



Facility Environment Type

<p style="text-align: center;">Predictable</p> <ul style="list-style-type: none"> ▶ Quiet environment ▶ Routinely anticipated interactions ▶ Low activity ▶ Few distractions 	<p style="text-align: center;">Moderate</p> <ul style="list-style-type: none"> ▶ Ranges from Predictable to Complex environment, depending on facility ▶ Moderate activity ▶ Moderate distractions ▶ Occasionally unanticipated interactions 	<p style="text-align: center;">Complex</p> <ul style="list-style-type: none"> ▶ Active environment ▶ High activity ▶ Many distractions ▶ Routinely unanticipated interactions
<p>Staff members don't move around the facility much.</p>	<p>Staff members are somewhat active – moving from room to room, supervising clients, etc.</p>	<p>Staff members are active nearly all the time – rushing from room to room, walking hurriedly and with purpose, wheeling carts (medicine, food, linens, etc.)</p>
<p>Clients are too sick to be active – they mostly stay in bed or sit quietly.</p>	<p>Some clients are up and moving around – perhaps using walkers, canes or wheelchairs.</p>	<p>Clients are active during the visit, or you may visit a group of active clients. Client behaviors are unpredictable – clients may lack muscle coordination, causing sudden movements, may be living in a delusional world inhabited by people or things the rest of us cannot see, or may be excited and impulsive.</p>
<p>Clients do not talk much, or they talk in very quiet voices.</p>	<p>Clients are talking, and there may be occasions of loud talking, laughing or arguing. Clients may be gesturing as they move about or talk.</p>	<p>There is constant noise from clients' talking, crying or shouting, music, neighboring rooms, intercom systems, a nearby emergency room or an airport.</p>
<p>Floors are carpeted and don't echo sound.</p>	<p>Music may be playing, or sounds of other activities may be heard through the walls. Floors may be linoleum or tile; windows may not have curtains and walls may echo sounds.</p>	<p>General noise may be amplified because of hard flooring, lack of upholstery on furniture, lack of curtains, etc.</p>
<p>There are very few noisy machines or carts.</p>	<p>Machines in the environment may include those dispensing canned soft drinks (clunk!), a pneumatic tube communication system (whoosh, thump), and IV or body systems monitors (beep beep).</p>	