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Great Escapes: The Wandering Dilemma

The Facts . . .

- ⇒ *Wandering is defined as ambulating behavior of a person with dementia who walks away from, or walks into, an area “without permission.”*
- ⇒ *Elopement occurs when wandering extends outside the environmental “limits” of the person’s home or facility.*
- ⇒ *Wandering is a common problem for persons with dementia — 36% of community dwellers wander; 65% of nursing home residents wander.*

Overview

Wandering regularly precedes elopement, and often is the only way to predict who is at risk.

Before creating an intervention program, the following general facts should be understood.

- **It causes substantial stress for caregivers.**
 - ⇒ Often leads to institutionalization
 - ⇒ Causes significant stress for nursing home staff
- **It is the source of many negative outcomes.**
 - ⇒ Restraint use and associated immobility
 - ⇒ Retaliation by other residents for “trespassing”
 - ⇒ Increased risk of falling and fractures
 - ⇒ Danger of exposure to elements
 - ⇒ Risk of getting lost or injured, or even death

Wandering Varies Considerably

Wandering behaviors vary from person to person, and from time to time. Take a minute to assess the following:

- What is the volume of ambulation?
 - ⇒ Paces for hours
 - ⇒ Is unable to sit down
- What is the quality or pattern of ambulation?
 - ⇒ Is unable to focus on eating
 - ⇒ Walks off during meals
- Does ambulation reveal spatial disorientation?
 - ⇒ Is unable to find what they are seeking
- Does ambulation transgress environmental limits?
 - ⇒ Wanders in and out of other residents’ rooms
 - ⇒ Wants to leave
 - ⇒ Packs things up
 - ⇒ Stands at outer door
 - ⇒ Attempts to get outside
 - ⇒ Elopes

Four Common Patterns

1. *Direct Travel*
 - Movement from one location to another without diversion
2. *Random Travel*
 - Roundabout or haphazard movement to many locations within an area without interruption (the most common type)
3. *Pacing*
 - Repetitive back-and-forth movement within a limited area
4. *Lapping*
 - Repetitive travel characterized by circling large areas

Goals of Interventions

The multiple simultaneous goals of elopement intervention programs are to change:

- Wandering behaviors
 - ⇒ Improve way-finding
 - ⇒ Improve travel efficiency
- Physical environment
 - ⇒ Disguise exits
 - ⇒ Alter physical properties
- Social environment
 - ⇒ Activities
 - ⇒ Distractions
- Facility policies
 - ⇒ Staff training
 - ⇒ Drills
 - ⇒ Management of incidents

***It is crucial to balance a
person’s rights and autonomy
with his/her safety and the
protection of other individuals.***

Benefits of Wandering

It is important to realize that some forms of wandering might be beneficial. Some benefits that may result from these behaviors include:

- Preserves independence via autonomous activity.
- Supports self-determination and provides a sense of control.
- Provides exercise, increased circulation, and muscle toning.
- Prevents consequences of immobility.
 - ⇒ Deconditioning, muscle weakness, stiffness
 - ⇒ Stasis, orthostatic hypotension
 - ⇒ Urinary tract infection, pneumonia, decubitus ulcers

Risk Factors

The following risk factors are associated with wandering:

1. Cognitive and neurological loss

- Greater disease severity and duration
- Younger age at onset (AD)
- Lower scores on global cognitive performance
- Circadian rhythm disturbance, particularly sleep disturbance
- Poorer discrete cognitive skills, including greater impairment in:
 - ⇒ Memory, both short- and long-term
 - ⇒ Language
 - ⇒ Concentration or attention
 - ⇒ Visual-spatial/construction tasks
 - ⇒ Orientation
 - ⇒ Judgment
 - ⇒ Conceptualization
 - ⇒ Initiation and perseveration
- Impaired higher order cognitive and planning abilities observed in way-finding study, including:
 - ⇒ Reduced ability to form an overall plan to reach a goal

- ⇒ Inability to detect relevant from irrelevant information, reducing ability to problem-solve
- ⇒ Impulsive responses to stimuli, drawing them off track
- ⇒ Inability to stop a search once the desired destination was found (e.g., a form of perseveration)

2. Personal Factors

- Reasonably good general health
 - ⇒ Better appetite
 - ⇒ Fewer medications
 - ⇒ Fewer medical conditions
- Pre-morbid patterns
 - ⇒ Motor behavior used as a means to cope with stress
 - ⇒ Walking part of daily habit
 - ⇒ Pre-morbid lifestyle or work involved outdoor activity
- Pre-morbid personality
 - ⇒ Active
 - ⇒ Sociable characteristics
- Personal comfort and experience
 - ⇒ Discomfort
 - ⇒ Boredom
 - ⇒ Stress or tension
 - ⇒ Lack of control
 - ⇒ Lack of exercise
 - ⇒ Nocturnal delirium
 - ⇒ Medical problems
 - ❖ Pneumonia
 - ❖ Constipation
 - ❖ CHF
 - ⇒ Language deficits
 - ❖ Cannot understand
 - ❖ Cannot make self understood
 - ⇒ Mood disturbance
 - ❖ Fear
 - ❖ Anxiety
 - ❖ Depression

3. Environmental Factors

- Unfamiliar environment
 - ⇒ Inability to way find
 - ⇒ Anxiety and fear
- Cues to leave (e.g., coat or keys by door)
- Cues to investigate or walk
 - ⇒ Long corridors
 - ⇒ Doors at end of corridor

Assessment

The following strategies can be used to assess wandering behaviors:

- Consider wandering and elopement as Need-Driven Dementia-Compromised Behaviors (NDB), caused by interaction between:
 - ⇒ Stable individual characteristics
 - ⇒ Ever-changing environmental triggers
- Describe behavior specifically: Who, what, when, where, how, how much, how long?
- Ask: Who has the “problem”? The person with dementia? The caretaker?
- Assess person’s history and habits.
 - ⇒ What is his/her usual routine?
 - ⇒ Is this an extension of a normal activity pattern?
 - ⇒ What was his/her usual sleep-wake habit?
 - ⇒ What was his/her pre-dementia lifestyle?
- Ask: What are possible unmet needs? What environmental triggers exist?
 - ⇒ “SEARCHING?” – quest to find something familiar? (e.g., childhood home, food, bathroom, place to hide something?)
 - ⇒ “ESCAPING?” – flight from threat? (e.g., disturbing television, perceived harm?)
 - ⇒ “WITH PURPOSE?” – attempt to fulfill previous lifestyle responsibility? (e.g., child care, going to office, doing chores?)
 - ⇒ “AIMLESS MEANDERING?” – result of having nothing else to do? (e.g., bored, no meaningful activities, walking to entertain self?)

Interventions

The following interventions can be used to reduce wandering behaviors.

Environmental Adaptations

- Create “safe” wandering areas.
 - ⇒ Create halls and rooms that are free of hazards.
 - ⇒ Provide wandering “lounge” where persons can be safe and supervised.
 - ⇒ Divert persons away from kitchens, storage areas and outdoor exits.
- Camouflage existing exits.
 - ⇒ Use cloth panels across width of door to conceal door knob.
 - ⇒ Place full-length mirror in front of door.
 - ⇒ Paint (or wallpaper) door trim, wall, and door in same vs. contrasting color.
 - ⇒ Paint door knob to match color of door.
 - ⇒ Place mini-blinds or curtains over window of door to reduce outside view.
 - ⇒ Place drape or curtain over door to conceal from view.
 - ⇒ Use bright orange mesh netting across open doorway to “detour” persons.
- Place grid patterns at exits.
 - ⇒ Patterns create 3-dimensional appearance on 2-dimensional surface:
 - ❖ 8 horizontal stripes beginning 3 feet from door.
 - ❖ 8-stripe horizontal and vertical pattern in front of door.
- Provide cues with signs.
 - ⇒ Mark important destinations clearly, using both symbols and words.
 - ⇒ Use stop signs on exit doors.
 - ⇒ Place “Off Limits” signs by fence.
- Create “stopping places.”
 - ⇒ Inviting spots to sit, converse, or rest
 - ⇒ Small, homelike settings to enhance socialization
 - ⇒ Simulated nature scenes indoors: bench, plants, aromas

Interventions

Environmental Adaptations (cont’d)

- Use working dog to protect exits.
 - ⇒ Should be trained to watch or guard exit from wanderers.
 - ⇒ Can guide residents back to living areas if an attempt is made to leave.
- Implement security systems and/or devices.
 - ⇒ Are commonly used but few studies to document effectiveness
 - ⇒ Allow limited wandering: motion detectors with remote chimes, night-lights, Dutch doors, surveillance cameras, door and window locks, alarms
 - ⇒ Reduce falling: pull-tab alarm, pressure-sensitive floor mat with alarm, monitor or surveillance camera, pressure-release chair or bed-mat with alarm, distance-monitoring device with alarm
 - ⇒ Use personal electronic devices: alarms set by individual “bracelet” on wanderer
 - ⇒ Tracking devices: post-elopement management
 - ⇒ May be frightening, stressful, and offensive (e.g., alarms)
 - ⇒ Thus, important to search out alternatives
 - ❖ Card-reading devices to silence alarms quickly
 - ❖ Key pad at entrance with sign instructing visitors to use code
 - ❖ Improved visual surveillance
- Use music to facilitate way finding.
 - ⇒ Play familiar tunes to introduce bedtime or mealtime.
 - ⇒ Cue arrival near bathroom or dining room with music.
- Develop secure (locked) units.
 - ⇒ Increased mobility and range of motion due to “freedom to wander”
 - ⇒ Allow more frequent nighttime wandering
 - ⇒ Distraction, alternative activities more common
 - ⇒ Restraints uncommon

- Create secure outdoor areas.
 - ⇒ Courtyards, gardens, parks, patios, or fenced areas
 - ⇒ Easy access with visibility from inside
 - ⇒ Walking paths, outdoor activities
 - ⇒ Adequate outdoor lighting
 - ⇒ Seating options (e.g., benches) to reduce pacing

Behavior Management

- Ignore the behavior if not a threat or hazard.
- Provide reality orientation when appropriate and not upsetting.
- Offer comfort measures.
 - ⇒ Food, fluids, warmth
 - ⇒ Pain management
 - ⇒ Relief from overstimulation and/or understimulation
 - ⇒ Other unmet personal needs
- Accommodate habits or traits.
 - ⇒ Trade rooms to change travel patterns.
 - ⇒ Move to interior of facility to reduce exit access.
 - ⇒ Place in highly supervised/monitored area.
 - ⇒ Position to facilitate way finding (e.g., in sight of bathroom).
 - ⇒ Reduce distractions in travel path to important locations.
- Reduce unsafe or excess wandering.
 - ⇒ Clarify intended destination; escort or direct to promote way finding.
 - ⇒ Provide rest periods.
 - ⇒ Distract to another repetitive activity like rocking or folding clothes.
 - ⇒ Distract from going “home” or “to work” via “validation” techniques or fantasy therapy.
 - ❖ “Bus is late”, “tire flat”
 - ❖ “No transportation until tomorrow”
 - ❖ Telephone call to distract or inform of change in plan

Activity Principle: “Engage them or Chase Them”

- Structure activities to reduce stress or anxiety.
 - ⇒ Develop or maintain routines to balance activity with rest.
 - ⇒ Encourage “quiet time” with soft music.
 - ⇒ Create special activities like “Men’s Club” to redirect or calm.
- Create diversion through normal, social, and recreational activities.
 - ⇒ Provide one-to-one or group activities to reduce boredom or increase socialization.
 - ❖ Modified craft or model work
 - ❖ 3-dimensional interactive wall art
 - ❖ Simulated cooking, baking, cleaning
 - ❖ Simplified recreational games
 - ⇒ Engage in normal activities (e.g., household chores, gardening).
 - ⇒ Offer person-centered work activities (e.g., mechanical, business, agricultural).
 - ⇒ Use ADLs as “activity” (e.g., grooming).
- Offer walking as a scheduled activity, indoors and/or outside.
 - ⇒ Volunteer-led, on-going programs
 - ⇒ Groups of 8-10 walkers
 - ⇒ Incorporate music, reminiscence to promote socialization while walking

Medication Management: Treat Possible Causes of Wandering

- Antipsychotics: Psychotic symptoms like hallucinations or delusions
- Antianxiety: Anxious, fearful, restless symptoms
- Antidepressants: Depression, anxiety, sadness, tearfulness
- Others reported in literature: Anti-androgens, sedatives (nighttime wandering), propranolol, acetylcholinesterase inhibitors (e.g., donepezil), fasudil hydrochloride

Early Intervention Program

- Increase safety while maintaining dignity.
 - ⇒ Sew labels, including name of person and name to contact, into outerwear in place of commercial labels.
 - ⇒ Purchase customized jewelry with engraved name of person to call if lost.
 - ⇒ Maintain recent photographs.
 - ⇒ Register person with *Alzheimer’s Association Safe Return Program*.
- Develop and implement facility policies to guide actions.
 - ⇒ Establish written screening criteria to identify persons at risk for elopement.
 - ❖ Prior history of elopement at home or in facility
 - ❖ Degree of cognitive impairment, other neurological deficits
 - ❖ Long-standing patterns, lifestyle
 - ⇒ Outline use of surveillance equipment, alarms, or other electronic devices.
 - ❖ Stairwells, exits, individual electronic elopement devices
 - ❖ Methods to assure timely response, on-going use
 - ⇒ Develop an “Immediate Action Plan” that responds to elopement, including:
 - ❖ How lost resident will be identified
 - ❖ How search will be conducted
 - ❖ How each staff member is involved, including clear roles, responsibilities
 - ❖ When police will be involved
 - ❖ When family are notified, by whom
 - ❖ When or if *Safe Return* is used
 - ⇒ Develop and implement staff training programs to assure prompt, effective responses.
 - ❖ Dementia: causes, losses, behavioral symptoms
 - ❖ Pacing, wandering: types, possible consequences, management strategies
 - ❖ Facility-specific elopement management strategies and plan

- ⇒ Use “elopement drills” like fire drills.
 - ❖ Have staff member “exit” as if wandering resident.
 - ❖ Initiate search.
 - ❖ Note methods used and time/place found.
 - ❖ Encourage staff involvement and problem-solving.
 - ❖ Maintain records for quality assurance.
- Develop personalized care plans.
 - ⇒ Address special needs of person’s wandering or elopement risk.
 - ❖ Specific patterns
 - ❖ Documentation of frequency, duration
 - ❖ Range of potential interventions
 - ❖ Documentation of resident’s responses
 - ⇒ Include family in discussion or plans.
 - ❖ Incorporate life history or possible triggers.
 - ❖ Identify strategies to distract or reassure.
- Involve ALL staff, especially “front-line” caregivers (i.e., nursing assistants).

Wandering & Elopement: Part 4 of a 4-Part Series

This edition of Info-Connect is the last in a four-part series focusing on various NDBs:

Part 1: Need-Driven Dementia-Compromised Behaviors (NDB)

Part 2: Disruptive Vocalizations

Part 3: Sleep Disturbances

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