

# Civil Monetary Penalty Reinvestment Reporting Tool

Please select the report type or types you are submitting for this reporting period. Questions associated with each report type will appear. Please answer each question and/or upload the appropriate documents associated with each question.

Please note that the "Program Expense Report" is included in your contract as Attachment 4 or Attachment 5, depending on when your contract was established. Please reference the CMP Reinvestment Program Instruction Packet if you have any questions related to reporting requirements.

Thank you!

Response was added on 07/23/2019 11:03am.

Please select the type of report you are submitting.  
Select all that apply.

- Invoice Submission (Payment Form)  
 Quarterly Narrative Report  
 Quarterly Expense and Budget Report (Expenditure Form)  
 Annual Expense and Budget Report  
 Follow-up Monitoring Report  
 Final Follow-up Monitoring Report (Summary Report)

Reporting Period: April 1, 2019 - June 30, 2019  
(Example: January 1, 2019-March 31, 2019)

Is the report you're submitting a Q4 report?  
 Yes  
 No

CMS Project Number 2018-04-TN-0831

TDH Contract Number 34305-23719

Project Name It's Never Too Late for Ave Maria Home Elders

Project Contact Name Frank J. Gattuso, Jr.

Project Contact Email ffg@avemariahome.org

If any agreements or subcontracts were developed to ensure completion of project activities, please attach.

Total CMP funding amount spent during this quarter: \$0  
(This should also be reflected on attachment 4.)

Total CMP funding spent for the project at this point in time: \$0  
(This should reflect the total CMP funding amount spent in this reporting period and previous reporting periods. This should also be reflected on the Program Expense Report.)

Total number of staff trained during this reporting period as a result of the project (If applicable):	34 staff; 10 family members
Total number of staff trained during the entire duration of the project (If applicable):	34 staff; 10 family members
Please complete and attach the Program Expense Report to reflect any expenditures during this reporting period.	[document]
Please attach any receipts, invoices, and/or any other proof of payment associated with expenditures for this reporting period. Please note that all documentation should reflect the amounts listed on the Program Expense Report.	[document]
Project Category:	<input type="radio"/> Direct Improvement to Quality of Care <input type="radio"/> Resident or Family Councils <input checked="" type="radio"/> Culture Change/Quality of Life <input type="radio"/> Consumer Information <input type="radio"/> Transition Preparation <input type="radio"/> Training <input type="radio"/> Resident Transition due to Facility Closure or Downsizing <input type="radio"/> Other
Focus area:	<input type="checkbox"/> Healthcare-Associated Infections <input type="checkbox"/> Emergency Preparedness <input type="checkbox"/> Preventable Hospitalizations <input type="checkbox"/> Improving nursing facilities' overall star rating <input type="checkbox"/> Residents' Rights <input checked="" type="checkbox"/> Quality Measures <input type="checkbox"/> Culture Change <input type="checkbox"/> Other
Total approximate number of nursing home residents impacted through the project within the current reporting period:	27 (Total number impacted during the period you are reporting for)
Total approximate number of nursing home residents impacted through the project:	27 (Total number impacted for all reporting periods )

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Please provide a detailed description of project activities that have occurred during the reporting time frame.

#### Using iN2L for Activities:

Some iN2L apps are used every day: elders enjoy the Therapeutic Music app during meal times, especially Smooth Jazz, and elders love feeding the fish and adding fish to the aquarium throughout the day.

The Jukebox and Laughter app (laughing baby) is very popular, especially with our female elders who never seem to tire of watching this app.

The Mahjong app and Chess app are two favorite games of one gentleman, who used to play those games regularly. The Karaoke app is very good for elders who are anxious and helps them become calmer.

#### Using in2L for Therapy

The Reminiscing app is used frequently. One game "What do things cost?" targets client's cognitive skills and long term memory skills. Therapy likes that this game provides 2 possible answers for clients to select.

Therapy uses the 3, 4, 5- step sequencing exercises to work on cognition. The sequencing app is especially good for clients who will be returning home. Likewise, the safety app/home assessment, which shows videos of the homes and photos of potential safety risks/hazards at home, is very useful in helping the clients identify what they should do to make their homes safer and reduce the risk of accidents and falls.

3. Therapy uses the Word Games app often to address cognition and problem solving, and to encourage rehab patients to starting doing things they were previously doing at home, ie-- playing specific games and working crossword puzzles, word search puzzles and Sudoku. This app allows the therapist to see how close or far clients are from being able to play those games independently when they return home. Often, the therapist will "assign" a task to a clients, asking them to try to complete a specific game or puzzle on their own, giving them a change to complete the assignment and be successful.

4. The slideshows app is very good to use with clients who have advanced dementia, to help them work on long term memory.

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What success stories have resulted from the project and how you plan to showcase successes with stakeholders?

One resident on hospice, has become more talkative and happier when the Jukebox app is played.

One resident, who was unable to hold cards in her hand, can enjoy playing Solitaire again and enjoys playing other games, since the system does not require much finger dexterity. Residents and clients also enjoy the Driving Simulator, Flight Simulator, and Exercise Bike, which are used a lot for rehabilitation.

Many residents enjoy working on puzzles and do not have to worry about losing puzzle pieces, as they would with cardboard puzzles.

Rehab clients enjoy iN2L, especially those who say they did not know anything about computers. These clients have jumped in to explore different activity topics. Our Therapy Department is using the Exercise Bike, Driving Simulator, and Flight Simulator for physical and occupational therapy. Our Speech Therapist works with elders on cognition, dexterity, and sight.

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What obstacles have you encountered while implementing the project and how you have overcome them?

We asked iN2L to remove all icons from our systems, leaving only the iN2L icon. It's easier for our nursing home residents and clients to use just the iN2L icon to get into the systems. Otherwise, some elders start pushing all the buttons.

We have called iN2L, asking their tech support staff to remove the other icons.

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Please provide any feedback that has been received from staff, family, or residents as a result of the project.

The staff, elders, and family members really love the iN2L systems, due to the variety of activities and the ease of use, since no computer experience is needed. Therapy is more fun as clients enjoy using different apps, while working toward their personal therapy goals. The Travel app is popular for those residents and clients who have travelled extensively and for former military residents and clients who were stationed around the world.

The Comedy app is a favorite of a couple of residents who like to watch comedy shows during the day. Karaoke is popular in one house, as all the residents in that house, like to gather in the hearth area and sing songs together. □

Please list any project deliverables that are outlined in the project description and provide a status update for each deliverable.

We ordered and received Four iN2I systems on June 17.

14 Ave Maria staff (activity, rehab, nursing, administration, IT) participated in iN2L training on June 18.

Since June 18, an additional 20 staff and 10 family members have been trained. We have o been using the iN2L systems daily with our residents and clients for activities and rehabilitation.

On June 21, we submitted the invoice for reimbursement for the 1st grant year.

Please attach any materials, meeting minutes, or attendee lists that have resulted from the project. Examples: toolkits, process documents, training materials, marketing materials, photos, etc.

[document]

Do you have additional materials to upload?

Yes  
 No

Please upload any additional materials.

[document]

Please upload any additional materials.

[document]

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Please list the major goals and objectives of the project and describe what progress has been made in achieving these goals and objectives.

The overall goal of this project is to improve the quality of life for our elders and clients, by allowing them to enjoy enriching, stimulating programs and activities, regardless of physical or mental disabilities.

Specifically, goals of this project are to:

1. Offer stimulating, enriching activities for our elders and clients with a wide range of physical and cognitive abilities;
2. Promote better health;
3. Encourage socialization;
4. Help elders stay connected to the world around them; and
5. Help combat feelings of isolation and depression.

Since June 18, residents and clients have been exploring the different apps daily. Daily iN2L activities are also part of the Green House activities calendar which is attached.

Residents, who were unsure about using the system and said they had no computer experience, love exploring the variety of apps on the iN2L systems and some of our best advocates for encourage other residents to explore apps on iN2L systems.

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Results Measurement(s): Please indicate what measurement methods you are utilizing to track progress and project success. Please share results measurement activities that have occurred during this reporting time period.

During the grant period, this project will be evaluated by iN2L staff who will compile resident surveys, and by Ave Maria staff who will track the number of the elders and clients' using iN2L for activities and rehabilitation-- tracking individual and group activities; tracking favorite content buttons; tracking elders using Skype (not set up---see comment below). We will also informally survey residents, clients, and family members about their favorite apps and the ease of using the iN2L system.

\*\*We have found that the Skype app is not easy to set up. In order for residents and clients to Skype with family and friends, their family and friends must also have Skype on their computers. It's actually been easier for residents and clients with cell phones to facetime family and friends.

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Please upload any relevant data or graphs related to project outcomes or success. Please segment all data as appropriate. Examples:

- Unidentified MDS data for residents participating in the program before and after implementation;
- Infection rates at baseline and after project implementation;
- Number of participating residents each quarter;
- Pre and post survey results;
- Costs savings.

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[document]

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Do you have additional results measurement documentation to upload?

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Yes  
 No

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Please upload additional results measurement documentation.

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[document]

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Please upload additional results measurement documentation.

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Do you anticipate any changes to your evaluation methods, expected outcomes, or timeline for the next reporting period?

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Yes  
 No

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Please provide a detailed description of the expected activities that will occur during the next reporting period.

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We received our iN2L systems on June 18, so our residents and clients did not have a full quarter to use the systems. Next quarter's report will show more usage of iN2L system for both activities and rehabilitation.

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Please indicate what assistance the Tennessee CMP Reinvestment staff can provide to help you achieve your project goals and objectives.

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