

During the performance scoring phase, the client rates their perceived performance and satisfaction with each identified problem on a scale of 1 to 10, providing a quantitative measure of occupational performance.

## Reassessment

### Re-Assess-man

A follow-up evaluation conducted at a later point in time to assess the progress and changes in the client's occupational performance. It involves repeating the COPM process to compare the initial and current scores and determine the effectiveness of the intervention.

## Assess 3 Areas of Occupational Performance

### Self-Care

#### Self-Care-bear

Self-care is the domain within COPM that refers to activities of daily living (ADLs) necessary for personal hygiene, grooming, dressing, and maintaining one's health and well-being. Self-care activities include personal hygiene, grooming, dressing, and other activities related to daily living.

### Productivity

#### Productive-duck

Productivity is the area of occupational performance assessed in COPM that encompasses activities associated with one's ability to engage in meaningful work, education, volunteering, or any task contributing to personal growth, development, or contribution to society. This area includes paid and unpaid work, education, and household tasks.

### Leisure

#### Leisure-lemur

Leisure refers to the domain of COPM that addresses activities undertaken for enjoyment, relaxation, self-expression, or creative expression. It includes hobbies, recreational pursuits, social activities, and any activities that bring pleasure or fulfillment.

## Areas of Assessment

### ADLs

#### Tools of Daily Living

ADLs are basic self-care activities necessary for personal hygiene, grooming, dressing, toileting, and eating. They are a subset of the self-care domain in COPM that specifically focuses on basic activities necessary for independent functioning, such as bathing, dressing, grooming, toileting, mobility, and eating.

### Functional Mobility

#### Functional-chair Mobile-phone

Functional mobility is the aspect of COPM that refers to a person's ability to move from one place to another and perform activities related to mobility, such as walking, using a wheelchair, or using assistive devices.

### Life Participation

#### Game of Life Participant

Life participation refers to a person's overall participation in daily life, including social roles, community activities, and other areas of participation. It encompasses a person's ability to engage in activities that are important to them and to maintain their independence and quality of life.<br>