

Knowing Your Resident Behaviors

A "**behavior**" is defined as the way that someone acts in response to a situation or stimulus.

Residents may exhibit behaviors because of:

- Unmet needs
- Hallucinations
- Delusions

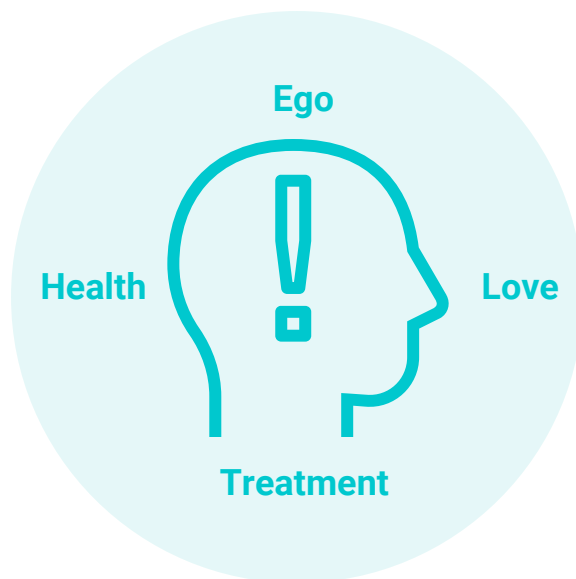
Hallucinations

Experiencing something through their senses that is not actually there.



Delusions

Believing something is true even when evidence can prove that it is not true



Resident refuses to eat because they see bugs crawling on the dining room table.

Examples

Resident refuses to eat because they think the facility is trying to poison them.