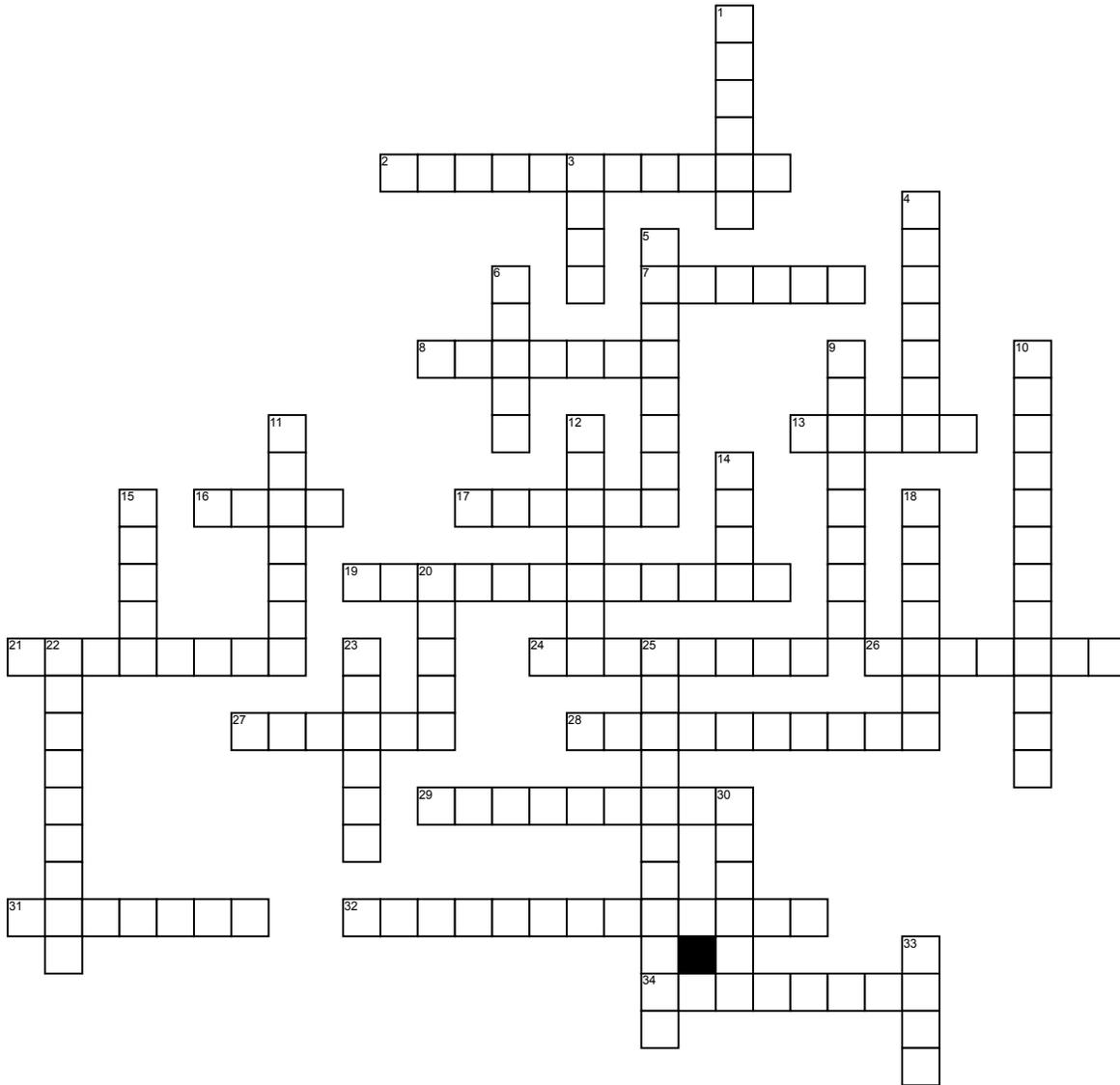


# OTPF Domains



## Across

2. Various kinds of life activities in which individuals, groups, or populations engage, including activities of daily living, instrumental activities of daily living, rest and sleep, education, work, play, leisure, and social participation.
7. Acquired tendencies to respond and perform in certain consistent ways in familiar environments or situations; specific, automatic behaviors performed repeatedly, relatively automatically, and with little variation.
8. Symbolic actions with spiritual, cultural, or social meaning contributing to the client's identity and reinforcing values and beliefs. They have a strong effective component and consist of a collection of events.
13. The \_\_\_\_\_ environment includes buildings, furniture, tools, and devices.
16. Labor or exertion; to make, construct, manufacture, form, fashion, or shape objects; to organize, plan, or evaluate services or processes of living or governing; committed occupations that are performed with or without financial reward.
17. Presence of, relationships with, and expectations of persons, groups, or populations with whom clients have contact. The \_\_\_\_\_ environment includes availability and expectations of significant individuals, such as spouse, friends, and caregivers; relationships with individuals, groups, or populations; and relationships with systems (e.g., political, legal, economic, institutional) that influence norms, role expectations, and social routines.
19. The aspect of humanity that refers to the way individuals seek and express meaning and purpose and the way they experience their connectedness to the moment, to self, to others, to nature, and to the significant or sacred.
21. Features of the individual that are not part of a health condition or health status. This includes age, gender, socioeconomic status, and educational status and can also include group membership and population membership.
24. The experience of time as shaped by engagement in occupations; the temporal aspects of occupation that contribute to the patterns of daily occupations include rhythm, tempo, synchronization, duration, and sequence. This includes stage of life, time of day or year, duration and rhythm of activity, and history.
26. Cognitive content held as true by or about the client.

27. Performance \_\_\_\_\_: observable elements of action that have an implicit functional purpose; skills are considered a classification of actions; encompassing multiple capacities and, when combined, underlie the ability to participate in desired occupations and activities.
28. Body \_\_\_\_\_: anatomical parts of the body, such as organs, limbs, and their components that support body function.
29. Body \_\_\_\_\_. The physiological functions of body systems. This section of the table is organized according to the classifications of the International Classification of Functioning, Disability and Health (ICF)
31. Refers to a variety of interrelated conditions that are within and surrounding the client including cultural, personal, temporal, and virtual.
32. \_\_\_\_\_ Participation: The interweaving of occupations to support desired engagement in community and family activities as well as those involving peers and friends; can occur in a person or through remote technologies such as telephone calls, computer interaction, and video conferencing.
34. Customs, beliefs, activity patterns, behavioral standards, and expectations accepted by the society of which a client is a member. This influences the client's identity and activity choices.
- Down**
1. \_\_\_\_\_ Factors: include (1) values, beliefs, and spirituality; (2) body functions, and (3) body structures that reside within the client that influence the client's performance in occupations.
3. Activities oriented toward taking care of one's own body. These activities are fundamental to living in a social world; they enable basic survival and well-being.
4. The \_\_\_\_\_ environment includes geographic terrain, plants, and animals, as well as the sensory qualities of the surroundings.
5. Natural and built nonhuman surroundings and the objects in them.
6. \_\_\_\_\_ skills: Occupational performance skills observed as the person interacts with and moves task objects and self around the task environment
9. Patterns of behavior that are observable, regular, and repetitive and that provide structure for daily life. They can be satisfying, promoting, or damaging. They require momentary time commitment and are embedded in cultural and ecological contexts.

10. Refers to the external physical and social conditions that surround the client and in which the client's daily life occupations occur
11. Environment in which communication occurs by means of airwaves or computers and in the absence of physical contact. The virtual context includes simulated, real-time, or near-time environments such as chat rooms, email, video conferencing, or radio transmissions; remote monitoring via wireless sensors; or computer-based data collection.
12. Nonobligatory activity that is intrinsically motivated and engaged in during discretionary time, that is time not committed to obligatory occupations such as work, self-care, or sleep.
14. Activities related to obtaining restorative rest and \_\_\_\_\_ to support healthy, active engagement in other occupations.
15. Sets of behaviors expected by society and shaped by culture and context that may be further conceptualized and defined by the client.
18. \_\_\_\_\_ skills: Occupational performance skills observed as a person (1) selects, interacts with, and uses task tools and materials; (2) carries out individual actions and steps; and (3) modifies performance when problems are encountered.
20. Activities to support daily life within the home and community that often require more complex interactions than those used in ADLs.
22. Activities needed for learning and participating in the educational environment.
23. Acquired beliefs and commitments, derived from culture, about what is good, right, and important to do.
25. \_\_\_\_\_ patterns: The habits, routines, roles, and rituals used in the process of engaging in occupations or activities; these patterns can support or hinder occupational performance.
30. \_\_\_\_\_ interaction skills: occupational performance skills observed during the ongoing stream of social exchange.
33. Any spontaneous or organized activity that provides enjoyment, amusement, or diversion.