

OSCE Checklist: Mental State Examination

Opening the consultation

- 1 Wash your hands and don PPE if appropriate
- 2 Introduce yourself to the patient including your name and role
- 3 Confirm the patient's name and date of birth
- 4 Explain that you'd like to have a chat with the patient to see how they're currently feeling
- 5 Gain consent to proceed with a mental state examination

Appearance and behaviour

- 6 Observe the patient's appearance
- 7 Note how the patient engages and if there seems to be rapport
- 8 Observe the patient's level of eye contact
- 9 Observe the patient's facial expressions
- **10** Observe the patient's body language
- **11** Identify any evidence of abnormal psychomotor activity (e.g. psychomotor retardation or restlessness)
- **12** Note any abnormal movements or postures

Speech

- 13 Note the rate and quantity of the patient's speech
- 14 Note the tone and volume of the patient's speech
- 15 Note the fluency and rhythm of the patient's speech

Mood and affect

- **16** Explore the patient's current mood by asking appropriate questions
- 17 Observe the patient's affect

Thought

- **18** Note the speed, flow and coherence of the patient's thoughts
- **19** Explore the content of the patient's thoughts for abnormalities
- **20** Ask about thought possession to screen for abnormalities

Perception

21 Explore the patient's current perception

Cognition

22 Formally assess the patient's cognition (e.g. AMTS, MMSE, ACE-III)

Insight and judgement		
23	Assess the patient's current insight into their problems	
24	Assess the patient's current judgement skills	
Risk		
25	Assess the patient's risk to self	
26	Assess the patient's risk to others	
Closing the consultation		
27	Ask the patient if they have any questions or concerns that have not been addressed	
28	Thank the patient for their time	
29	Dispose of PPE appropriately and wash your hands	
Key communication skills		
30	Active listening	
31	Summarising	
32	Signposting	

Read the full guide at geekymedics.com



Download our clinical skills app