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| Amber |

Record a session Use Case

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Record a session

Description (Goal in context)

This use case allows the Therapist to record the details of a client's session onto the Amber system.

Main Flow-of-Events

### 1. Select the Record Session option

1.1. **[Therapist](VUC://OpenRecord/RepositoryObject?UID=1028)** selects the Record Session option

### 2. Display Record Session screen

2.1. **System** displays the Records Session screen

### 3. Choose Client

3.1. **[Therapist](VUC://OpenRecord/RepositoryObject?UID=1028)** chooses Client whose Session she is Recording

### 4. Retrieve Client Details

4.1. **System** retrieves the Client details from the database

### 5. Display Client Details

5.1. **System** displays the Client details

### 6. Enter Session Details

6.1. **[Therapist](VUC://OpenRecord/RepositoryObject?UID=1028)** enters the details for this session [see Appendix : Session data]

### 7. Choose Save Session

7.1. **[Therapist](VUC://OpenRecord/RepositoryObject?UID=1028)** chooses to save the Session Details

### 8. Validate Session Data

8.1. **System** checks that the details entered contain valid values

### 9. Save Session

9.1. **System** saves the Session to the database and the use case ends

Alternate Flows

9a. Invalid Data

1. If at step 8 (Validate Session Data) the **System** determines that invalid data has been entered, the **System** highlights the invalid field and displays a message prompting the **[Therapist](VUC://OpenRecord/RepositoryObject?UID=1028)** to modify the data and resubmit. The **[Therapist](VUC://OpenRecord/RepositoryObject?UID=1028)** acknowledges the warning and the use case continues at step 6 (Enter Session Details).

\*a. Cancel

1. If at any time the **[Therapist](VUC://OpenRecord/RepositoryObject?UID=1028)** chooses to cancel the activity, the **System** displays a warning message. If the **[Therapist](VUC://OpenRecord/RepositoryObject?UID=1028)** chooses to continue with the cancel action, the use case ends. Otherwise the **System** closes the message and the use case continues from its current point.

Pre conditions

Therapist must have logged onto the system

Post conditions

Success end condition

-Session details saved to database

Failure end condition

-Session details not saved to database

### Appendix : Session Data

* Client
* Horse
* Tack
* Volunteers

Tasks – Unmounted

* Sensory regulation strategies
* Emotional regulation tasks
* Horse care/self care
* Symbolic strategies
* Fine motor games
* Problem Solving games

Tasks – Mounted

* Tracking up predominant (calming)
* Overtracking to observe (stimulating)
* Stop-starts (intention)
* Poles (concussive)
* Weaving
* Sensory props
* Symbolic props
* Gross motor games
* Fine motor games

In the following table a score is given for each category. These scores are totalled for each function to give a function subscore. The function subscores are totalled to give an overall score. The last column gives examples of the ranges for each category, but will not be stored in the Amber system.

|  |  |  |  |
| --- | --- | --- | --- |
| **Function** | **Skill** | **Score** | **Example of ranges** |
| Task Behaviour | Regulation |  | * Too high / too low alertness * Requires co-regulation throughout * Fluctuates during session * Appropriate level maintained * Can self-regulate |
| Engagement |  | * Unable/Reluctant * Occasional shared attention orientating * Participated * Initiated * Joint attention sharing affect |
| Motivation |  | * Apathetic * Uninterested * Intention occasionally demonstrated * Initiation and intention observed mostly * Enthusiastic throughout |
| Frustration Tolerance |  | * Easily frustrated * Requires routine * Difficulty with transitions and obstructive play * Able to tolerate obstructive play * Manages activities + shifting with ease from one to another |
| Cognitive | Following directions |  | * Unable to follow 1 step – Maximum support to participate * Able to follow 1 step instruction * Able to follow more than 1 >= step * Simplified instructions/adapted * Able to follow multiple steps |
| Concentration |  | * Fleeting * Focus < 1 minute * Focus >1 minute requiring prompts for sustained/completion of task * Focus > 1 minute without prompting required * Focuses for duration of task |
| Problem Solving |  | * Disengages easily * Persists * Can come up with alternatives for success |
| Intention working memory |  | * Unable to gauge – not orientating or attending to stimulus * Registers – can repeat back one * Requires repetition for recall of multiples * Requires adapted input to help recall (e.g. visual, rhyme) * Can recall all tasks at end of session |
| Motor Planning | Planning |  | * Not initiating; therapist having to lead; Unable to identify an idea to achieve an action * Comes up with ideas; however disorganised plans * Ideation demonstrates intention * Organised planning observed |
| Sequencing |  | * Disorganised in actin of task * Task does not flow to completion * Takes a long time to complete * Sequences task in functional manner for success * Sequence of activities is efficient and timely |
| Praxis – Execution |  | * Poor co-ordination * Poor body positioning * Smooth fluid movements |
| Motor | Postural Control / Balance |  | * Unstable * Unintentional trunk/head movement * Controlled stability * Upright posture |
| Proximal Joint stability |  | * Not bear weight * Full tolerance |
| BiLateral Coordination |  | * Unable to coordinate * Fully integrated + Midline crossing |
| Body awareness |  | * Not notice asymmetrical posture * Can move away from and across midline |
| Fine motor |  | * Unable to complete * Grasp not efficient * Strength – too light/too heavy * Dexterity – poor inhand manipulation * Independent grip strength and dexterity |

|  |  |  |  |
| --- | --- | --- | --- |
| **Function** | **Category** | **Score** | **Example of ranges** |
| Sensory Modulation | Proprioception |  | * Avoid/seek movement/heavy work * Awareness of body in space – no need for movement or avoiding heavy work |
| Vestibular |  | * Over/under sensitive to head position change * Avoiding/seeking balance * No difficulties with balance * Bilateral integration |
| Tactile |  | * Under/over sensitivity * No difficulties * Distinguishes textures |
| Auditory |  | * Over/under sensitive * Unable to filter out/attend * Covers ears * No signs of difficulty - Responds to name |
| Visual |  | * Over/under sensitive * Distracted by busy environment * Attend to near environment * Avoid/seek visual input * Filters irrelevant + use relevant * Attend to near and far environment |
| Olfactory |  | * Over/under sensitive * No signs of difficulty |
| Social/Emotional | Communication of needs |  | * Disruptive * Gets upset/frustrated * Tone too loud/too low * Appropriate requests of needs/desires * Can Engage to indicate feelings |
| Expression |  | * Flat * Full range * Awareness of other’s facial expression |
| Eye contact |  | * Avoidant/Staring * Suitable gaze |
| Joint attention |  | * Minimal interactions * 1:1 * Purposeful communication * Affect an enjoyment in engagement |
| Confidence |  | * Risk taker/avoidant/reluctant * Needing direction * Relaxed and presenting comfortable with challenges |

