

Source	Transcript	Description (CODE)	Categorization (THEMES)	Analysis (REFLECTION)	Dementia Stage	Other
	ACTIVITIES - positive meaningful/entertaining preferences life wellbeing					
Q1 - P1	Sweeping yard , loves to see everything clean, happy to feel useful	Sweeping garden	Physical Activities	Being productive, autonomy	Mild	job activities ceased
Q1 - P1	physiotherapy is a moment of interaction and fun, because she does it together with her co	Rubber stretching exercise	Social Engagement	Togetherness, engagement	Mild	togetherness
Q1 - P1	she likes to compete doing the exercises , she smiles a lot these days	Exercise in group	Physical Activities	Social Engagement	Mild	loss of physical coordination
Q1 - P1	Cryptogram - spends hours doing it, likes the challenges.	Daily cryptogram	Focus (Flow)	Cognitive challenges, autonomy	Mild	
Q1 - P2	Music activities , I notice that they wake up and even remember the lyrics of the songs	MUSIC	Arts - LISTENING	Loss of memory, autonomy	Mild	
Q1 - P2	Domino	Game Domino	Cognitive games	Engagement	Mild	
Q1 - P2	jigsaw puzzles are also activities they respond well to	Game Jigsaw	Cognitive games	Engagement	Mild	
Q1 - P3	Activity with music and involving colors	MUSIC and Colors	Arts - Colors	Self-expression, autonomy	Mild - Moderate	
Q1 - P4	Listen to music	Arts - music	Arts - listening	Reminiscence	Mild - Moderate	
Q1 - P4	Dance	Arts - dance	Arts - physical movement	Embodiment, leisure	Mild	
Q1 - P4	Garden	Gardening	Physical Activities	Embodiment, leisure	Mild	
Q1 - P4	Eat	Eat food	Physical Activities - taste	Embodiment, leisure, motivation	Mild - Moderate	
Q1 - P5	Music whenever any activity uses music the result is more positive because they remember the past	MUSIC	Arts - listening	Reminiscence	Mild - Moderate	
Q1 - P6	Sing	Singing songs	Arts - verbal	Reminiscence	Mild - Moderate	
Q1 - P6	Tell stories of their lives	Tell stories	Verbal communication	Reminiscence	Mild	
Q1 - P7	Dancing because the music soothes	Dancing	Art - physical movement	Embodiment		
Q1 - P8	Sing	Singing songs	Art verbal communication	Togetherness, social		
Q1 - P8	Talk in a group	Conversation	Verbal communication	Togetherness, social		
Q1 - P9	Computing through interactivity. Memory is released through meaningful life moments.	Computing	Digital activities	Togetherness		
Q1 - P9	Free dance for musicality, it is a matter of group interaction, coexistence, ludic activity of phy	DANCING	Arts - group	Togetherness		
Q1 - P10	Music activities	MUSIC	Arts - listening	Reminiscence		
Q1 - P10	Dance . My grandmother loves to dance! For sure! I think because it's a way to express yourself, to fre	Dancing	Arts - physical movement	Togetherness		
	ACTIVITIES - negative maintenance basic needs doesn't understand the meaning					
Q1 - P1	He doesn't like to walk very much, he says he feels short of breath.	Exercise	Physical Activities	Loss of motor skills	Moderate	
Q1 - P2	Bathing - The vast majority do not like to bathe.	Bathing	Hygiene - Safety	Loss of dignity, autonomy rising		
Q1 - P3	Bathing	BATHING	Hygiene - Safety	Loss of dignity		
Q1 - P4	Bathing - feels afraid , walks, legs feel tired	Bathing	Hygiene - Safety	Loss of dignity		
Q1 - P5	Physical exercise - unless they have done activities in the past	Exercise	Physical Activity	Loss of motor skills		
Q1 - P6	Physiotherapy	Exercise	Physical Activity	Loss of motor skills		
Q1 - P7	Walk because they get tired quickly	Walk	Physical Activity	Loss of motor skills		
Q1 - P8	Difficult and complicated activities that require an effort in which they feel inadequate.	Difficult Activities	Physical/psychological	Loss of cognitive, physical skills		
Q1 - P9	What required physical effort	Exercise	Physical Activity	Loss of motor skills		
Q1 - P11	I think my grandmother was not very fond of physical exercise. I believe that with her age, m	Exercise	Physical Activity	Loss of motor skills		
	PLACE - favorites (individual preferences)					
Q1 - P1	Backyard , where she does the task, she embraced as a job	Backyard	Place	Being productive		
Q1 - P1	Kitchen where people gather to have lunch	Kitchen	Place	Social Engagement		
Q1 - P1	Living room where the television is	Living room	Place	Watch TV		
Q1 - P2	Bedroom many of them prefer to stay in bed	Bedroom	Place	Sleep		
Q1 - P3	Bedroom	Bedroom	Place	Sleep		
Q1 - P4	The bedroom is usually the place where they feel safest.	Bedroom	Place	Felt safe		
Q1 - P5	Gardens and rooms in the majority, as they refer to moments spent with the family	Garden	Place	Social Engagement		
Q1 - P7	The garden because they admire the plants	Garden	Place	Nature - people		
Q1 - P9	Bedroom to relax	Bedroom	Place	Relax		
Q1 - P11	I think my grandma loved a garden! With flowers, stir the earth!	Garden	Place	Activity with the earth		
Q1 - P12	She also loved being in the kitchen, both eating and cooking	Kitchen	Place	Cooking and eating		
	MEANINGFUL ARTIFACT					
Q1 - P1	Rement of childhood, nurture	Rag dolls	Objects +	Reminiscence		
Q1 - P1	Bible religion	Bible	Objects +	Spiritual		
Q1 - P3	Personal objects	Personal objects	Objects +	Meaningful, reminiscence		
Q1 - P3	Fabrics, rag dolls , folding clothes	Rag dolls	Objects +	Meaningful, reminiscence		
Q1 - P5	Ball , the use of objects depends a lot on a conversation, because, with patience can be com	Ball	Objects +	Engagement		
Q1 - P6	Music instruments	Music	Objects +	Leisure		
Q1 - P7	Crafts	Crafts	Objects +	Activities on the flow		
Q1 - P8	Dolls, fabrics	Rag dolls	Objects +	Meaningful, reminiscence		
Q1 - P9	Party BALLS	Ball	Objects +	Leisure, social engagement		
Q1 - P10	Paper and paint	Arts with paper	Objects +	Self-expression		
Q1 - P11	My grandmother loved her notebooks , where she wrote everything down! Like a diary.	Diary	Objects +	Telling stories		
Q1 - P01	Irritable	Irritated	Change behavior (-)	Loss of verbal communication		
Q1 - P01	Excessive sleep , I need a good argument that I know will make her get up.	Excessive sleep	Change behavior (-)	Loss of motivation		
Q1 - P02	Throughout the day many of them become irritable with moments of agitation.	Agitated	Change behavior	Loss of sleep (?)		
Q1 - P03	Shows greater agitation and irritation in the afternoon	Agitated	Change behavior	Environmental changes		
Q1 - P04	More passive in the morning, more active during the day, and more irritable at the end of the	Agitated	Change behavior	Environmental changes		
Q1 - P05	They get more irritated, because many times they are bothered by something or tired and iritated	Irritated	Change behavior	Needs are not met		
Q1 - P06	Behavior varies from physical state (in pain, e.g. they become agitated)	Irritated	Change behavior	Physical pain		
Q1 - P07	He is in a good mood when he is comfortable and irritated when he is subjected to discomf	Irritated	Change behavior	Physical state		
Q1 - P08	More agitate during the day	Agitated	Change behavior	Physical discomfort		
Q1 - P10	I believe so, depending on the interaction with the people around them, whether they are h	Hungry, sleepy	Basic needs	Loss of sleep		
Q1 - P11	Communication is also difficult and without communicating the mood also changes	Talking	Communication	Loss of verbal skills		
	PROFESSIONAL REFLEXIONS ON INTERACTION - basic needs x self-actualization					
Q1 - P02	Patience , treat with affection, respect and calm.	Patience	Communication	Cognitive loss		
Q1 - P03	Games	Games	Entertaining	Loss of self-soothing		
Q1 - P04	Calming music in the shower, smells of cake food that she likes to eat.	Music	Entertaining	Cognitive loss, doesn't understand		
Q1 - P05	"always" conversation , explaining everything that will be done with him at that moment.	Conversation, sleep, nutrition, basic	Communication	Cognitive losses		
Q1 - P05	Nutrition and sleep quality . All this helps the elderly with dementia during the activities that w	Nutrition, sleep	Basic needs	Cognitive losses		
Q1 - P11	I think just trying to listen and include her in things made her happier.	Listening	Support being inclusive	Cognitive, physical losses		
Q1 - P11	I also noted that she liked it when I helped her take a shower and did her nails and hair	Caring for hair and nails	Support	Self-engage, self-esteem		
FG - P01	O idoso com demencia, passa por varios estagios, por exemplo a musica é um referencial per	Music	Music Box	Self-soothing, motivators		
FG - P02						
FG - P03						
FG - P04						