

IN COLLABORATION WITH,

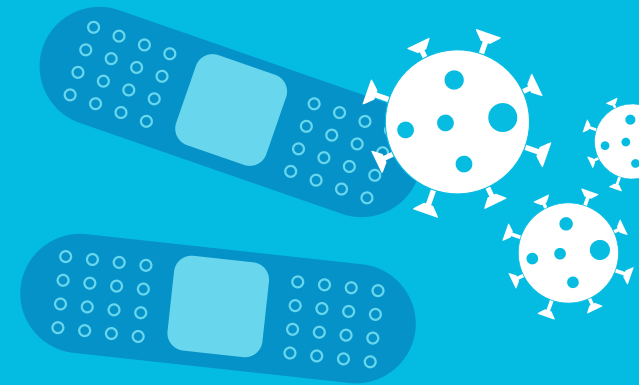


FUNDED BY,



Communities for Immunity:

CHILDREN'S CLINIC TOOLKIT



thinkeryaustin.org

Intro

Throughout the pandemic, Thinkery has maintained a very close relationship with the local health authority, Austin Public Health (APH). When we opened for limited, low-capacity summer camps in 2020, they were our lifeline to the most up-to-date guidance on exposure, exclusion and precautionary measures. We called their hotline each time we had exposure or a positive case. We knew one another very well by the time the Covid-19 vaccine was rolled out in 2021. It seemed only natural that this relationship and the skills and resources that each partner brought to the table is what really spurred the idea of an onsite vaccine clinic at Thinkery. Once vaccinations were made available to children ages 5 and up, we hosted two clinics onsite at Thinkery, playing to the strengths of both partner organizations in the effort to help combat vaccine hesitancy.

However, you do not need the kind of well-established relationship with your local health authority that we did (although we're sure many of you do!) to make a vaccine clinic at your location mutually beneficial and successful. In this toolkit, you will find tips for how to make the initial and ongoing contact with a partner, thoughts about physical space considerations, templates for marketing content, vaccine clinic-focused activities for ages 5 and up, and our outcomes for the project. We hope this makes it easy for you to determine whether a vaccine clinic is the right fit for your organization and leaves you better prepared to become a host in this important effort.





Partnership Connection

As mentioned in the introduction, Thinkery and APH were working together to help mitigate the spread of Covid-19 in the Austin community, and more specifically the Thinkery community, since the early days of the pandemic. It made sense that we would also work together to combat vaccine hesitancy. Each of these organizations hold a prominent place in the community; APH as the authority on the safety, health and wellbeing of Austinites, and Thinkery as a trusted community hub and informal STEAM learning resource. Together, we were well positioned to bring a vaccine clinic to our community that would not only address vaccine hesitancy, but one that set itself apart as a clinic for ages 5 and up. As with all things pertaining to bureaucracy, forming the partnership with a governmental agency took some time and persistence, but once we were cleared to start planning, things moved along quickly.





Determining Roles



From our first virtual meeting, it became clear that, as partners, we had exceptionally complementary skill sets and bodies of knowledge. The team at APH was adept at explaining the logistical needs of the actual event and Thinkery was able to supplement the event with educational activities that fit those needs and tied into the outcomes of easing the anxiety of young people and their caregivers before and after receiving their vaccine. While we naturally came to these roles after our first conversations, it wasn't until we were in the space together that it all seemed to come together. Understanding the distinct stages a guest needed to travel through from first greeting through the waiting period after receiving the vaccine was a key factor in helping us determine what education activities could be offered.

The two partners determined that two clinics, spaced three weeks apart to accommodate the dosing schedule for those who chose to get both their first and second jabs with us, were sufficient for an initial commitment. Clinics were held on November 21 and December 12, 2021. As an additional incentive to help draw people to the clinics, Thinkery chose to provide two free passes to the museum to each child receiving a vaccine. Unfortunately, we were unable to code those passes in a way that made it possible to track when and if the passes were used, but upon reflection, that is data that would have been useful in determining how incentivizing the practice ended up being.



Planning the Space



From the first point of contact to the day of the first vaccine clinic, took about two months. After our preliminary contact and initial brainstorming in September 2021, we set a time for APH to come tour the space in early October; they brought along quite a few people from their planning and education departments, so we were able to think through all the logistics for the event.

During the walk through, they provided us with valuable feedback and considerations for the layout of the clinic, taking into consideration the needs of guests and APH staff and volunteers, and we shared with them the activities planned to engage children as they made their way through each phase of the process. The space considerations for the vaccine clinic include:

- An area where a line can form
- A greeting table where guests can take paperwork to be completed before vaccination
- An area where adults can complete the paperwork and children can spend time doing hands-on activities
- An area where computers could be set up and APH could collect paperwork and input the data into their registration system
- An area for youth vaccinations and an area for adult vaccinations
- An area for youth to wait during their 15-minute waiting period after receiving the vaccine and an area for adults to wait during their 15-minute waiting period after receiving the vaccine, both of which were staffed with an EMT
- An area where children with sensory processing issues can receive their vaccine away from the activity of the vaccination clinic
- An area where APH staff and volunteers can take breaks and eat their lunches





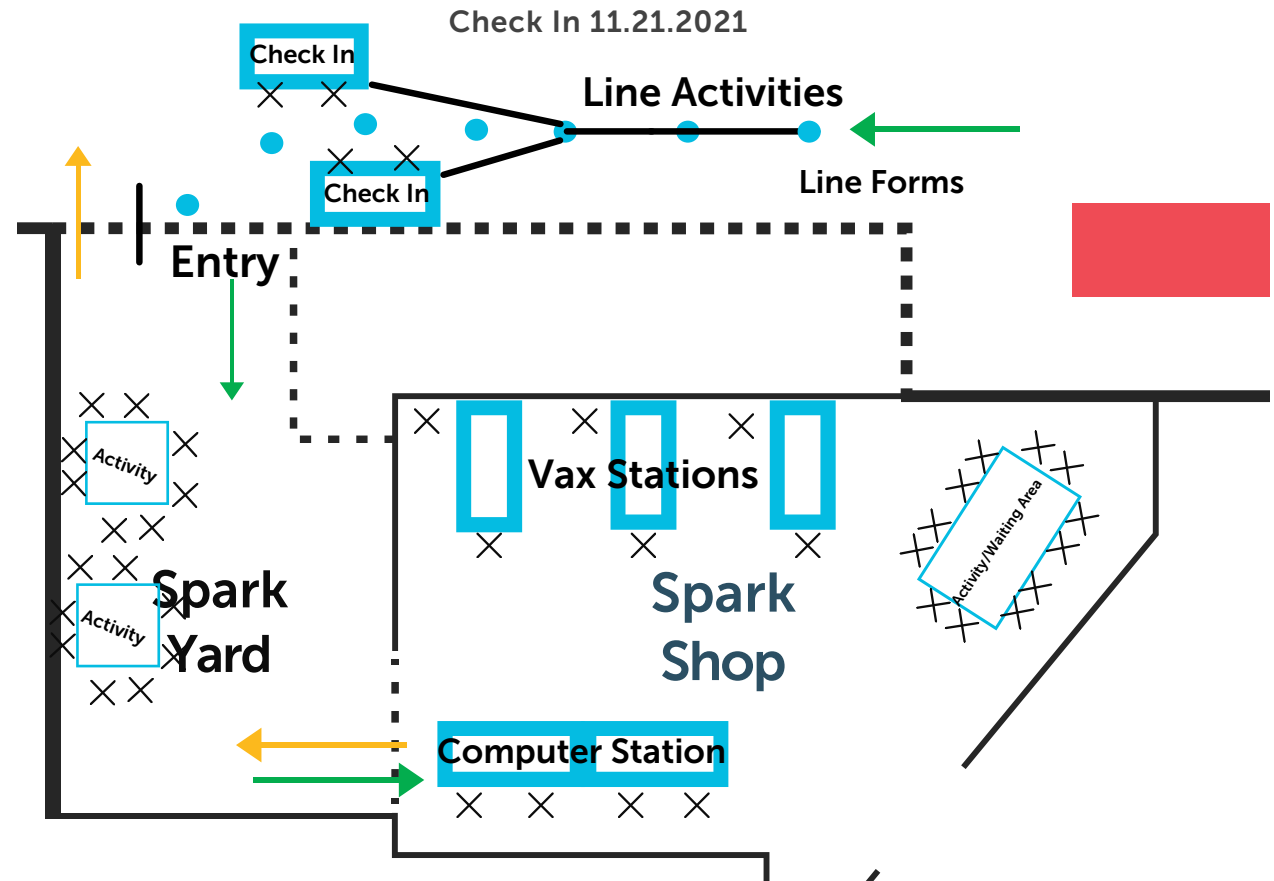
Thinkery was then able to match our plan for the activities to these areas. The descriptions below provide a sense of where everything was laid out, but further details on each activity, including activity guides, will be found in a later section of this toolkit.

- In the area where the line formed, we planned for a bubble machine and a staff member to help pass the time and make it more fun and relaxing
- In the area where adults completed paperwork, we had activity tables where we had a die-cut paper heart activity and a dramatic play vaccine clinic for puppets
- This activity area was also fully visible from the area where the computers were set up, so children could continue to play within view of their adults and make an easy transition to the vaccine station once the registration was complete
- The adult and child vaccination stations were separated by a mobile divider
- In the child waiting area, we had two more activities including a color resist painting activity and a clay virus model building activity
- We were able to provide a quieter space away from the vaccine clinic area in our research room
- The area for APH staff and volunteers was our back storage hallway, which was less than ideal, but served the intended purpose

The ground plan included in this toolkit should give you an idea of the layout. The space where all the stations were located is approximately 1800 square feet (about half the area of a tennis court) and while the line and first activity stations were located outside, the rest of the clinic was inside and was closed off from the rest of the museum. These spaces are our makerspace and adjoining outdoor play yard.

The makerspace was closed off from the rest of the museum by a transparent garage door, so museum guests could still see into the space, prompting guests to ask staff about the event.

Thinkery + APH Vax Clinic Layout



Unexpectedly, we had many adults looking to receive their booster shots as well as children receiving their first and second shots. This caused some spill over into some of the other areas with adults sometimes venturing into the children's vaccine area and children's waiting area. This was not an issue, although in hindsight, we may have been able to make the areas more well defined and made more room for the adults.



Creating Marketing Content



KIDS' CLINIC FREE COVID-19 VACCINATIONS

No Appointments Necessary!



**FREE Pfizer Vaccines
for Ages 5 - 11**

Free vaccines and boosters
for ages 12+ will be available,
as well!

**SUNDAY, NOVEMBER 21
1 pm-5 pm**

No ID, citizenship, or medical insurance needed!

*Each kiddo who gets a shot will also receive a free Admit One
pass for them (+1 adult) to come back and explore Thinkery!*

Thinkery - 1830 Simond Ave., Austin 78723

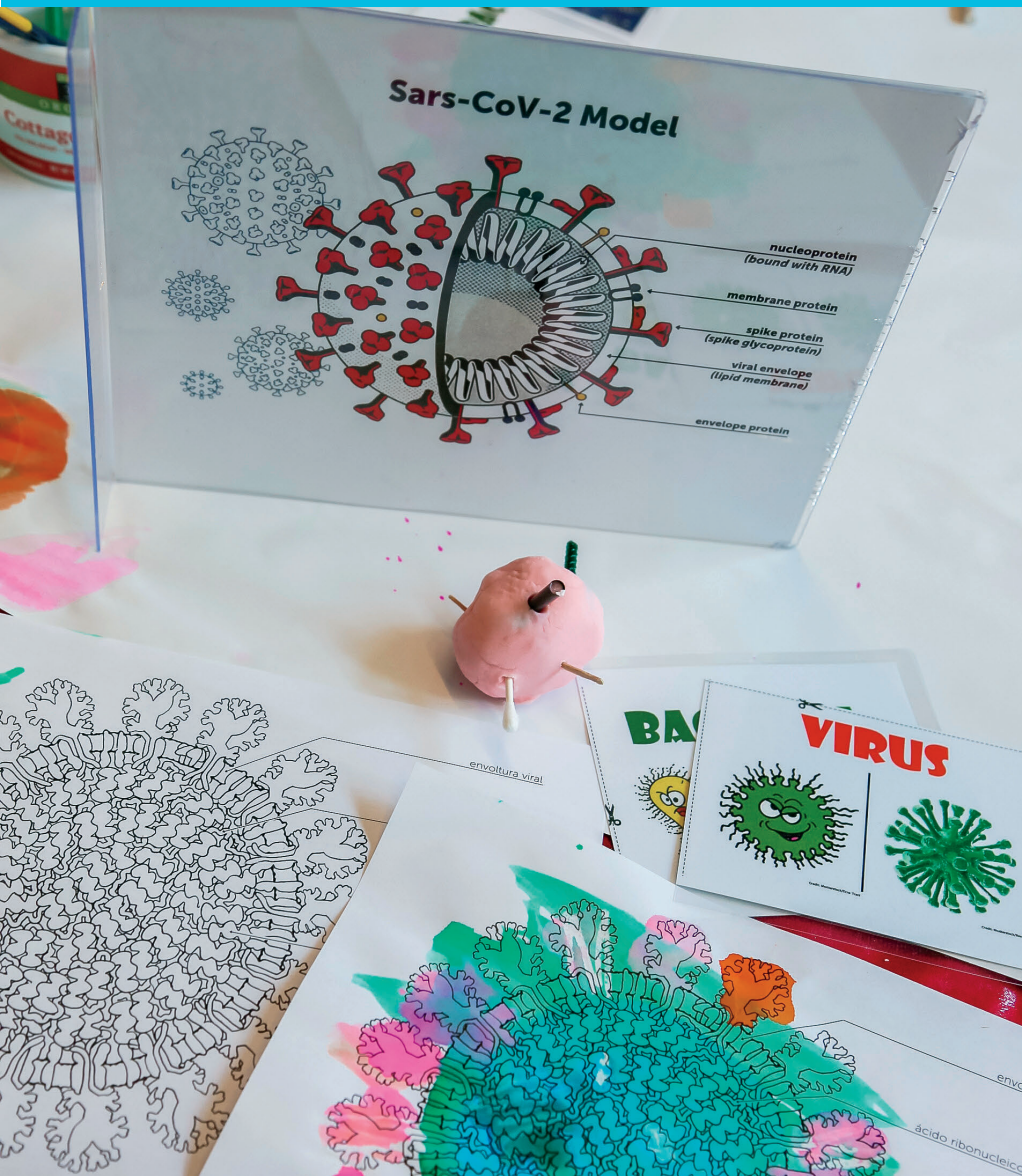
Call 3-1-1 or 512-974-2000 with any questions!



As always, working with a partner, particularly one with far-reaching marketing channels such as APL, sharing the responsibility for getting the word out about the clinics eased the burden of ensuring the events' reach into the community. Thinkery created the initial flyer, which was then approved by the APL marketing department, and finally translated into a Spanish version. While both organizations thought we had all the information correct, we did have some hiccups on both sides with incorrect information. For Thinkery, we had mistakenly advertised booster shots for an age group that was, at that time, not eligible for boosters. On the APL side, they misprinted the start time for the clinic on the City of Austin website. Both mistakes were rectified upon discovery, but produced a handful of displeased guests, so checking back in with your partner to ensure details are correct on both ends should mitigate the negative response.



Activities



Activities for the events were developed by our Museum Experience and Educational Programs teams in conversation with educators at Austin Public Health. Museum staff members met with educators from Austin Public Health to brainstorm and pitch activity ideas. This brainstorming meeting allowed museum educators to get a feel for what activities were typically offered by Austin Public Health and to identify where more activities might be designed to improve the experience for young people. Following the meeting with partners, museum educators planned and executed the activities using museum resources and staff.

Activities were divided into three categories based on the patient/young person's experience moving through the vaccination process: 1. In-Line Activities, 2. Waiting Area Activities (Pre-Vaccination), and 3. Holding Area Activities (Post-Vaccination).

Activities were facilitated by museum staff members and public health educators. The activity guides were drafted to be intentionally succinct and simple to facilitate as facilitators were trained for each activity on the day of the clinic in a short period of time.

Create a fun and welcoming environment for families using bubbles! This familiar activity inspires joy and play while easing uncertainty or anxiety about the nature of the space for children.

Materials

- Bubble Wands
- Bubble Solution (purchase or pre-make)
- Bubble Machine (optional)

Instructions

Blow the bubbles and invite participants in line or waiting to be called to pop them.

Questions & Conversations

- What shape are bubbles?
- What makes bubbles move?
- How might these bubbles remind you of COVID-19 and getting vaccinated?



This creative drama activities invites young people to imagine, pantomime, and play. By pushing a “button” on their head, they activate a protective force field.

Instructions

Invite participants to imagine that there is a button on top of their head that controls a force field. Pretend to push the button on the top of your head. Use your hands and vocal sound effects to show a force field bubble surrounding your body. Explain that your force field will protect you. Pretend to try to bump into the young person or their grown up, but your force field bounces you off them. As you bounce, exaggerate the movement and make sci-fi sounds. WAAAH. WOOWOAM. Invite young person to turn on their force field and try it out. Based on time, you might invite them to make their force field bigger or smaller, maybe even out to 6 feet to keep others safe.

Questions & Conversations

- How might a force field protect you? How might a force field protect others?
- How might a force field be like a vaccine?
- How does this activity remind you of COVID-19 and getting vaccinated?

Make a Heart - Share a Heart

Create a visual representation how many vaccines were given at your institution and invite conversations about kindness and protecting your community.

Materials

- Bubble Wands
- Bubble Solution (purchase or pre-make)
- Bubble Machine (optional)

Instructions

Welcome family and thank the young person for protecting themselves and our community. Invite the young person to make two hearts, one to take and one to share. Compare this to the concept of getting vaccinated –protecting yourself and members of your community. If time allows, the young person might write the name(s) of a person(s) they are thinking about protecting with their vaccine on the heart.

After the clinic, string the hearts in the lobby or other gathering space of your building with signage sharing that the hearts represent the number of people who got vaccinated at your clinic.

Questions & Conversations

- Vaccines protect the person who gets the vaccination, but they also protect the community. Who are you going to help protect by getting vaccinated today?
- If young person is feeling nervous about being vaccinated, invite them to look at the hearts other young people created.



Puppet Vaccine Clinic

Build empathy and ease nerves by inviting young people to play doctor in a vaccine clinic for puppets! Practicing the steps on puppets gives young people confidence in their knowledge of what will happen and helps to remove fear of the unknown. Young patients learn what to expect during their vaccination in a safe, playful way!

Materials

- Puppets 5-10 (must have limb: arm/wing/leg)
- Syringes
- Alcohol wipes
- Bandages

Instructions

Address young person as though they are a doctor or nurse. Thank them for being there and invite them to help you administer a vaccine to one of the puppets. Talk them through the process in a calm, but playful way.

1. Greet patient (you might have the puppet act nervous and work with the young person to calm the puppet down).
2. Tell the puppet what's going to happen.
3. Use alcohol wipe to "clean" the puppet's limb,
4. Give the shot.
5. Put on a bandage.
6. Thank the puppet and comment on how brave they were.

Thank the young person for helping. Invite them to try it again as many times as they want!



Stop Watch



Provide a visual tool to help track the 15 minute post-vaccination waiting period!

Materials

- Stop watches or kitchen timers

Instructions

Welcome young people and families. Hand a stop watch or timer to each young person who was vaccinated. Explain that they have to wait for 15 minutes onsite after their vaccine to be certain they are healthy and not having a reaction to the vaccination.

Introduce or point out the medical professionals who are there to help. Invite the young people to start the stop watch or set the timer themselves. If using stop watches, check the time regularly or ask the caregivers to keep an eye on the time.

Questions & Conversations

- How are you feeling?
- How was the vaccine?
- Would you like to make a project while you're waiting?



Chicken Wing Dance



Use a fun dance and upbeat music to prevent arm pain and create a fun, welcoming environment.

Materials

- Speaker or sound system
- Fun, instrumental or family-friendly playlist (we used instrumental covers of popular songs)

Instructions

Invite young people to move their arm around while they are waiting by doing a dance that looks like a chicken flapping it's wings! Explain that moving their arm now can prevent their arm hurting later.

Questions & Conversations

- How are you feeling?
- How might a chicken dance?

Watercolor Resist

This art making activity offers a creative outlet during the 15-minute post-vaccination waiting period. Looking closely at the artistic rendering of COVID-19 empowers young people to learn more about the virus and using the white crayon to resist the paint provides a visual metaphor a vaccine's protection.

Instructions

Invite young people to make art while waiting they are waiting. Share examples and materials. Demonstrate coloring with white crayon. Ask young person to predict what will happen if they paint over the crayon mark. Invite them to try on the example page. Explain that the wax of the crayon coats the paper, which protects the paper and prevents the paint from staining that area. Invite them to explore on their own.

- How are you feeling?
- What shapes do you see on the COVID-19 illustration?
- What colors are you using for each shape?
- What happens when you put paint over the crayon marks?
- How might the way the crayon resists the paint remind you of a vaccination?

Materials

- Corona Virus, Spike Molecule, & Antibody Illustrations
 - Illustration by David S. Goodsell:
<https://pdb101.rcsb.org/learn/coloring-books/coloring-coronavirus>
 - CDC Image Library:
<https://www.cdc.gov/media/subtopic/images.htm>
- White crayons
- Liquid Water Color
- Small brushes
- Cups for paint
- Cups for water
- Towels for blotting
- Towels for wiping spills
- Aprons/Smocks
- Examples



3D Model Making

This art making activity offers a creative outlet during the 15-minute post-vaccination waiting period. Looking closely at the artistic rendering of COVID-19 and using the materials to create their own model empowers young people to learn more about the virus. The sensory experience of using the clay or dough can help distract from any discomfort after receiving a vaccine

Instructions

Share the images of antibodies and models. Ask young person to describe what they see. Invite young person and their grown-ups to use the materials provided to create a 3D model of the images. As they are making, share observations of what you see. For example, if they are adding straws on the outside, share with them that those remind you of spike proteins.

Questions & Conversations

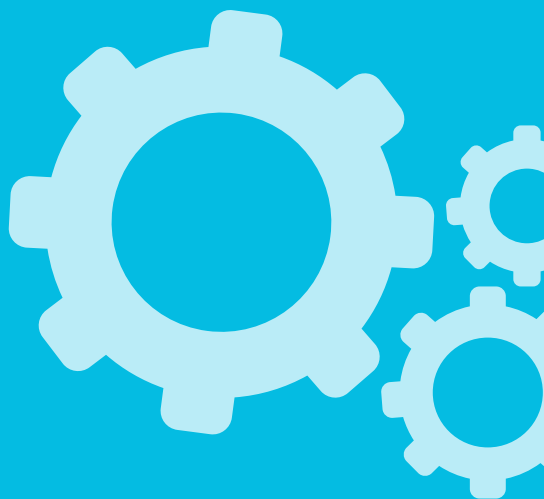
- How are you feeling?
- What shapes do you see on the COVID-19 illustration?
- What materials might you use to represent the different parts?
- Look at all the spike proteins on the outside!
- What part does _____ represent?

Materials

- Images of COVID-19 model, antibodies, etc.
 - [CDC Image Library: https://www.cdc.gov/media/subtopic/image-s.htm](https://www.cdc.gov/media/subtopic/image-s.htm)
- Clay/Dough (we made our own gluten-free dough)
- Straw pieces
- Q-tips
- Toothpicks
- Chenille Stems



Activities & Reflections



IN-LINE ACTIVITIES

- Bubbles: Wands and bubble machines created a fun and welcoming environment for families coming for vaccines. This a familiar activity inspired joy and play while easing uncertainty about the nature of the space for young people. This was the most popular activity with both facilitators and young people.
- Force Field: This activity was never facilitated due to a lack of facilitators comfortable leading this silly, physical activity. In future, more training or recruiting educators with creative drama experience would be necessary for this activity.

WAITING AREA ACTIVITIES (PRE-VACCINATION)

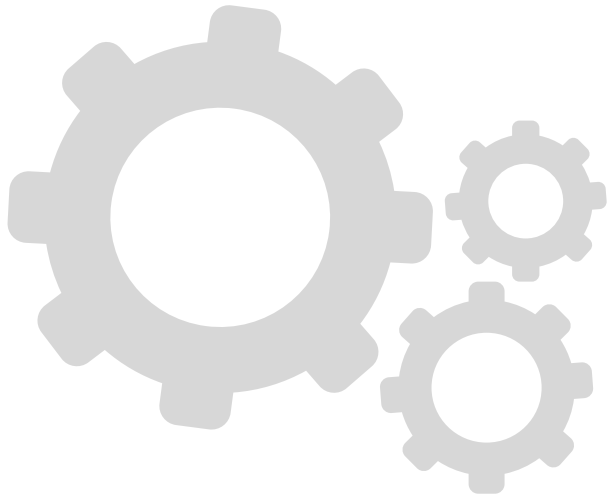
- Make a Heart – Take a Heart: Families loved making hearts. Several young people created multiple hearts, however most opted to take theirs home instead of leaving them to be hung up in the museum. Thinkery staff are planning instead to create an alternative visual representation of the number of people vaccinated for future clinics. This activity was completed quickly by each child and did not invite folks to engage for long periods of time while waiting.
- Puppet Vaccination Clinic: This activity was a favorite of staff facilitators. Engaging with puppets allowed young people to be participants in the vaccination process and provided a glimpse into what the process will look like. Practicing the steps on puppets offered the opportunity to build confidence and helped to remove fear of the unknown.



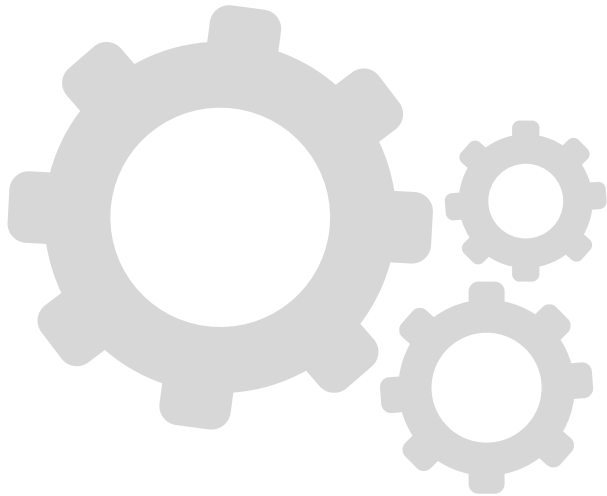
- Tabletop Manipulatives: For the second clinic, Thinkery added classic tabletop manipulatives (Keva Planks and Melissa & Doug Suspend, Jr.) to the outside waiting area to supplement vaccine-specific activities. These open-ended tabletop activities helped to keep young people engaged during longer waiting periods.

HOLDING AREA ACTIVITIES (POST-VACCINATION)

- Stop Watches and Timers: During the first clinic, Thinkery staff identified the need for a clock in the space or a method to track how long each child was waiting. Staff members improvised by using stop watches. This unplanned activity was useful for easing anxiety and for keep track of large numbers in the holding area.
- Chicken Wing Dance: This was an improvised activity developed with a nurse from Austin Public Health during the first clinic. Moving the vaccinated arm can prevent future soreness. Staff put music on a portable speaker and invited young people to move their arms to the music and formally added the activity to the second clinic.
- Art-Making Activities: Educators intentionally planned two sensory-rich art-making activities for post-vaccination in the hopes that the sensory experience would distract from anxiety. Most young people opted to participate in both activities during the waiting period:



- Watercolor Resist: Most young people opted to paint first, before also making a model. Young people of a variety of ages experimenting with color mixing and crayon-resist. Using the white crayons to resist the paint offered an opportunity for conversations about vaccines how they resist viruses. Conversations were typically short, as most young people were fully immersed in the making experience.
- 3D Model Making: Young people were invited to closely observe renderings of the coronavirus and then create a 3D model using clay (gluten-free dough) and a variety of crafting materials. Most young people spent time kneading and rolling dough before eventually creating a model. Facilitators observed that this sensory experience helped to distract from discomfort and created a relaxing environment.



Outcomes

Vaccine clinics at Thinkery were considered a success by both partners and negative attention around the events was minimal. While no quantitative goals for the number of people vaccinated were set, the first clinic served 93 people and the second clinic served more than double that amount with 213 vaccines administered. Of those total vaccine doses, the first clinic served 25 children and the second served 40 children, while seeming low, these numbers do seem to follow the national statistics on the number of children versus adults who have received vaccines.

Knowing that the vaccine clinics gained traction with the second clinic, in the future we would consider continuing the practice of offering two or more clinics in sequence and would likely make a larger effort to inform the public about both at the outset of the marketing push. Thinkery does have plans to offer more vaccine clinics in the future; at least two more clinics that will coincide with the approval of the vaccine for children under 5 years old and one to two more clinics if boosters will be recommended in fall 2022.



Thinkery's stance about Covid-19 safety, including masking and vaccination, has been that our policies and decisions reflect our commitment to keeping our community, and more specifically children, as safe as possible. Becoming a vaccination site was another way in which we were offering families the opportunity to share in that commitment. Not knowing what kind of response the anti-vaccination community would launch, APH was able to provide a uniformed police officer on duty in the area for both days if a situation were to arise. Luckily, no public demonstrations occurred, instead Thinkery received feedback via email and some from guests on site who were dissatisfied with the decision to host a vaccine clinic. In one instance, a family who showed up to visit the museum let staff know they would not be visiting due to the vaccine clinic being held that day.

Staff did not report increased harassment, beyond the base level that had become the standard experience of our staff during this time, nor did they cite feeling threatened that day. Many staff took the opportunity to get boosted themselves and/or were able to bring their families. Those who worked the events shared the reflections below.





“The vaccine clinic activities were engaging for children of all ages. The waiting area activity was a popular activation that enabled children to sit calmly and engage in a hands-on exploration connected to the Coronavirus.

Families had positive feedback, were appreciative and thankful we created such a thoughtful and calming event.”

“In the future, we may provide a take home bag for any crafts or creations made by children during their visit.”

“For future vaccine clinics, it would be helpful to have a bilingual staff member or a volunteer to provide translation services to families that need it-specifically in the waiting area to give guidance to families about the 15 min wait time after the vaccine is administered. There were a couple of families at the first event that could have used this service.”



Our organization is committed to the safety of our community during the Covid-19 pandemic through science and these vaccine clinics are just one of the ways in which we can see that commitment realized. Creating a child-centered environment that supported children and families in their decision to be vaccinated, felt like the most logic step for Thinkery to take on top of all our other efforts. Throughout this challenging time, we have stood by health authorities and will continue to promote these efforts in the ways that play to our strengths as an informal learning institution; we hope you do as well.

