Participation

Participation	Attendance Involvement Having access to, initiating, and sustaining valued occupations within meaningful relationships and contexts.
Benefits	Develop skills Connect youth to community
Restriction	At home, school, community Less diverse and frequent Alone (not in the community)
Domains	Learning and applying knowledge; General tasks and demands; Communication; Mobility; Self care; Domestic life; Interpersonal interactions and relationships; Major life areas; Community, social and civic life
Dimensions	Objective: diversity, intensity, with whom, where, performance Subjective: meaning, enjoyment, satisfaction, choice, control, desire for change
Factors	Child: age, functional limitation, preferences Family: functioning, values for participation, income Environment: accessibility, attitudes, availability of programs and services, location
Goal example	Zach will be involved in [activity] with [whom] at a [frequency] and [level of satisfaction].

Assessments

ASAP	Domain: Domestic, social and recreational participation Dimension: Diversity; Frequency/intensity; Enjoyment; Satisfaction with performance; With whom (others); Where (outside of home) Top 5 most important activities + opportunities to add some
CAPE (Children) & PAC (activity preference)	Domain: Recreational activities – Active physical activities – Social activities – Skill-based activities – Self-improvement/educational Dimension: Diversity – Intensity – Enjoyment – With whom – Where – Preferences Visual cue cards
LifeH	Domain: All ICF Dimension: Accomplished, assistance, satisfaction
Activity card sorting	Activities: IADL, leisure, social Answers: continued, done less, given up, new activity vs prior illness Most important + % activities retained

Assessments (cont)

PEMCY	Domain: Home, school, community Dimensions: How often, how involved, desire for change Involvement (engagement using supports needed) NOT independence Environment: What helps or makes it harder

PREP

Steps	1. Goal (determined by COPM) 2. Plan environment-focused participation team (partners, training) 3. Happens 4. Outcomes (COPM) 5. Check-in (experience, generalize learning, sustain participation

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