

Home adaptations for independence

Make your home safe for you

Struggling in your home? Are you or a member of the family having difficulties bathing, getting upstairs, or even getting into your home?

If you are a homeowner or private rental tenant and need assistance with adapting your home to better meet the needs of a member of your household, we can help.

Dudley Council offers grants to pay for adaptations*, uses reputable, approved tradespeople and can arrange all works for you.

*Dependant on criteria



There is a **four part process** to our home adaptations package. Adaptations can be arranged for any member of a household who is struggling to manage at home, as a result of a physical or mental ailment, illness or disability.



1. Assessment

You (or the member of the household that is struggling) will initially receive an assessment from an occupational therapist or trained assessor. They will discuss your needs with you and the adaptations required to your home.



2. Recommendation

A recommendation will then be made as to what equipment or adaptations are needed to enable you to continue to live safely and independently at home. An adaptation can be a '**minor**' one or a '**major**' one.

Minor adaptations - things like handrails to pathways or steps, stair rails or grab rails.

Major adaptations - things like ramps, walk-in showers, stair lifts, through the floor lifts, external lifts or home extensions to provide extra sleeping or bathing facilities.



3. Design and build

An officer from the council will visit you to discuss the adaptation's design and build. They will assist you with designing the adaptation, making all necessary applications to planning, building control and finding a council approved builder. They will oversee all works for you.



4. Funding

Grants to pay for the adaptation are on offer from us. These will depend on your circumstances and may pay for all or part of the works. **Grants are always available if the adaptation is for a child aged under eighteen.**