1. Eating

Is the person able to eat?

No

Task	Is the person able to cut food into manageable pieces?	Is the person able to get food to mouth?	Is the person able to chew food?	Is the person able to swallow food?	Is the person able to get a drink to their mouth?
Why not?	- Can't use hands - Doesn't recognize size - Use of one/two arms - Food slides off plate - Plate slides away	Sensory - Lack of awareness of limbs - Impaired sensation Motor - ROM - Strength - Lack of coordination Cognitive -			Motor - Reach - Strength Cognitive Coordination
Intervention?	Yes, OT	Yes, OT	Yes, SLP	Yes, SLP	Yes, SLP
Solutions and	Sort of/one	Sensory	Cognitive		Motor
Strategies	- Rocker knife	- Weighted utensils	- One on one		- Long straw
	- Plate guard	- Stabilize extremity, i.e.	- Cueing		- Two handled cup
	- Non-skid mat	prop up arm	- App		- Lightweight cup
	- Pre-cut food	- Color contrast	- Metronome		
		- Textured utensils			Cognitive
			Motor		- Cueing
		Motor	Weakness / fatigue		- One on one
		- Built-up handles	- Small meals		- Арр
	None	- Universal cuff	- Softer food		- Change of pace
	- Feeding machine	- Plate guard	- Positioning		
	- Supervision	- Non-skid mat / Dycem	Pocketing		Coordination
		- Long handle utensils	- Positioning		- Two handled cup
		- Bendable			- Weighted base cup
		- Adjustable height	- Change diet		- Wrist weights
		- Lightweight utensils			- Wider base cup
		(plastic)			
		- Feeding machine			

- Mobile arm support		
- Swivel utensils		
- Position closer to food		
- Wrist weights		
- Strap on utensils		
Cognitive		
- Alarms		
- Human cueing		
- Metronome		
- App		
- Divided plate		

Is the person able to eat?

No

Task	Is the person able to swallow liquids?	Is the person able to see the food?	Is the person able to smell the food?	Is the person able to recognize the food?	Is the person able to eat the food, but?
Why not?					- Doesn't eat enough - Can't swallow - Doesn't drink enough - Won't eat textured foods
Intervention?	Yes, SLP				
Solutions and Strategies	Motor - Positioning - Stimulation Sensory - Positioning - Tactile cueing Cognitive - Change pace - One on one - Cuing - App	Visual impairment - Clock method - Plate guard - Magnifier - Contrasting colors Full impairment - Clock method		- Reminder - Note on door	