Genaration mixer*
- Reablement Buddy*
- Audio recorder*
- skills swap*

After the last presentation we looked back at our concepts and dicided to cut a lot of them out, 1 because some of them could be rolled into one main concept and, 2 we were close to crossing over to other subjects, so we wanted to bring it back directly to reablement.

Basic service structure

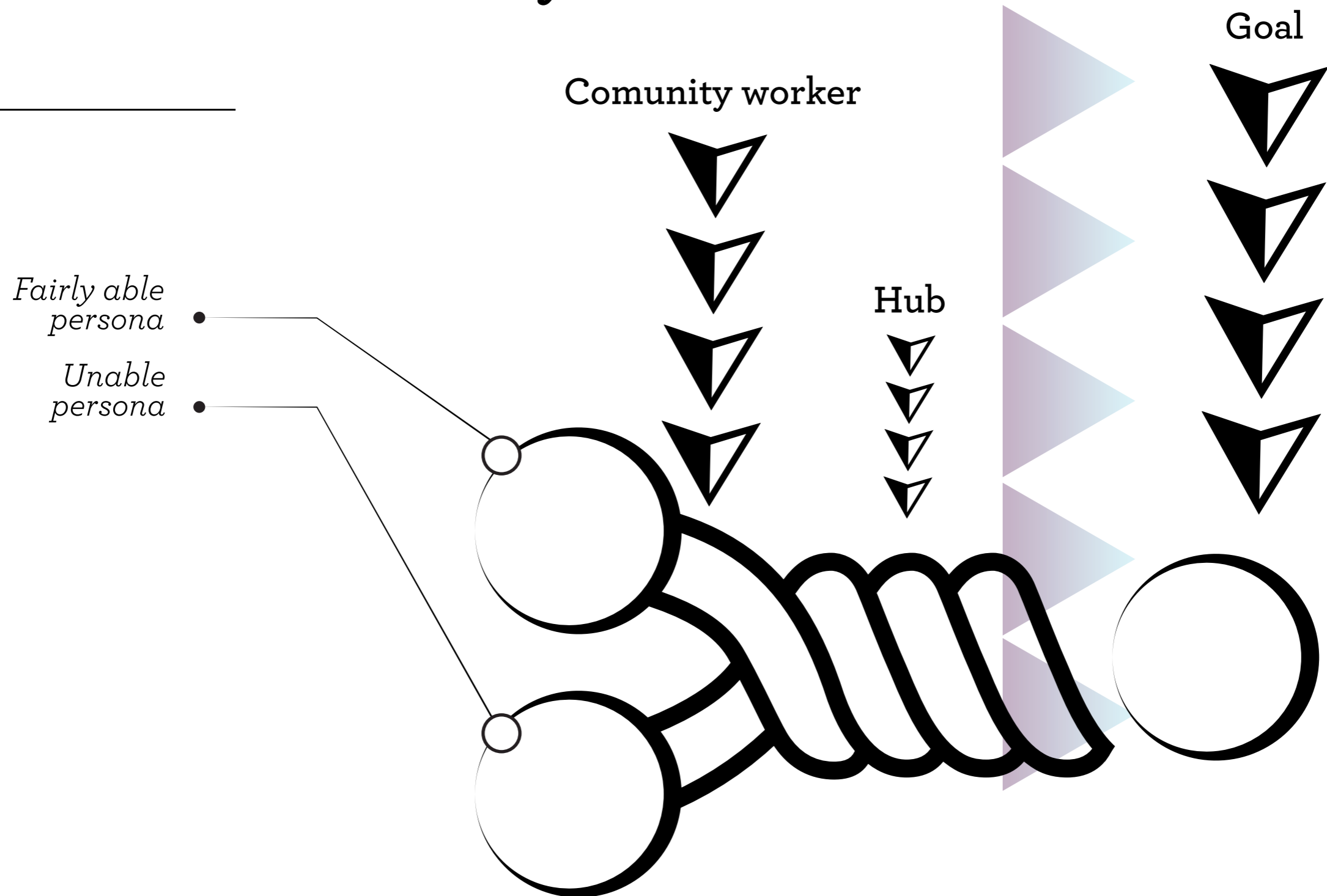


- Generation*
- Skills swap*
- Reablement*
- House swap*



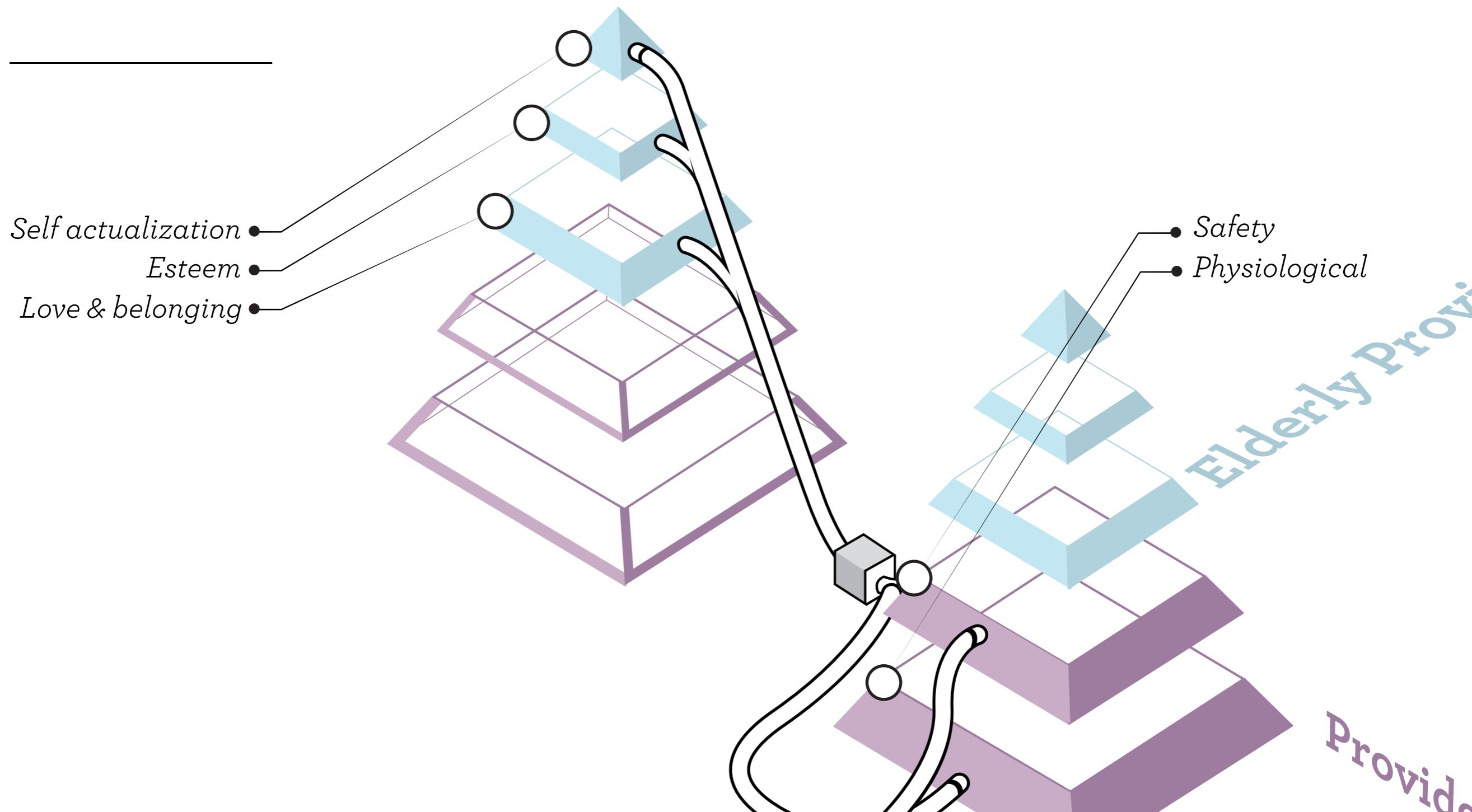
Main concept to branch out from

Reablement buddy



What would this deliver that's not already there?

Reablement buddy



How do we get the maximum amount of people involved?

<i>Type of Person/ Elder</i>	<i>How to involve them</i>	<i>The Form</i>
Mobile social	Lots of people, very interactive	Anywhere
Immobile Social	Lots of people to them, easy access	Access from home, local
Very Able	Challenging, Active	A provider, Anywhere
The Gossipy	Eventful, lots of people	“The Hub”, Day center
Rich	Higher quality	A club
Poor	Value for money	No perceived cost
Semi Confidant	Encouraging environment, Rewarding	Competition, Bonuses
Time Rich	Able to occupy	A place they can stay
Pushed for Time	Availability, flexible	Comes to them
Reserved and Proud	Change idea of perception, appealing, attractive	A club
Looked down on	Change perception of self, Respect wanted, Invited, help with reason they feel looked down on.	Invited to come
Shy but wants to be included	Given the option, Invite them, peer pressure	Invited to come
Ashamed of themselves	Reassured, gain trust, change own perception,	Friendly group, comes to them
Very unable	People go to them, Hospital wing, Carer, meals on wheels	Within the hospital/home
The Invisible person	Seen at the shops, Carer/GP, Collecting prescription, Nursing home	“The Hub”

Benefits, Problems and solutions.

Benefits

More creativity leading to more ideas and better results

Increased satisfaction

The opportunity to develop and acquire new skills

The speed at which things can be achieved

A support network that you can draw on

Support e.g. more experienced members

can help, mentor and develop the less experienced members.

“Two heads are better than one”

Problems

Social Loafing,
Social Loafing is the phenomenon of people exerting less effort to achieve a goal when they work in a group than when they work alone.

This is seen as one of the main reasons groups are sometimes less productive than the combined performance of their members working as individuals

Solutions

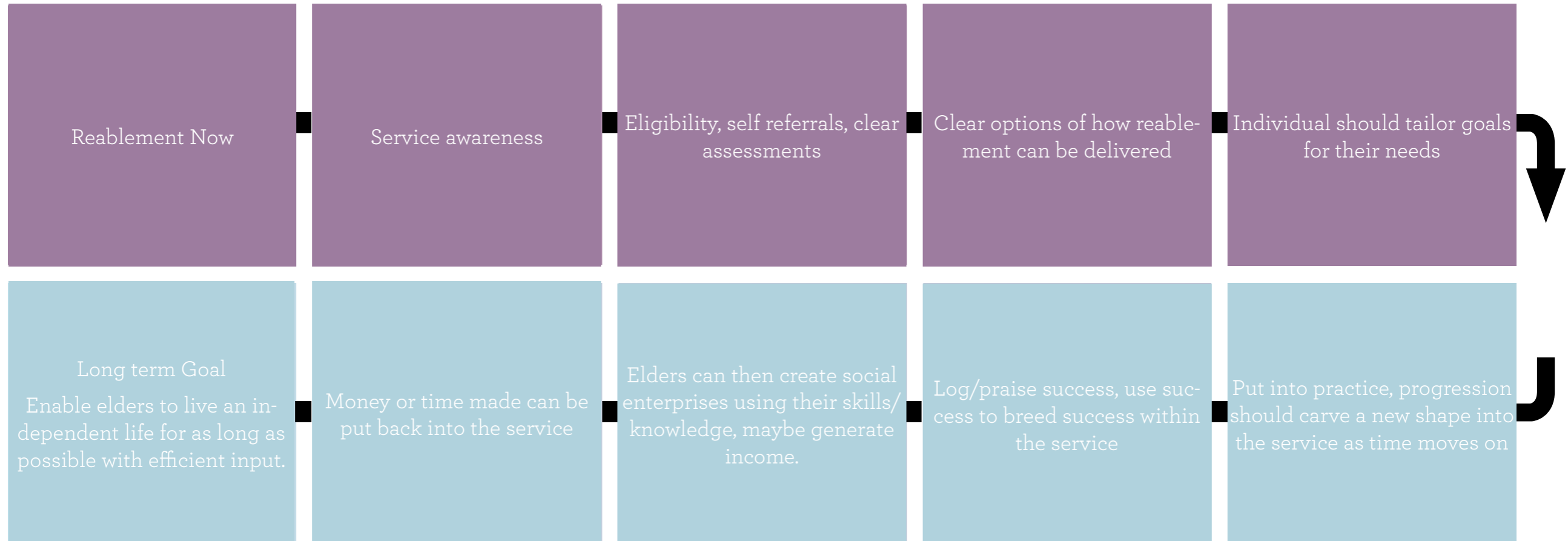
Careful preparation of group assignments and group members. (Combat social loafing)

Setting S-M-A-R-T goals

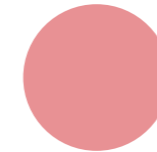
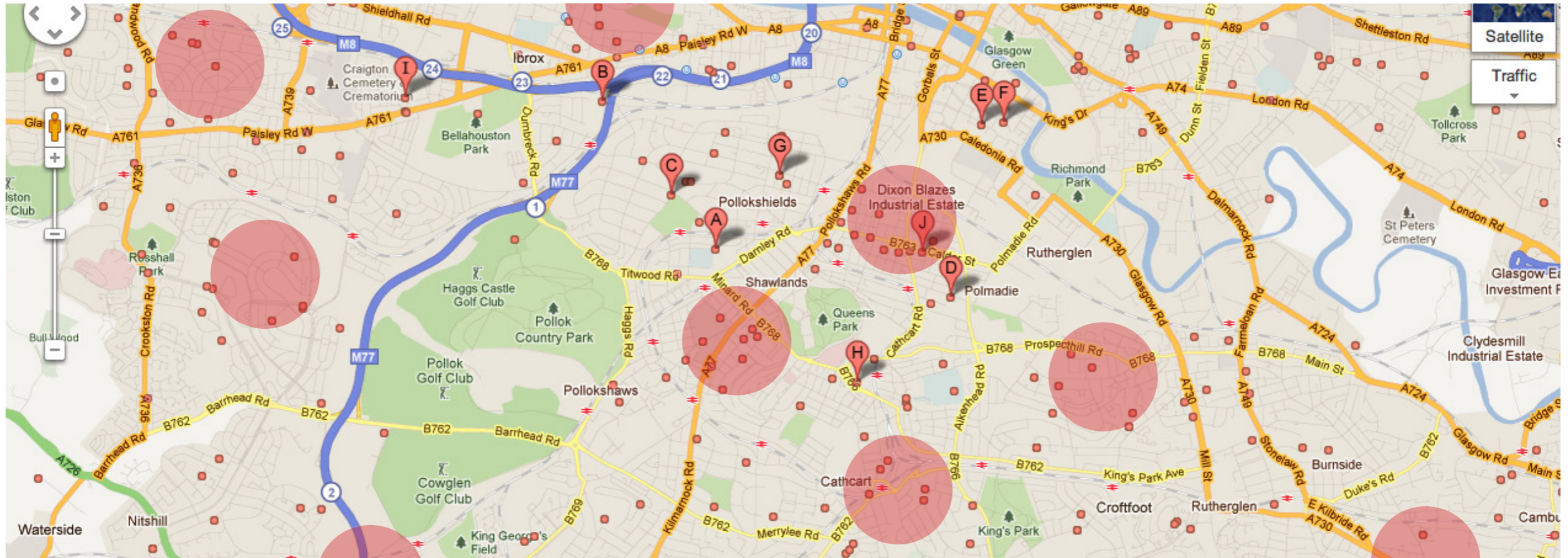
Understanding goals, and the reason the team has been created.

The manager should allow the pair to function without hovering over it, but will be fully involved

Short term goals, stepping stones



Possible areas in southern Glasgow



These show a 1km radius of high concentrated areas of schools. We should investigate these areas further to find the older generations within these areas. Could be good places to set up Hubs/Buddy services.



These smaller circles indicate schools, or nurseries within the south of Glasgow.

What forms could this concept take?

Buddy bus

Mobile meeting point

Reaching the "unreachable"

Relatively low initial cost



What forms could this concept take?

Experience dating



*Speed dating
format*

*Taking pressure
off professionals*

*Opportunity to
design structure*

What forms could this concept take?

Creative goal setting

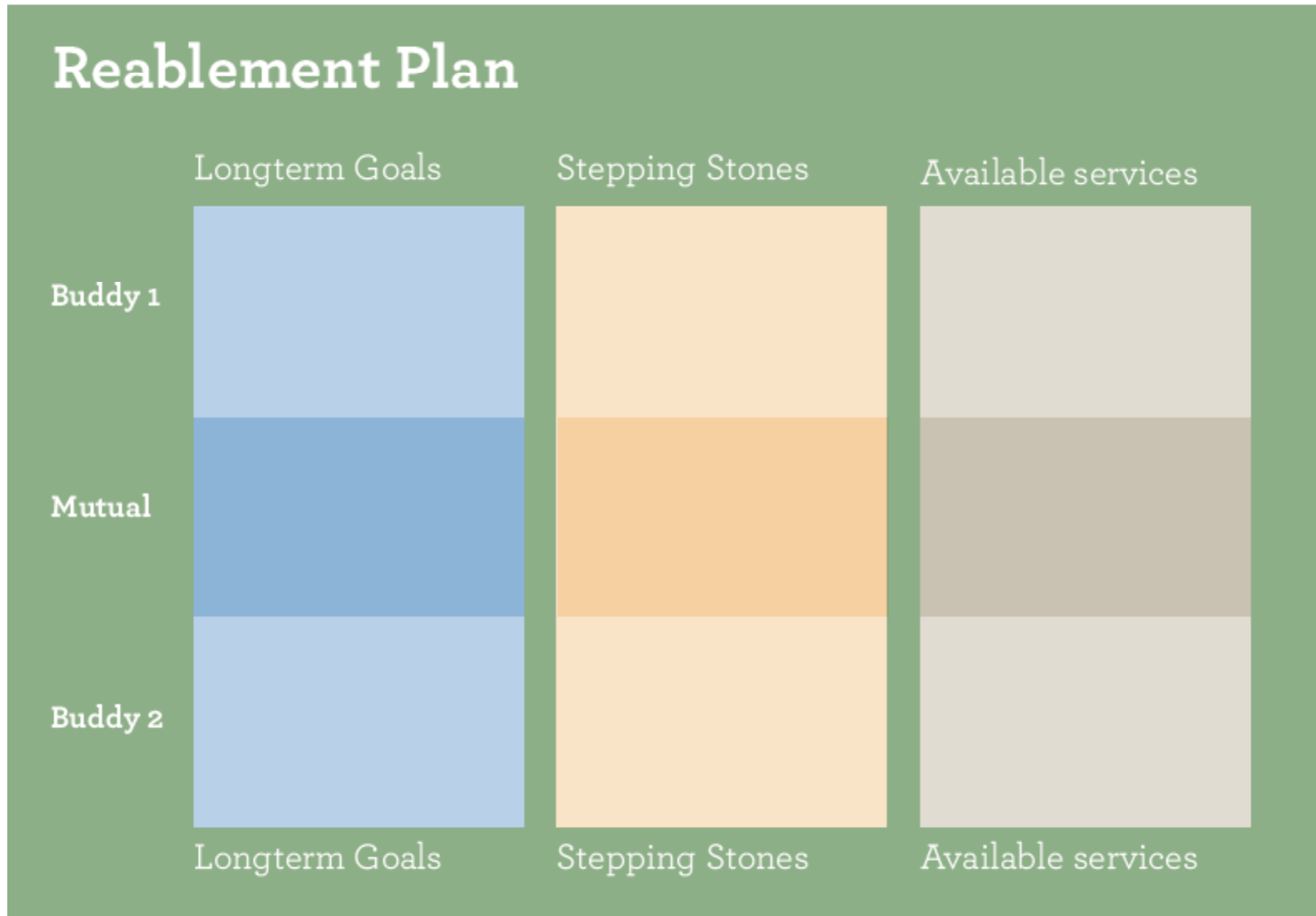
Developing existing goal setting

Holistic view, for better care

Cooperative process



What forms could this concept take?



Next steps

*Research the
different parts of
the ideas*

*Developing
concepts further*

*Making it real for
the south side*