



Assessment Tools – ID Card

Name	Children's Leisure Assessment Scale (CLASS; Rosenblum, Sachs, & Schreuer,
Name	2010)
Description	A <u>self-report</u> questionnaire on participation in leisure activities, regarding
P	the child's perception of time invested in leisure activities and their
	ambitions to participate in activities in which they do not usually
	participate for various reasons.
Purpose	To examine the extent of the child's participation in leisure activities and
·	the extent of interaction with the environment, as a measure of function
	and health.
Target	Children and adolescents aged 10-18 years, with suspected
population	neurodevelopmental difficulties or with diverse health conditions.
Administration	The tool can be administered by licensed occupational therapists.
	* Beyond the final grade, an in-depth analysis of the various items is
	significant.
Versions	Hebrew, Arabic, English
Filling and	Filling: 15 minutes; Coding: 10 minutes
coding duration	
Structure	The questionnaire includes 40* leisure activities, 30** of which are divided
	into 4 factors: Interior leisure activity - (items 1, 2, 5, 6, 7, 9, 11, 13, 45),
	outdoor activity - (items 3, 29, 33, 38, 39, 40, 47, 48, 50), Self-enrichment
	activity - (items 4, 12, 16, 17, 18, 21, 23, 41, 49), sports activities and games
	(items 4, 20, 24, 25, 27).
	The children are asked to rate each activity according to dimensions of
	the number of activities they are engaged in (Variety), frequency of
	engagement (Frequency), with whom the activity is carried out
	(Sociability), the degree of enjoyment from the engagement (Preference).
	*The numbers of the questions appearing in the questionnaire are not in sequence
	because in the process of developing the questionnaire and examining indicators of
	validity and reliability, several items were removed. The original numbers were left for research purposes.
	**The remaining 10 items, which are not included in the factors, can be used for clinical
	needs.
Scoring	Coding is done by analyzing the activities according to the four dimensions.
-	Variety - the sum of the activities in which the child participates in total and in



The laboratory of Complex Human Activity and Participation (CHAP) Department of Occupational Therapy The faculty of Social Welfare and Health Sciences University of Haifa



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	each factor separately.	
	Frequency - the percentage of the activities in which the child par	ticipates
	with high frequency (once or twice a week/daily) and in each factor	or
	separately.	
	Sociability - the average degree of sociability for all activities and	for each
	factor separately.	
	Preference - the average degree of enjoyment for all activities and	l for each
	factor separately.	
	Detailed coding process on the next page.	
Interpretation	The coding allows mapping the characteristics of the child's parti	
	the leisure field according to each one of the indices. A high avera	•
	indicates participation in more activities, more frequently, a high	er social level
	and a greater degree of enjoyment.	
Psychometric	The questionnaire has good internal consistency, content validity	,
indices	apparent validity, and internal validity.	
Publications	1. Rosenblum, S., Sachs, D., & Schreuer, N. (2010). Reliability and v	alidity of the
	Children's Leisure Assessment Scale. American Journal of Occupa	ntional
	Therapy, 64(4), 633-641.	
	2. Schreuer, N., Sachs, D., & Rosenblum, S. (2014). Participation in	n leisure
	activities: Differences between children with and without physica	l disabilities.
	Research in Developmental Disabilities, 35(1), 223-233.	
	3. Chien, C. W., Rodger, S., Copley, J., & McLaren, C. (2014). Measu	
	participation outcomes related to hand use for 2-to 12-year-old ch	
	disabilities: A systematic review. Child: Care, Health and Developr	ment, 40(4),
	458-471.	

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- A- How many activities are performed mark those that the child never performs. To calculate the percentage of activities performed out of the entire activity list, subtract the number of activities that the child never performs from 40, and multiply that by 2.5.
- B- Mark 1 next to each of the child's group activities and 0 next to those not performed in a group.
- E- If the child indicates several options for one activity, type all the options, but take the highest option (from 1-4) to calculate the final score.