

Activity difficulty level code (ICF 2001) N

Identifying and definitional attributes

Metadata item type:	Value Domain
Synonymous names:	Activity - level of difficulty
METEOR identifier:	324621
Registration status:	<ul style="list-style-type: none">• Community Services (retired), Standard 16/10/2006• Disability, Standard 13/08/2015• Health, Standard 29/11/2006
Definition:	A code set representing the level of difficulty experienced in executing an activity from the <i>Activities and Participation</i> component of the International Classification of Functioning, Disability and Health (ICF 2001).
Context:	Human functioning and disability.

Representational attributes

Classification scheme:	International Classification of Functioning, Disability and Health 2001												
Representation class:	Code												
Data type:	Number												
Format:	N												
Maximum character length:	1												
Permissible values:	<table><thead><tr><th>Value</th><th>Meaning</th></tr></thead><tbody><tr><td>0</td><td>No difficulty</td></tr><tr><td>1</td><td>Mild difficulty</td></tr><tr><td>2</td><td>Moderate difficulty</td></tr><tr><td>3</td><td>Severe difficulty</td></tr><tr><td>4</td><td>Complete difficulty</td></tr></tbody></table>	Value	Meaning	0	No difficulty	1	Mild difficulty	2	Moderate difficulty	3	Severe difficulty	4	Complete difficulty
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Supplementary values:	<table><tbody><tr><td>8</td><td>Not specified</td></tr><tr><td>9</td><td>Not applicable</td></tr></tbody></table>	8	Not specified	9	Not applicable								
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9	Not applicable												

Collection and usage attributes

Guide for use:

This metadata item contributes to the definition of the concept '[Disability](#)' and gives an indication of the experience of disability for a person.

In the context of health, an activity is the execution of a task or action by an individual. Activity limitations are difficulties an individual may have in executing an activity.

Difficulties with activities can arise when there is a qualitative or quantitative alteration in the way in which these activities are carried out. Difficulty includes matters such as 'with pain', 'time taken', 'number of errors', 'clumsiness', 'modification of manner in which an activity is performed' e.g. sitting to get dressed instead of standing. 'Difficulty' is a combination of the frequency with which the problem exists, the duration of the problem and the intensity of the problem. Activity limitations are assessed against a generally accepted population standard, relative to cultural and social expectations.

Activity limitation varies with the environment and is assessed in relation to a particular environment; the absence or presence of [assistance](#), including aids and equipment, is an aspect of the environment.

The user will select the code that most closely summarises, in terms of duration, frequency, manner or outcome, the level of difficulty of the person for whom the data is recorded.

CODE 0 No difficulty in this life area

Is used when there is no difficulty in performing this activity. This scale has a margin of error of 5%. [0-4%]

CODE 1 Mild difficulty

Is recorded for example, when the level of difficulty is below the threshold for medical intervention, the difficulty is experienced less than 25% of the time, and/or with a low alteration in functioning which may happen occasionally over the last 30 days. [5-24%]

CODE 2 Moderate difficulty

Is used for example when the level of difficulty is experienced less than 50% of the time and/or with a significant, but moderate effect on functioning (Up to half the scale of total performance) which may happen regularly over the last 30 days. [25-49%]

CODE 3 Severe difficulty

Is used for example when performance in this life area can be achieved, but with only extreme difficulty, and/or with an extreme effect on functioning which may happen often over the last 30 days. [50-95%]

CODE 4 Complete difficulty

Is used when the person can not perform in this life area due of the difficulty in doing so. This scale has a margin of error of 5%. [96-100%]

CODE 8 Not specified

Is used where a person has difficulty with activities in a life area but there is insufficient information to use codes 0-4.

CODE 9 Not applicable

Is used where a life area is not applicable to this person, e.g. domestic life for a child under 5.

Source and reference attributes

Submitting organisation: Australian Institute of Health and Welfare (AIHW) which is the Australian Collaborating Centre for the World Health Organization Family of International Classifications.

Origin: <P>WHO 2001. ICF: International Classification of Functioning, Disability and Health. Geneva: WHO </P> <P>AIHW 2003. ICF Australian User Guide Version 1.0. Canberra: AIHW </P>

Reference documents:

Further information on the ICF, including more detailed codes, can be found in the ICF itself and the ICF Australian User Guide (AIHW 2003), at the following websites:

- WHO ICF website
- Australian Collaborating Centre ICF website

Relational attributes**Related metadata references:**

Supersedes [Activity difficulty level code \(ICF 2001\) N](#)

- [Community Services \(retired\)](#), Superseded 16/10/2006

Data elements implementing this value domain:

[Person—level of difficulty with activities in life areas. code \(ICF 2001\) N](#)

- [Community Services \(retired\)](#), Standard 16/10/2006
- [Disability](#), Standard 13/08/2015
- [Health](#), Standard 29/11/2006