

P-19. Putting on a jacket with zipper or buttons [uncalibrated]

Essential task

The person is expected to put on a jacket or coat that is fastened with a zipper or buttons.

Specific criteria

1. The person is expected to obtain the jacket or coat from a nearby closet, wardrobe, clothes rack, or wall hook.
2. The jacket should be put on over clothing that would be typically worn outside (i.e., not over sleepwear or a hospital gown).
3. The person is expected to zip the zipper or fasten buttons.
4. If the jacket has buttons, it must have a minimum of three buttons and the person is not expected to button the top button.

Option:

1. The jacket the person puts on may be fastened with a zipper or buttons.

Restoration

Restoration is not scored.

Prior to beginning the person should

1. Be completely familiarized with the set up of the environment, including the location of all needed tools and materials. A variety of alternative choices should be among the clothing stored (e.g., extra jackets or other garments of clothing should be hung in the closet or on the clothes rack).
2. Be dressed in clothing that he or she would typically wear outdoors, underneath a jacket.

Prior to beginning the occupational therapist should

Ascertain from the person which jacket or coat he or she intends to put on.

Special rules:

1. If the coat or jacket has both a zipper and snaps or buttons and snaps, do **not** score the person on also fastening the snaps.
2. Pulling the sleeves up the arm is scored under the motor skill item **Moves**.
3. **Organizes** is scored based on how well the person spatially arranges the coat or jacket in order to put it on.
4. Ensuring the sleeves of the shirt or blouse worn under the jacket do not slide up the arm and become wrinkled is scored under the process skill item **Notices/Responds**.

Required tools and materials:

- Coat or jacket with zipper or buttons
- Variety of other clothing options
- Bed, table, dresser or chair
- Closet, wardrobe, clothes rack, or wall hooks