

Zoomdek Publishing

Direct Work resources &
tools for professionals
working with children,
young people &
vulnerable adults.




Zoomdek.com



I n t r o d u c t i o n

What we do




We support people through Direct Work tools that achieve reliable results fast. Our direct work tools can save you time when carrying out assessments, helping you to gather crucial information.

We create, design and publish Direct Work tools and resources for the purpose of risk assessing and safeguarding children, young people and vulnerable adults. These allow you to understand your service user's lived experiences, allowing their voice to be heard.

We also create The Moodlins™ books to help explain emotions – both our own and other peoples and prepare young children for life experiences. Stories that help make sense of their world.

Our online interactive tools with downloadable resources, are a must for those working in Social Work, Early Help, Occupational Therapy, and Schools. Our online shop provides physical products for direct work across a whole range situations.



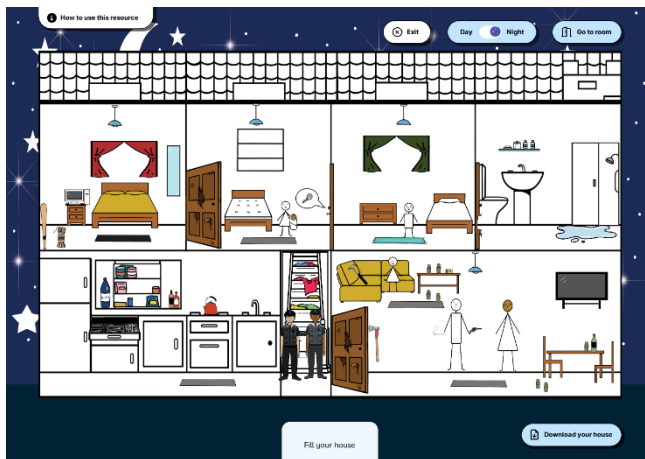
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Our interactive online tools

My House

Based on systems theory, Maslow, social learning theory and strengths perspective to understand and risk assess the dynamic within the home. This innovative app allows you to build a house with various items from the list of categories. Furniture, hazards, equipment - including occupational therapy (O.T.) equipment, as well as people from babies to older adults. Also, the emergency services are represented in this section too. All the items are drag and drop, so you simply click on the item you want to place in the house, i.e. a single bed, and

drag it to the room you want it to be in and place it where in the room you want it. Working with the service user to build a picture of the home at the time in question.

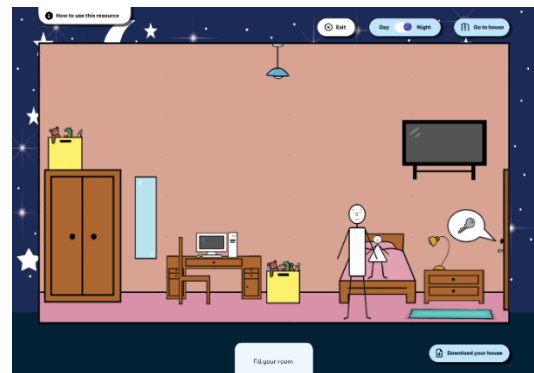


This app also allows you to switch from day to night instantly, so you can add or remove items and people that would or would not be there. The app allows you to see the living conditions during the day

and night of the service user and see who else is present, what hazards are there and whether they understand the hazards etc.

This app can be used for various scenarios, from understanding routines to a significant event that has occurred in the home.

Simply build the house with the service user to gain an understanding of their lived experiences. The app can reflect real life scenarios and can help you to evidence what is going on using the service users voice.



The app also comes with an additional investigative room. Occupational Therapists can use this room to build, alongside their service user, a bedroom, complete with the equipment they will have in the room and help them to design and emotionally invest in their new space. Helping to remove any negative thoughts or feelings the service user may have about moving into a new room.

My Animal Kingdom

We created this app to help show and explore the relationships your service users have with those around them. The app consists of a group of animal kingdoms from a lush kingdom with lots of water and fruit trees etc. to a barren kingdom far away from the others.

The service user chooses which animal they would like to be from the choice in the selection panel and explains why they have chosen that particular animal to represent them. They then choose and place other people, represented as animals, whom you are most interested in understanding their relationship with



and the dynamics within their systems. They place these other 'animals', in the same large kingdom, each time choosing an animal and explaining why that person is that particular animal.

Once all the people in question are in the same kingdom, it is time to move them out again. Now the service user moves their animal to the luxury kingdom and chooses which of the other animals they

will take with them, explaining each time why they have made that decision. They then decide who they are going to leave behind in the main kingdom and why, and who they will move to furthest kingdoms away from them, explaining their reasons for doing so. This is based on systems theory, social constructionist theory and Maslow. The resulting image can be downloaded to keep on file evidencing the child's voice, wishes and feelings.

This app will inform you about the relationships the service user has with the people chosen to be on the islands and why the service users feels the way they do about the individuals.

Although it is not always necessary, for shy or hard to reach service users, having them wear an animal mask, can help the service user feel less exposed and more willing to open up about the reasons they choose who they choose and why they place them where they place them.

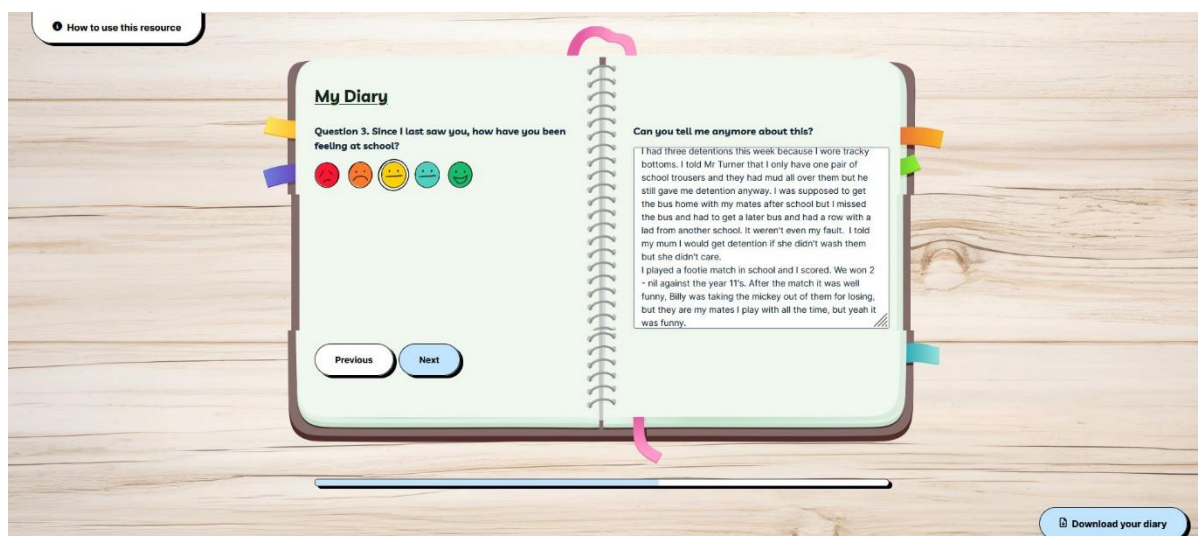


My Diary

This app has been designed to help you monitor your service user's lived experiences over a period of time. The app consists of five pages each one with a key question. The service user clicks an emoji to show how they have been feeling about that area of their life that week and then you or the child / young person can complete the text box with their response to the question. This can open up dialogue for what has been going on for that child / young person at home, at school and in general since you last saw them.

It provides you with the opportunity to discuss on-going issues with parents / carers and offers an opportunity to rectify them. This evidences the child's voice and how they are feeling about life in general.

My Diary could offer you evidence of significant events that maybe occurring in that child / young person's life. This could be used for safety planning and risk assessing in the home as well as in the community. Theories applicable to this app include Maslow, and Bronfenbrenner.



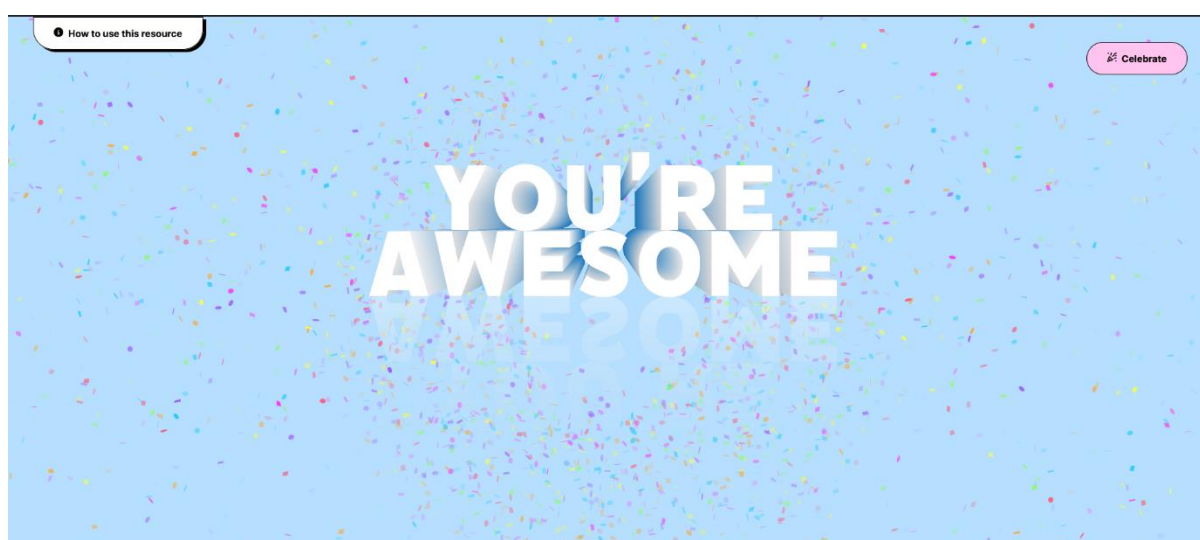
The completed information downloads as an A4 document, detailing each question, corresponding emoji and their written response. These responses can be monitored over time to note any corresponding factors recurring situations in the child / young person's life.

You're Awesome!

Self-esteem is a wonderful thing, sadly not every service user is full of it. For this reason, we have created this app. This is a great way to help show the young service user that they are doing great, that they are Awesome!!!

Whilst listening to the young service user talking about a particular event, or their day in general, at every opportunity, when they have done the right thing, something brave, something clever, something selfless, you simply press the 'celebrate' button on the app, and the screen bursts into life. Digital confetti shoots around the screen and across the legend 'You're Awesome'.

This is a great way to finish a visit with a service user as it will help build their self-esteem and leave them feeling positive about themselves.



This app is an excellent tool for reinforcement of positive actions. Allowing you to celebrate with the child the things they would do in a scenario that you are discussing with safety planning in mind.

Our Direct Work tools

You and Me Cards

These Direct Work cards are ice breakers. They help you quickly get to know your service user and they get to know a little about you. Building trust and confidence in you as a practitioner, from the service user's point of view. Each card contains a question that is based on social work and psychological theories, with the relevant theories colour coded around the edge of the card for you to further explore.



Keep Safe Be Aware

Our Keep Safe Be Aware cards are designed to use for Direct Work with young people to identify and assess risk in the home and the community. To understand their awareness so a safety plan can be implemented. They are also suitable for



young people and vulnerable adults with a learning difficulty to help with care planning, inclusion in society and their understanding of money and environments.

These Direct Work cards can be used on a 1-1 basis or in a group setting to identify the user's understanding of everyday situations. The cards can identify weaknesses in

specific areas which can direct the practitioner to work on a particular topic to increase the user's understanding. There are no rules or timescales for the cards, they are simply a direct work tool to support practice.

Yes and No Cards

The cards are used with children and young people who maybe verbal or non-verbal, speech impacted by trauma, shyness or feeling anxious. The photocards are categorised as food, school, travel, hygiene, school lessons and activities. The cards also contain things in the home to consider for children who are looked after. These Direct Work cards are designed for understanding what the child / young person wants and likes. For example, if a child is moved into emergency care, they may be feeling hungry but may not say. The cards also give a non-verbal child with associated learning disabilities a way to communicate what they want and need.



The pack consists of four main response cards, a tick, a cross, an 'I like' symbol and an 'I don't like' symbol. These enable the child / young person to point to, or place an additional card next to them, to indicate what they want or need.

Help Me Card



This little card is designed with the safety of your loved ones in mind. Whether they are a small, vulnerable child / young person / adult with a learning disability or an adult with dementia, this card can help them get help quickly, if they are lost or are experiencing a medical condition / emergency.



These cards can also be used by other people, who have a medical condition that may render them unable to speak but able to point to the card and show someone to get help. These cards can also be used by everyone who wants to ensure they have the option to get help when needed.

Young people with autism, who are fully supervised in the community can have the card displayed on their rucksack. If they run off, get lost their carer's / parent's telephone number is written on the back of the card so they may be contacted.



Care and Capacity cards

Our Care and Capacity cards have been specifically developed to assess adults who are suspected of having memory loss. The cards are a Direct Work tool that contain categories that cover areas such as finance – to assess financial abuse or general understanding and use of money. Other categories include, Personal care, safety in the home and in the community. They can be used to assess a person's level of capacity and understanding of everyday situations, occurrences and events. They can be used to identify the strengths and weaknesses in someone's short and long-term memory and can be used to risk assess. The cards can be used for a one-off session or repeatedly in practice over a period of time to identify a decline or a growth in the person's memory. These cards are best used in 1-1 scenarios.



My Life Cards

Our My Life Cards are designed to support Direct Work with older people and those with dementia. The 35 cards each have a question based on events, likes and dislikes and one's interests throughout one's lifetime. The cards can be played in any way, over any amount of time, and with any amount of people. The questions are designed to open up and encourage conversation. They can be



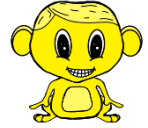
used on a 1-1 basis with a carer or family member, or in a group setting. Group settings will encourage discussion with reminiscing about one's life. The discussions can be a fun way to learn about someone who you care for on a regular basis or for someone you have just met. They are also

a great way to introduce someone to a care home setting, by helping them get to know their new group of neighbours and feel at home quickly, finding other residents with similar interests etc.

The Moodlins™



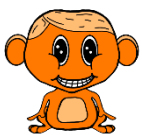
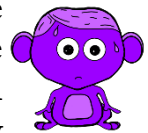
The wonderful thing about Moodlins is that they have what can only be described as a special power. These little brown Moodlins change colour according to how they are feeling. They cannot help it or control it; they just change colour. We call this a special power as everyone knows how they are feeling just by looking at them.



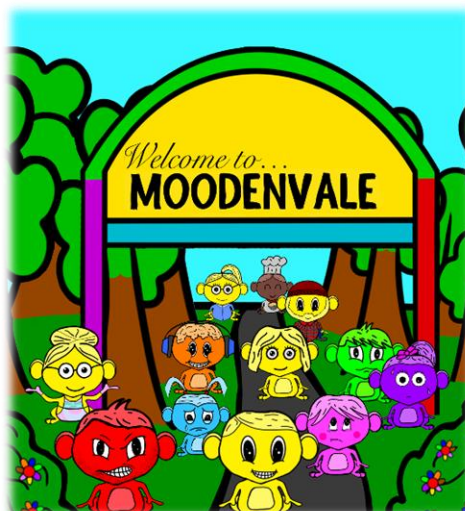
When they are happy their brown coat turns yellow. When they are sad, they turn blue. When they are frightened, they turn purple. When they are embarrassed, they turn pink. When they are worried, they turn green. When they are orange, they are very excited and when they feel angry, they turn red! Get the picture?



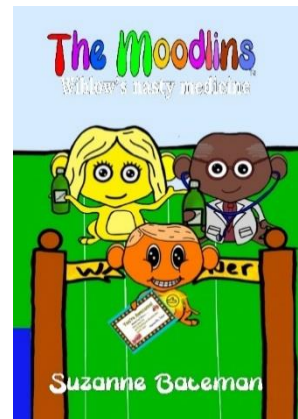
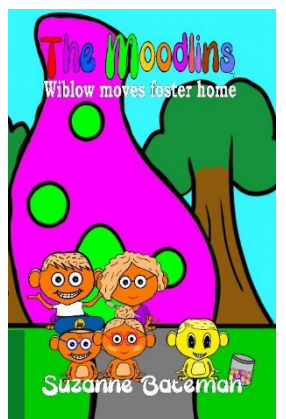
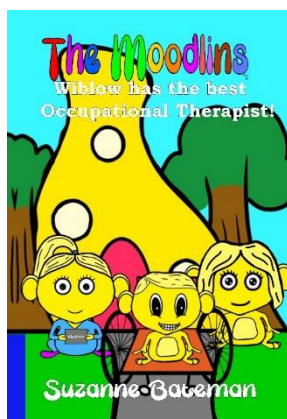
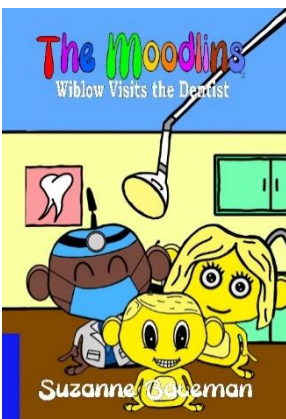
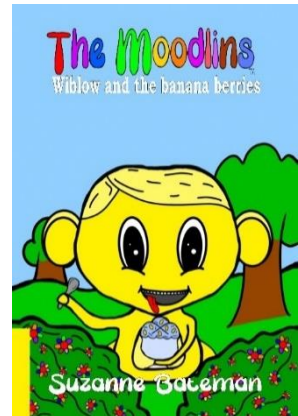
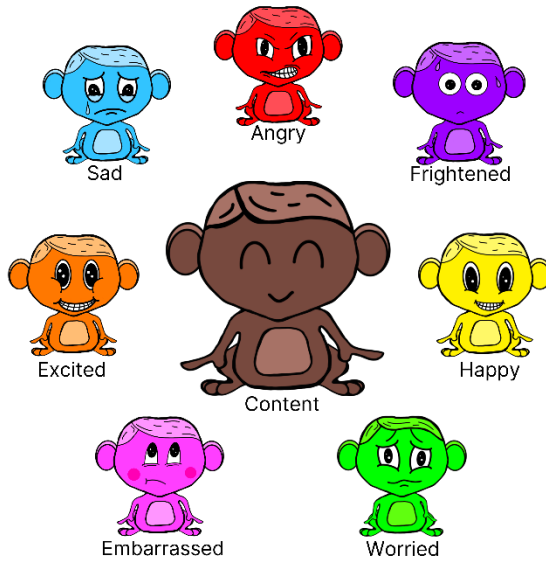
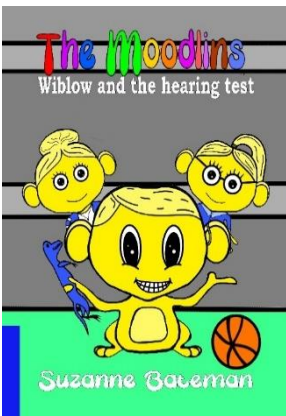
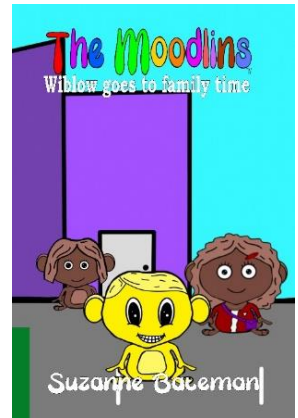
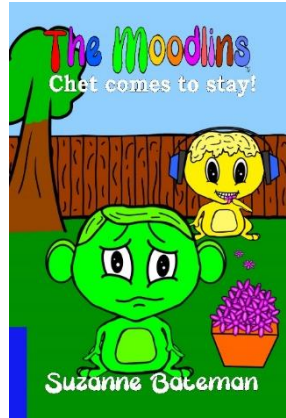
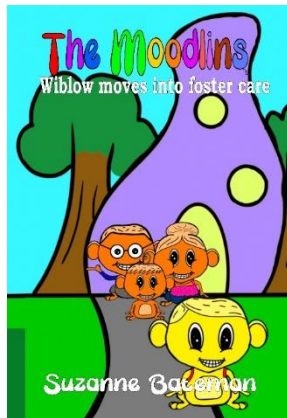
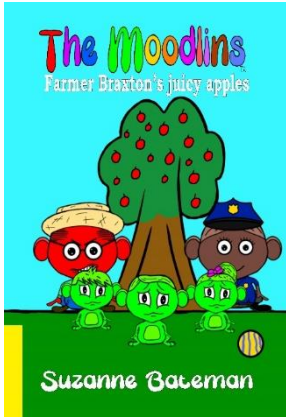
Their colours change all of the time and when they are content, they return to brown. Not like us humans, we have to guess how others are feeling through their facial expressions and behaviours, and this can be very tricky indeed!



The Moodlins live in a small town called Moodenvale. Moodenvale set on the edge of the forest was a very colourful town surrounded by the tallest oak trees and pretty flowers of all the colours of the rainbow. The wooden homes in the centre of town come in all shapes and sizes and are so colourful, they can be seen from halfway inside in the forest. Even the shop, the Post Office, the Doctor's office, the Dentist, the Wood Yard, Mr Braxton's farmhouse and Moodenvale school could be seen shining brightly in the sunshine.



The Moodlins™





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