

## CANS Tips

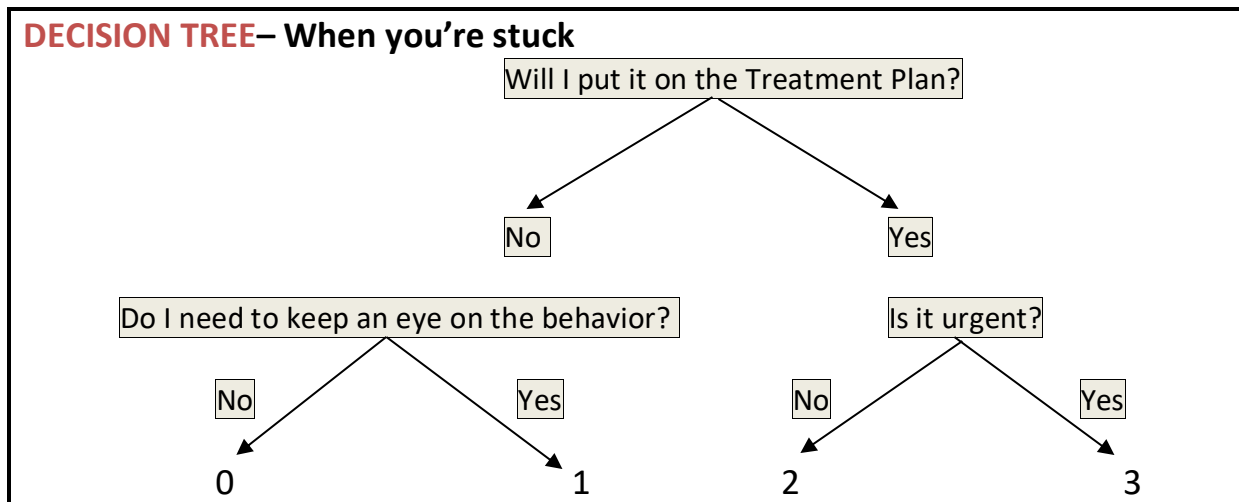
Focus on the **general framework** instead of the manual definitions

<b>Needs</b>		<b>Strengths (only Child Strengths Section)</b>
No Evidence	0 (Good)	Centerpiece
Watchful/History	1	Useful
Action Need	2	Needs Work
Urgent Action Needed	3 (Less Good)	No strength identified/no evidence

### Caregiver/Family is PERMANENT PLANNED CAREGIVER

- Usually not paid caregivers
- What is the youth's plan for permanency
- Defaults to biological family

### DECISION TREE– When you're stuck



### 6 KEY CHARACTERISTICS

#### 1. Items impact service planning

You should use your ratings to identify needs for the treatment plan.

#### 2. Level of items translates into Action Levels

An item rated 2 or 3 requires action.

#### 3. It's about the child, not the service

Don't rate behavior with a low score if the child has been in a controlled environment. Artificial environments may mask the behavior.

#### 4. Consider Cultural and Developmental Context

Age normative development.

Cultural context of family/community/etc and their perspective of the problem.

#### 5. Rate the "what" and not the "why"

Rate the behavior without using trying to justify the behavior.

#### 6. 30ish day window – Relevancy and Freshness

Keep the information fresh and RELEVANT.

Don't get stuck on 30 days – if it's relevant and older than 30 days, still use the information.

**Action Levels trump Time Frames** – if it should be on your treatment plan, rate it higher!