

# Birmingham Changing Futures Together



Birmingham Fulfilling Lives –  
Complex Needs Partnership



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**Birmingham *Changing Futures Together***  
***Improving Services for people with Multiple Complex  
Needs.***

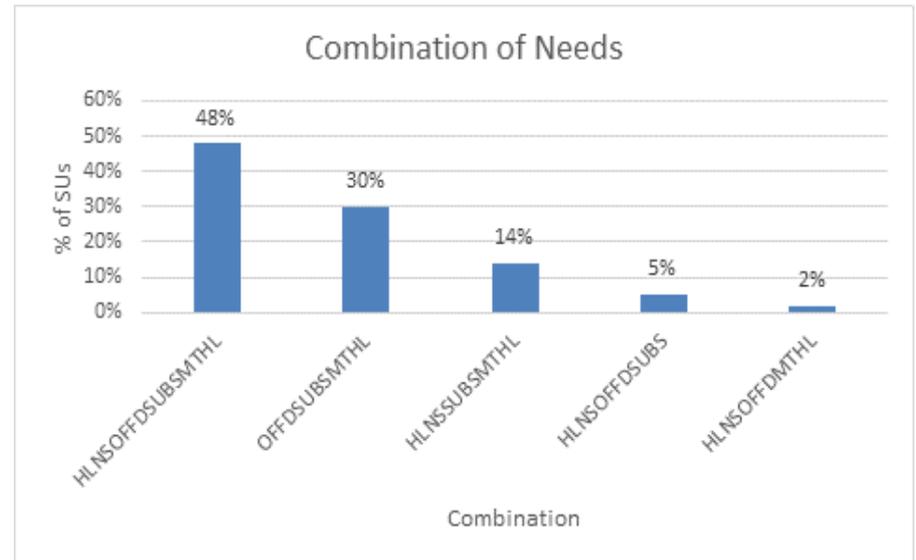
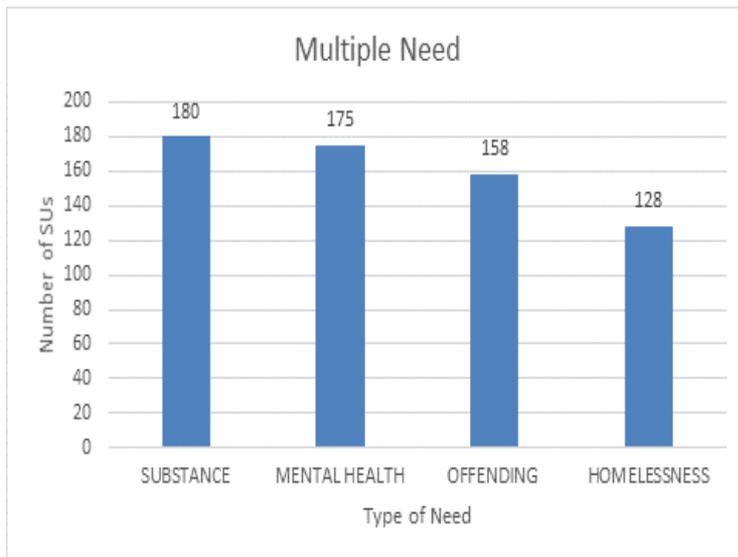
*Our aim is to enable people with complex needs to  
achieve their aspirations and make their own vision of a  
'fulfilling life' a reality.*

- Vision of Birmingham Changing Futures Together



# Service User Information

## Multiple Need Breakdown (when SU first entered programme).



- 98% (144 of the 145) of SUs faced Substance Misuse issues.
- 95% of SUs faced Mental Health issues.
- 48% of the SUs had a combination of all four needs.
- A combination of Offending, Substance Misuse and Mental Health issues made up the largest percentage of those with three needs – 30%.

# Economic Impact Analysis

## A&E Visits

**↓ 72%** Visits to A&E down

It matters; each visit costs

**£64.00**

## Hospital Inpatient Episode

**↓ 38%** Hospital inpatient episode are down

Fiscal cost per hospital inpatient episode is

**£1,807**

## Face-to-face with CMHT

**↑ 300%** The number of face-to-face contacts with the Community Mental Health Trust is up

The drop in A&E visits coupled with the increase in face-to-face contact with the CMHT means people are increasingly using the most appropriate service

The Impact can be seen in the wellbeing of people with multiple and complex needs:

Homelessness Outcome Star Assessment

**58%** Improvement between the first and most recent assessment

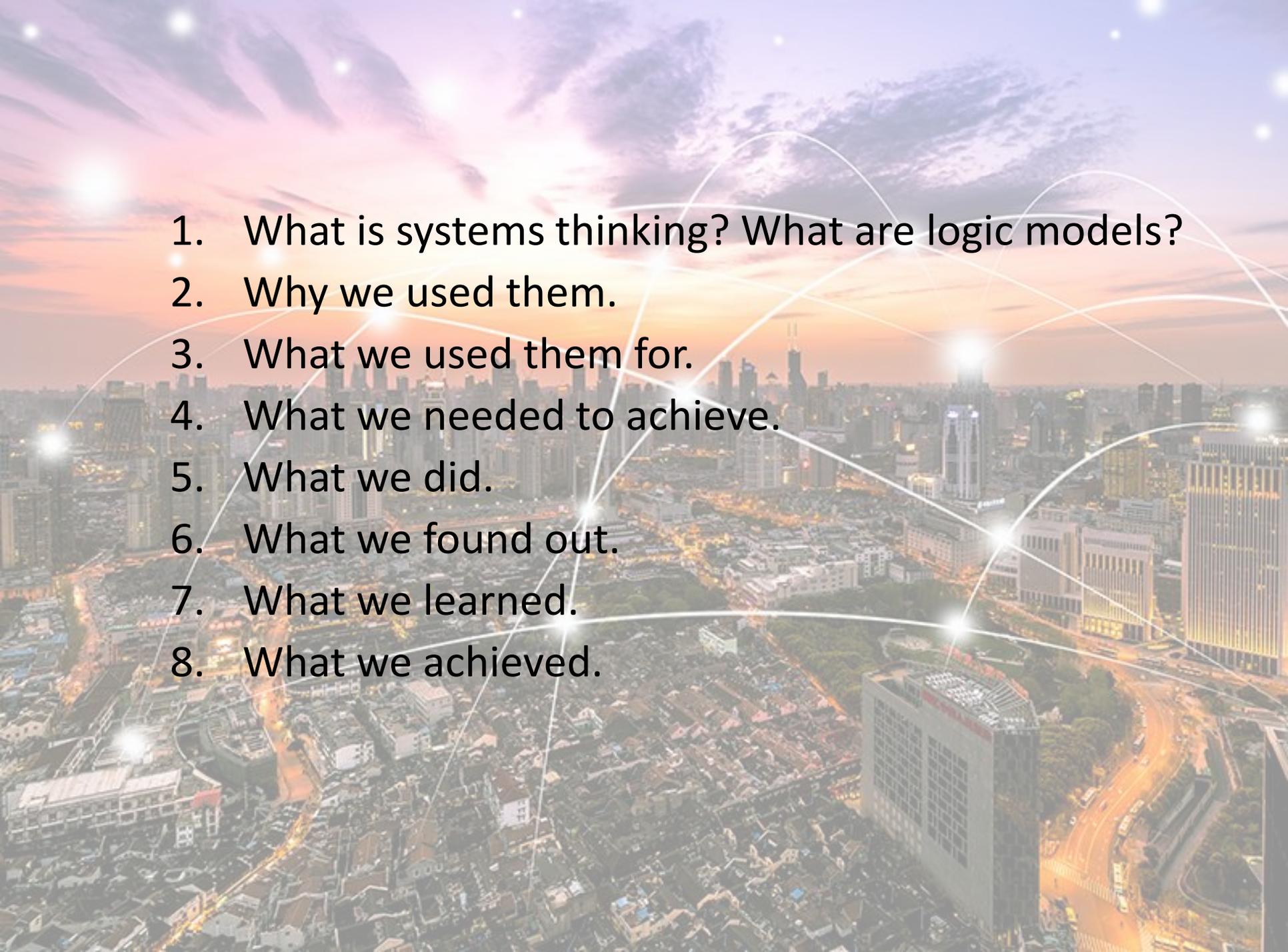
New Directions Team Assessment

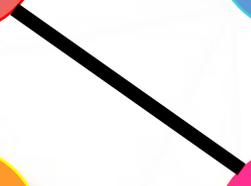
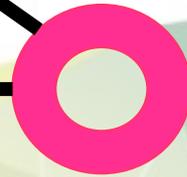
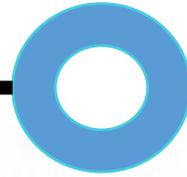
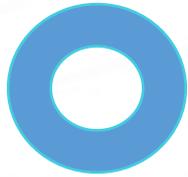
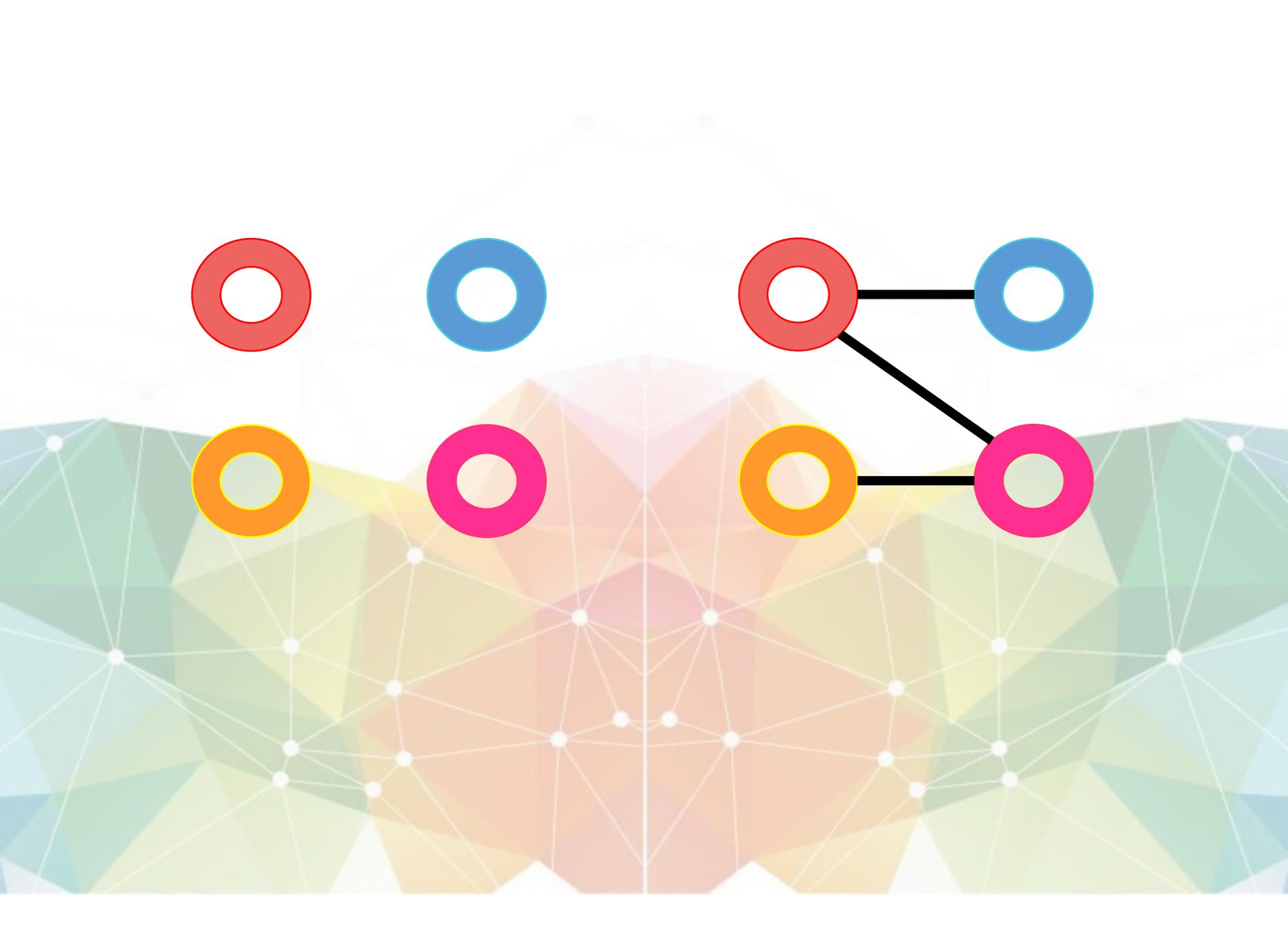
**50%** Improvement between the first and most recent assessments, indicating more structure and less chaos in their lives.

## The Powerful Effect of Peer Mentors

Peer Mentors and Lead Workers working together consistently produce better results than Lead workers working alone



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- An aerial photograph of a city at sunset, with a network diagram overlay consisting of white lines and glowing nodes. The list is positioned on the left side of the image.
1. What is systems thinking? What are logic models?
  2. Why we used them.
  3. What we used them for.
  4. What we needed to achieve.
  5. What we did.
  6. What we found out.
  7. What we learned.
  8. What we achieved.

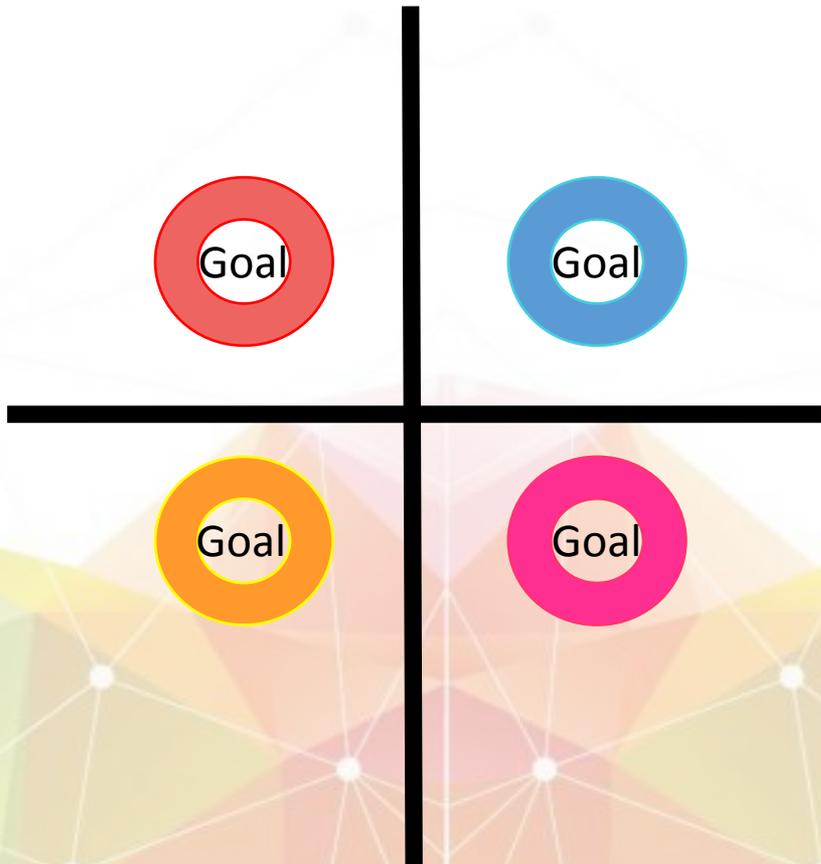
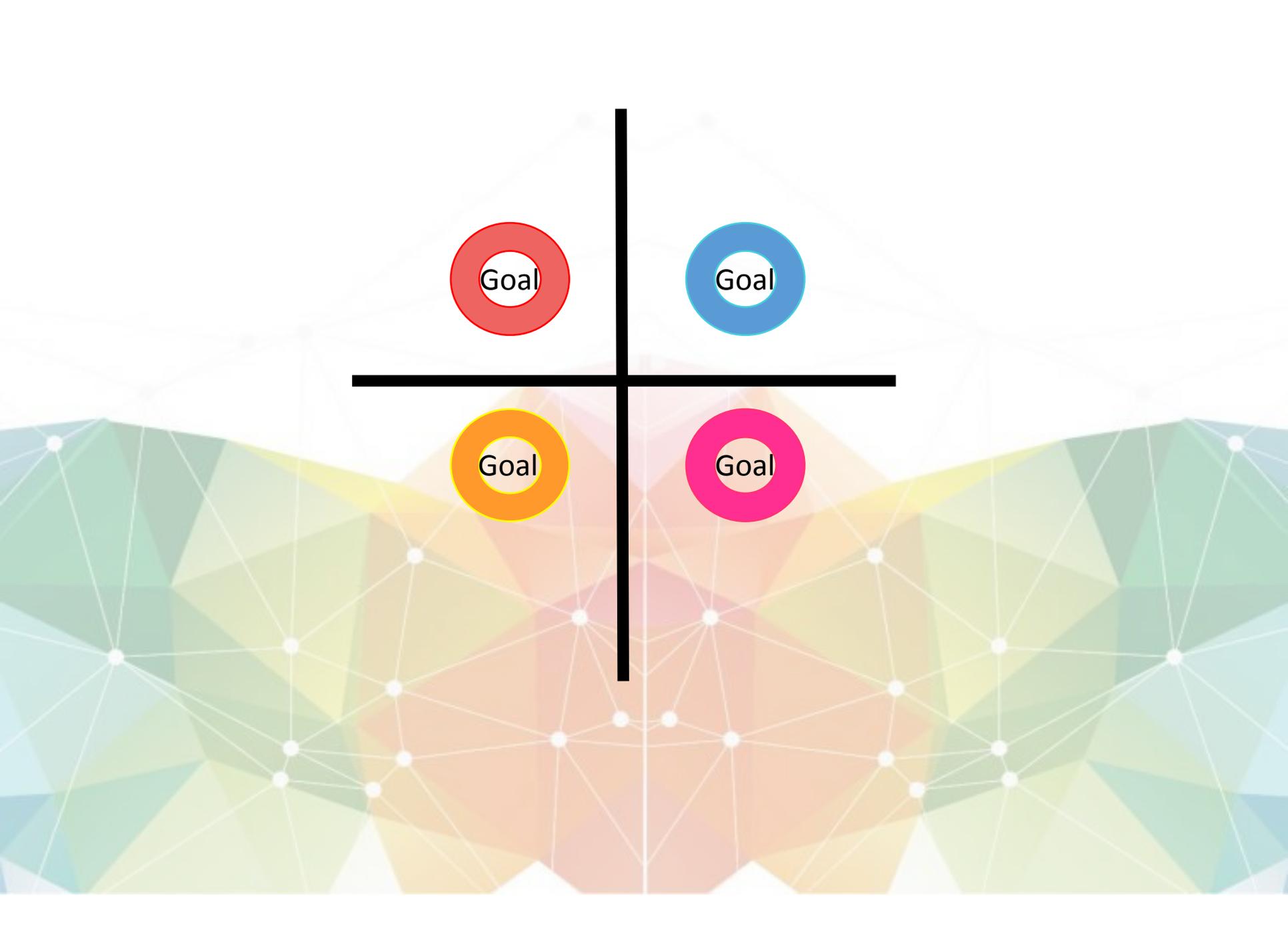


# What's going on?



- What's going on when what's going on is going on?
- What's actually happening in reality?
- Is there a difference between what people say they are doing and what they are actually doing?
- What difference should we be making?
- What don't we know?
- How do we get everyone to agree?



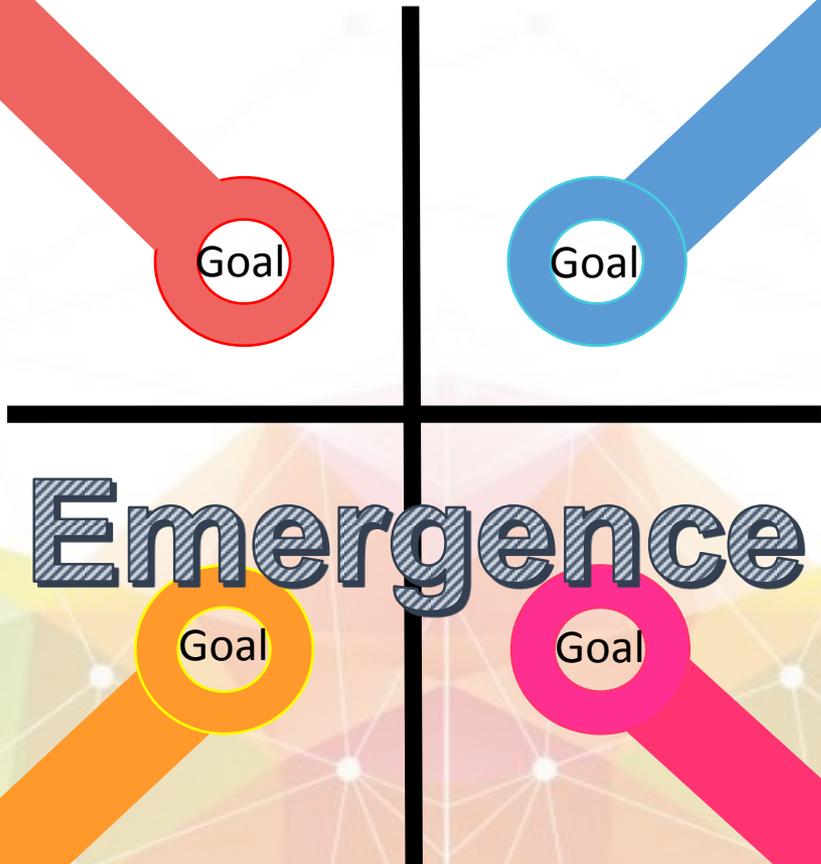
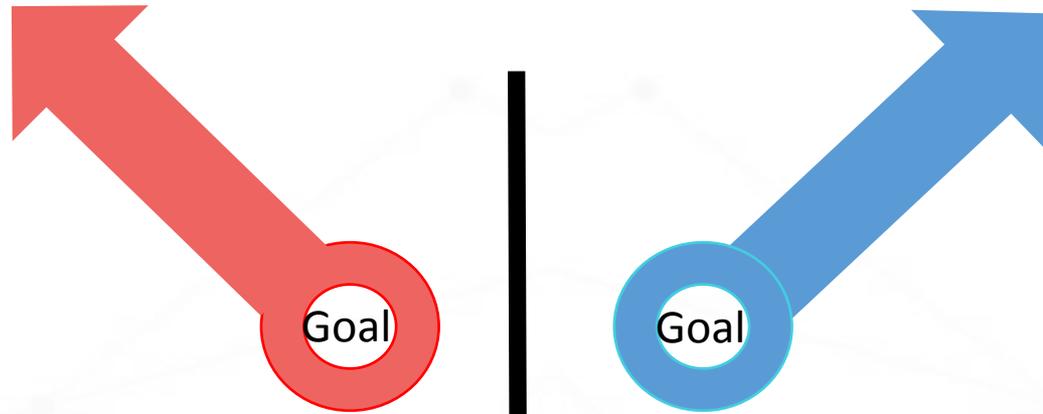


Goal

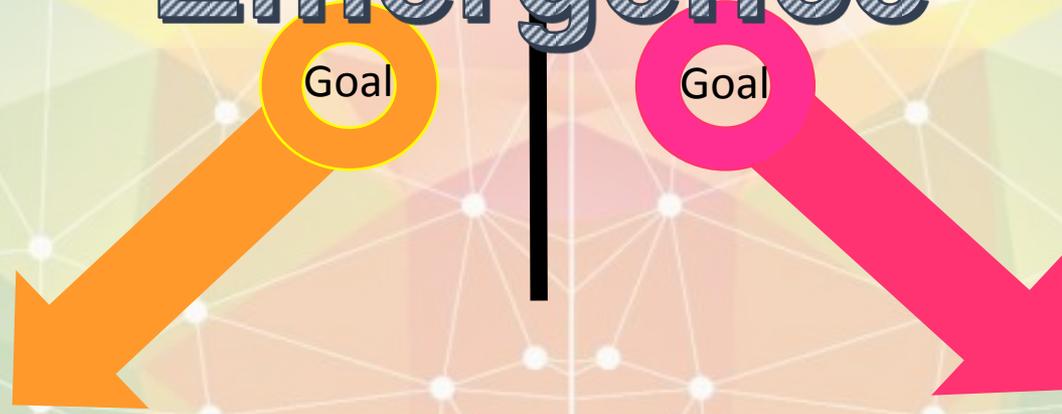
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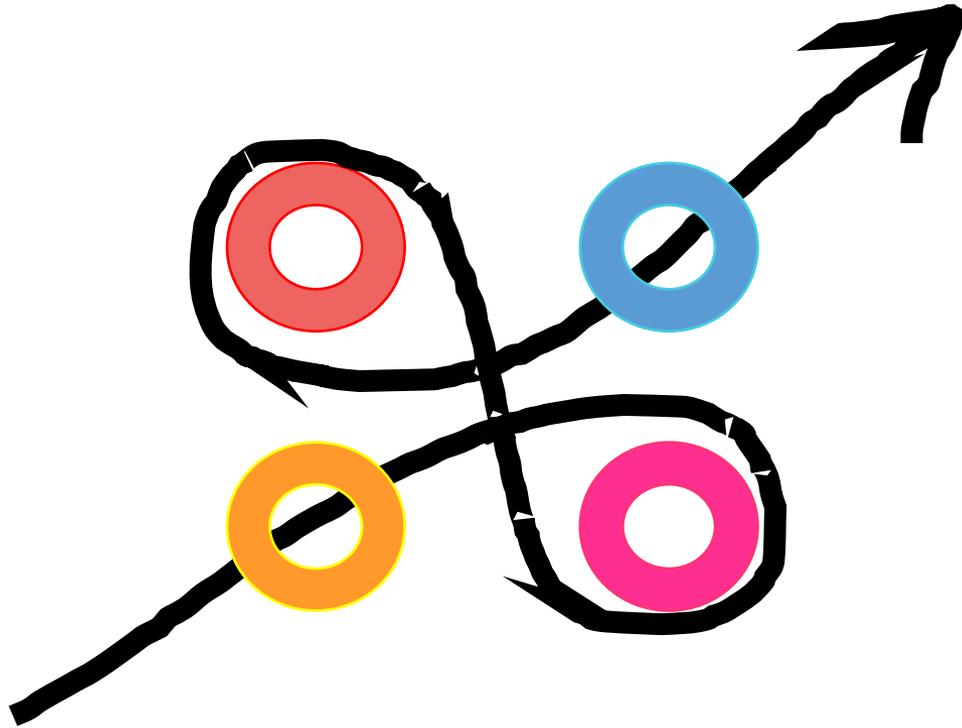
Goal

Goal



# Emergence





- Make sense of real world complexity.
- Understand real flow and interdependencies.
- Figure out what's holding a situation in place.
- Work out the 'best' intervention point for improvement - which fire [if any] to tackle first.
- Get 'everyone' looking at the same view.

Vision

Design

- Cycle 1: Develop 2 logic models
  - Current reality causing the need for action.
  - Logical effect of injecting the NWD solution into the current reality – hypothesizing the intended future reality.
  - Pay special attention to the feedback loops holding the problem situation in place.
  - Enable Executive to scrutinize [critical intuition]
- Cycle 2: Reflective Conversations:
  - Create 'safe' conditions for stakeholders to 'say it like it is'.
  - Add stakeholder experience into both logic models.

Test

Building

Working Prototype

- Cycle 4: Testing

- Logically test the impact of proposed solutions on the efficacy of the NWD solution.
- Identify additional necessary or sufficient injections.
- Enable Executive to scrutinize [critical intuition]
- Concurrently develop draft strategic plan and strategic priorities [Executive].

- Cycle 5: Testing

- Core Group test the final set of injections.
- Core group approve strategic plan.

- Cycle 3: Workshop

- Convene stakeholders into an immersive, intensive workshop
- Support stakeholders to scientifically challenge the models.
- Facilitate stakeholders to agree the strategic goal.
- Facilitate stakeholders to co-design necessary and sufficient improvements to upgrade the existing NWD solution.

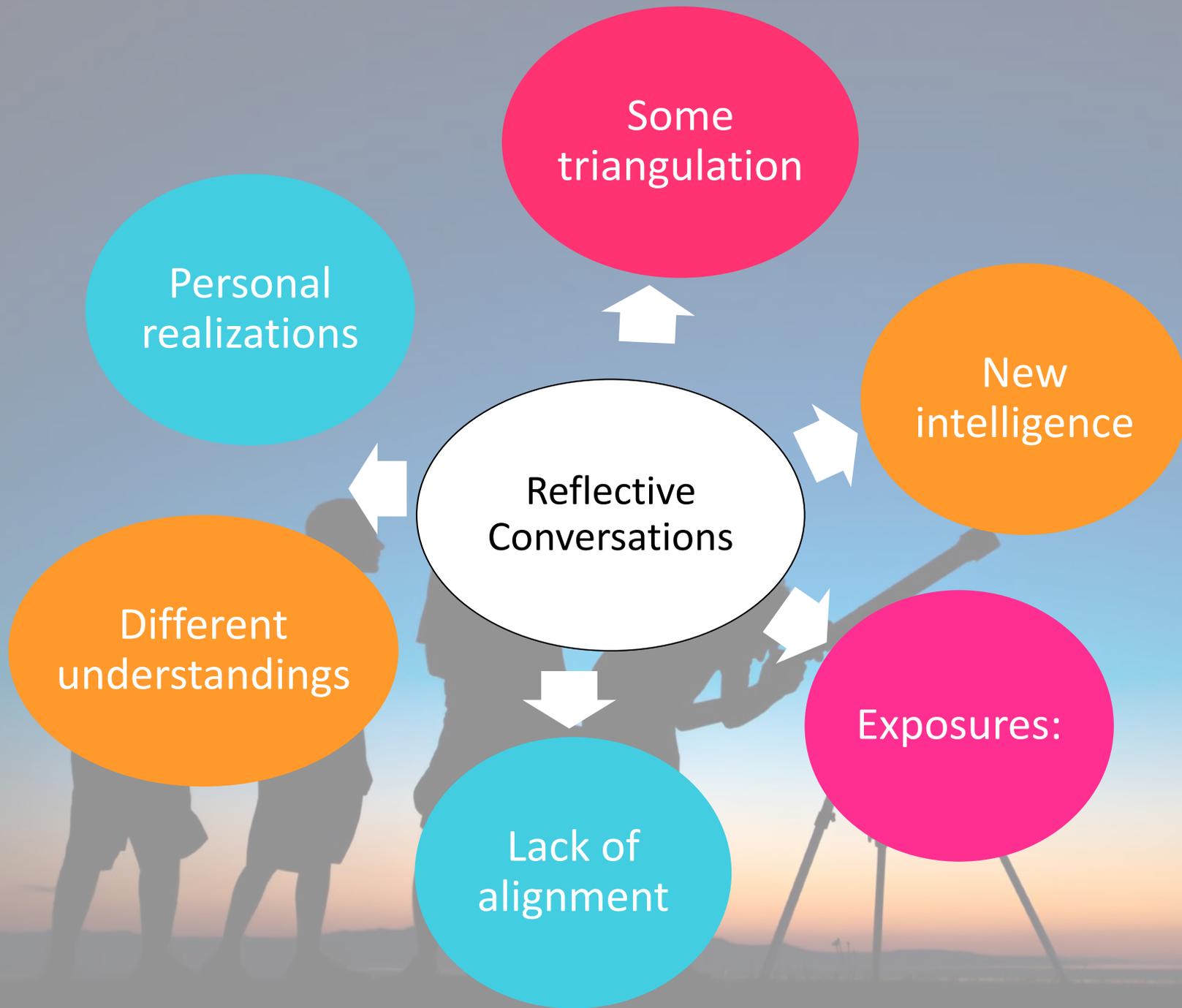
Vision

Design

Test

Plan

Working Prototype



New system behaviours

Contractual referral pathways not meeting needs

Commissioners unaware of all the issues

Systemic avoidable inequity AND emergence [Failure Demand]

Lack of alignment

Surfaced undesirable effects & assumptions

Assumes capacity

Different understandings

Quality – just who are these partners?

Keep sharing data!

Keep telling story!

Multiple assessments

People fall between gaps

Open membership!

'Real time' capacity management!

Tracking [including 'bouncebacks & to out of network]!

Co-designed new injections!

Stewardship!

'Solution' not sufficient to achieve goal

Only necessary assessment!

Tie in Commissioning!

Oversight Group!

Quality standard!

Proactively recruit!

Navigators!

iCat!

Significant clarity still required  
to eliminate ambiguity  
[membership criteria]  
starting

BUT I's will  
STILL have to  
repeat data  
and story –  
though  
much  
reduced...

Com  
sys

**LESS** need to refer out of statutory provision into  
unregulated provision

**MORE LIKELY** that members will change internal  
systems and processes to accommodate system level  
working

**MORE LIKELY** Commissioners will adapt pathways or  
purchase more capacity to accommodate system level  
working

**MORE LIKELY** that referrals are to relevant providers  
who have capacity in real time.

**LESS EASY** for individuals to get a wrong door and  
more likely they will find a right door.

**LESS LIKELY** that Individuals withdraw from statutory  
funded support

Ultimately **LESS** people with multiple complex needs  
have avoidably poorer health and wellbeing outcomes  
causing **LESS** failure demand.

Wo  
r

co

main

Using iCate  
optional

ized  
ct of  
new  
jections