



CHILDREN'S HOSPITAL PLAY GRANTS PROGRAM

**October 2022 – October 2023
Impact Report**



THE EXTRAORDINARY BENEFITS OF PLAY

Every year, 5 million children are admitted to a hospital and incorporating play into a children's treatment plan is a powerful tool to ease anxiety, provide comfort, and facilitate a faster recovery. In addition, access to play supports hospital staff in delivering care swiftly and without additional medical intervention.

The Toy Foundation Children's Hospital Play Grants program is focused on improving health care outcomes at under-resourced children's hospitals by funding play therapy projects that strengthen children's physical, emotional, and educational development.

The October 2022 to October 2023 program funded 19 unique play projects and activities valued at \$425,000 to impact thousands of children, families, and staff. Since the program's launch in 2021, it has impacted 360,000 children in need nationwide.

This impact report highlights the play project details, outcomes and effects, with personal stories about the healing power of play. For additional information, please contact ttfinfo@toyfoundation.org.

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All Kids, All Toys! Inclusive & Diverse Play

Ann & Robert H. Lurie Children's Hospital of Chicago

Chicago, IL

Grant: \$20,000

PROJECT GOAL

To increase representation of Black, Brown, and LGBTQ+/Queer communities in play materials and to create opportunities for normalization, representation, and safety within the walls of the hospital.

HOW PLAY WAS PROMOTED

The volunteer program was revamped to ensure all volunteers understood how to engage in play at all levels and interests, without assumption. Toys, books, and activities that target the underrepresented communities served were purchased and implemented with the volunteers. In addition, materials were purchased for inpatients and outpatients with sensory needs.

IMPACT

Play was offered to all patients daily, many of whom were hospitalized for 30 or more days and increasing engagement with this population was critical to support their wellbeing. 83 volunteers received training and access to the new play resources, resulting in:

- 74% increase in the time volunteers spent with patients
- 77% increase in patient visits to the play space
- 78% increase in bedside visits

HOSPITAL STORY

"Often the medical environment is anxiety provoking for any age and utilizing play tools, such as this sensory bubble tube, set the tone for a calming experience. The control panel provides some choice for children in a setting where a lot of control is taken away from them, and it allows for playful engagement which normalizes the environment." – Emily Rogers, Child Life Specialist



Sensory Toy Program Expansion

Baylor Scott & White McLane Children's Medical Center

Temple, TX

Grant: \$20,000

PROJECT GOAL

To provide the patient and caregiver an appropriate selection of sensory toys during their health care encounter to decrease procedure times and increase patient engagement and cooperation, while simultaneously decreasing anxiety/stress and allowing patients to return to their normal baseline more quickly.

HOW PLAY WAS PROMOTED

Existing sensory stations were replenished, and new stations were created in the cardiology and pulmonology clinic, lab, x-ray, transport team, VEEG unit, and urology unit. Each area involves high-trigger experiences and procedures that create stress and anxiety for the patient and their caregiver, and research has shown that the correct distraction item or play toy can lessen distress and create calm.

IMPACT

The sensory stations have had overwhelmingly positive results, comments, and gratitude from children, families, and hospital staff. Survey results found:

- 100% of staff felt having sensory resources available made a difference in the patient experience
- 100% of patients and families responded positively to the addition of sensory items

HOSPITAL STORIES

"Every single parent loves the Vecta machine and ceiling projector. I am even able to get infants to hold still for imaging!"
– X-Ray Technician

"Patients are distracted and hold still for lead placement. It takes half the time. These resources are a game changer."
– Electroencephalographic Technician



Medical Dramatic Play Enhancement

Children's Hospital at Montefiore

Bronx, NY

Grant: \$25,000

PROJECT GOAL

To provide pediatric patients the opportunity to explore ideas, misconceptions, worries, or concerns about their healthcare experience, as well as gain a better understanding of what is happening to their body, mind, and spirit, through medical play.

HOW PLAY WAS PROMOTED

The first of multiple custom doll hospitals was built specifically for the hematology/oncology and transplant unit featuring various rooms in the hospital that the patients are likely to be in, including an operating room, radiology room, patient room, and playroom, as well as an ambulance, and inclusive set of dolls and accessories for patients to use, play out their fantasies and worries, and feel safer when talking about what is happening.

IMPACT

The doll hospital is located in the playroom, which is an active space that has more than 100 patient visits each week. Immediately patients gravitated to the doll hospital on their own for open play, and child life specialists use the hospital in directed play sessions.

HOSPITAL STORIES

A young girl had just come from a CAT scan and saw a similar machine in the doll hospital. The patient showed her Child Life Specialist what she did to cope with the procedure, shared what was easy and difficult for her, and the Specialist could clarify any misconceptions and positively enforce the success the patient had earlier.



Get Up and Move!

Children's Hospital at Saint Francis

Tulsa, OK

Grant: \$15,000

PROJECT GOAL

To promote movement among patients to facilitate a faster recovery, while also allowing patients to play and have fun.

HOW PLAY WAS PROMOTED

The installation of four BEAM Projector systems provided a technology-based game system that incentivized patients of all ages and abilities to "Get Up and Move." The system offered a wide range of fun and creative games that inspired patients of all ages, family, and staff to get involved in movement and, in turn, promote recovery and shorten hospital stays.

IMPACT

The project has been extremely well received by patients, families, and staff with strong patient participation and compliance with recovery treatment plans. Additionally, the gaming systems have provided a significant morale boost and reduced anxiety for patients and families as they navigate the stresses inherent with hospitalization. Staff have also participated in the games with patients, lifting their own spirits.

HOSPITAL STORIES

"Having these games here lets me relax and forget about what's going on." – Patient

"Yesterday, I couldn't get my son out of bed. Today, I can't get him to stop playing!" – Parent

"Playing the games was the first time he smiled since being admitted. His tears dried up." – Parent



Activity Connection Program

Children's Specialized Hospital

Mountainside, NJ

Grant: \$25,000

PROJECT GOAL

To provide a supportive and fun-filled environment that enriches the lives of children and teenagers with special healthcare needs and creates joy through belonging. To empower participants to push beyond their imagined limitations and engage them in recreational and social activities.

HOW PLAY WAS PROMOTED

Nonverbal children and teens connected with peers at Camp Chatterbox for a sense of normalcy, socialization, and their emotional and physical health. The daily themed activities enhanced their expressive language and critical thinking skills. Additionally, Zumba and Adaptive Yoga activities strengthened their physical health, improved mood, and boosted self-esteem.

IMPACT

The activities built a more inclusive and empowered community for more than 1,200 children and teens, as well as their families. All participants experienced multi-sensory stimulation, socialization, promotion of communication, enhancement of motor and cognitive skills, and building of turn-taking, sharing, and teamwork skills that all work together to diminish the likelihood of hospital readmission and to support well-rounded development.

HOSPITAL STORIES

"These events made me gain comfort and enjoyment to meet new people and socialize." – Teen participant

"We love Camp Chatterbox because of how unique it is. It's a fully augmentative and alternative communication (AAC) immersive environment and I love all the opportunities our children get to use their AAC throughout the day in the fun activities." – Parent



Coping Kits for Mental Health Inpatient Center

CHOC Children's Hospital Foundation

Orange, CA

Grant: \$17,500

PROJECT GOAL

To welcome every new child admitted to CHOC's Mari Laulhere Mental Health Inpatient Center in a non-threatening and friendly way, build rapport and patient trust in staff, and increase the patient's positive coping skills.

HOW PLAY WAS PROMOTED

All admitted patients received a toy/coping kit that included a journal, stress ball, squishy stuffed animal, model magic clay, pop-it fidget toy, stickers, and crayons. Access to these tools helped lower stress and anxiety levels so patients become more engaged in treatment and the recovery process can begin more quickly.

IMPACT

650 patients admitted to CHOC's Mental Health Inpatient Center received a toy/coping kit, an average of 54 kits distributed each month. The kit provided the patients multiple tools and resources to use when feeling overwhelmed, anxious, or other strong emotions to in turn positively impact their well-being and improve treatment outcomes.

HOSPITAL STORIES

"I love having a box full of fun things to use at the hospital! I use my journal and model magic to help me cope but love the additional fun things in the box!" – Patient

"I have been first-hand witness to seeing children and teens' faces light up and walls break down once they receive a toy/coping kit. These kits are intentionally provided to them to aid in comfort and provide a sense of belonging." – Janessa Ahrens, Certified Child Life Specialist



Child Life Services

El Paso Children's Hospital

El Paso, TX

Grant: \$25,000

PROJECT GOAL

To support the playroom and patient play with age-appropriate toys that promote better self-management for children and their families; provide developmentally appropriate, trauma-informed education and care; support play-based activities; and provide activities that encourage creativity and self-expression throughout the child's health care experience.

HOW PLAY WAS PROMOTED

During a time of shortages in both human resources and supplies, the hospital had a steady supply of age-appropriate and engaging toys, as well as specific toys for children with special/sensory needs for Child Life Specialists to use and play with their patients in an impactful way.

IMPACT

The program served more than 3,000 pediatric patients in helping them cope with their experience. Physicians and medical staff positively reported access to play helped create meaningful time with their patients, improved their care, and helped produce good health outcomes.

HOSPITAL STORIES

"The program helped keep my child's mind off their illness, it made it bearable."
– Parent of 6-year-old patient

"The program made it fun as my child spent quality time with my other son playing together." – Parent of 3-year-old patient

"The Toy Foundation really stepped in to ensure our children had the toys they needed to feel safe and loved while receiving care. This program has touched so many lives." – Staff Member

Project OPTIC: Optimizing Play with Technology, Innovation and Creativity

Elizabeth Seton Children's Center

Yonkers, NY

Grant: \$25,000

PROJECT GOAL

To use fun and whimsy to create adaptive ways for every child under their care to interact with their surroundings, their peers, families, and caregivers, and reach their highest potential to live full, happy lives.

HOW PLAY WAS PROMOTED

Project OPTIC provided accessible ways for their patients to play, have fun, learn new skills, and explore the world around them. Children engaged in e-textile projects, proudly creating one-of-a-kind, light-up plush toys, and participated in 3D printing and design, creating flowers, dream catchers, and more. Additionally, staff used the 3D printer to make tech-enhanced adaptations, including an adaptive dice rolling device for children to roll dice independently during games and a remote-control adaptive switch for children to rotate and move toys on their own.



IMPACT

169 residents live at the facility and were able to play and experience the joys of childhood in an accessible way. Staff reported Project OPTIC continues to have a strong positive and emotional impact as evidence by the children's smiles and joy, increased alertness, peer interaction, and participation in group activities.

HOSPITAL STORY

"One child found great joy in controlling the adaptive toy truck – laughing while he pressed the buttons to make the truck playfully bump into other toy cars."
– Staff Member



Power of Play Program – Pediatric Patient Support Services

Joe DiMaggio Children's Hospital

Hollywood, FL

Grant: \$25,000

PROJECT GOAL

To improve the health and wellbeing, reduce fear, and counteract isolation for pediatric patients and their families using medical play.

HOW PLAY WAS PROMOTED

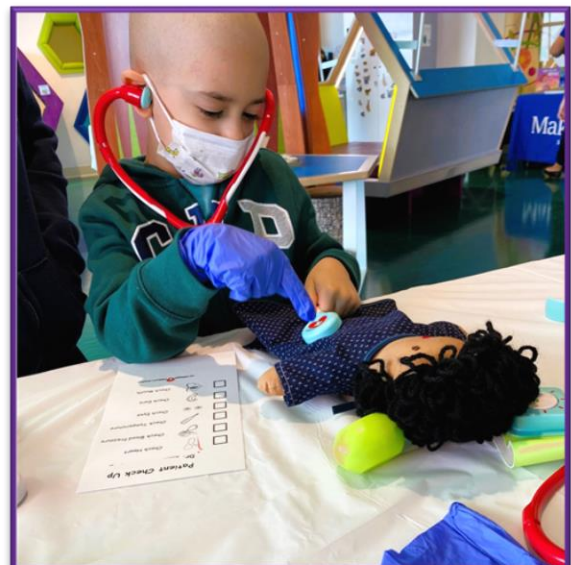
Medical play kits, simulation dolls, and ultrasound medical play carts have been purchased and used by the Child Life Specialists in all areas of the hospital. The tools helped reduce patient fear and anxiety by desensitizing children to the medical equipment they come in contact with; educate them about procedures they will undergo; and promote communication to answer any questions they have. Additionally, medical play "clinics" provided children the opportunity to get out of their rooms, interact with other children, and learn through play.

IMPACT

More than 800 children and families had access to medical play, experiencing reduced stress and anxiety, motivation to follow treatment plans and heal, and empowerment in make choices when they may feel powerless. These activities also helped reduce negative medical and developmental side effects related to fear and anxiety.

HOSPITAL STORY

The Child Life Specialists are thrilled to have effective tools to normalize the hospital atmosphere for patients and families and alleviate fears through education and distraction. One parent recently gained a new understanding of a procedure after a specialist demonstrated the use of a Hematology/Oncology Vein Pouch.



New Inpatient Playroom

La Rabida Children's Hospital

Chicago, IL

Grant: \$15,000

PROJECT GOAL

To optimize the level of care and meet the growing needs of patients with a new, innovative playroom for patients and families to receive care, relax, and heal.

HOW PLAY WAS PROMOTED

The playroom has allowed patients to have a space outside of their room to play yet remain in the inpatient wing where they are close to their primary care team. The room was designed to support the health of the whole child with equipment and toys for all types of patients to use and benefit from.

IMPACT

Since the playroom opened in July 2023, 64 unique pediatric patients have been cared for in the inpatient wing with about 50 play sessions taking place in the playroom each week.

HOSPITAL STORIES

"It's a good first step to getting children out of their room to experience a new setting, while remaining safe in the inpatient unit."
– Staff Member

"A family had their first walk outside of their baby's room to the playroom. They were so pleased to have a typical experience together – taking the baby out of the stroller and holding him in the rocking chair while he looked at the sensory wall. It was refreshing for them to spend quiet time together in a space that is non-medical, safe, and welcoming." – Staff Member



STAR-Safety Trauma Assessment Resource

Loma Linda University Children's Hospital Foundation

Loma Linda, CA

Grant: \$24,890

PROJECT GOAL

To enhance their Safety Trauma Assessment Resource (STAR) program and create more inclusive playroom environments and individual after-hours sensory boxes for patients to utilize to provide comfort and to promote a calming environment.

HOW PLAY WAS PROMOTED

A variety of sensory toys were purchased for the playrooms and after-hours boxes, including textured floor mats, weighted lap pads, light projectors, textured balance balls, fidget items, chew toys, and more for patients to play with on their own, with family members, and with Child Life staff to help meet all patient needs and improve the overall hospital experience.

IMPACT

The utilization of sensory items for play with patients with developmental delays and sensory needs has helped the hospital meet this patient population's needs, prevented overstimulation, and helped the patient deescalate during high-stress situations.

HOSPITAL STORIES

"It's so nice to have these [chew toys] here. I left my daughters at home in a rush to get to the hospital." – Parent

"A patient was chewing on their IV and medical cords, and the chew toys came in handy for an alternative." – Medical Staff

"We often have ICU patients on ventilators who can only look up at the ceiling. Staff can turn on the light projects to help patients cope and provide something to look at." – Medical Staff



Comfort Kits for Traumatic Times

Mary Bridge Children's Hospital and Health Network

Tacoma, WA

Grant: \$15,000

PROJECT GOAL

To provide comfort and distraction through play to pediatric patients going through two specific traumatic situations: first, those relocating to new homes, and second, to support the mental wellbeing and self-expression of transgender and gender diverse youth.

HOW PLAY WAS PROMOTED

Comfort kits were customized to the patient's needs and preferences to provide basic necessities and emotional support. Pediatric patients relocating to a new home after their hospital stay received stuffed animals, fidget toys, and craft supplies. Transgender and gender diverse youth in their Gender Clinic received fidget toys and other sensory supplies to use during emotionally intense conversations with clinic staff.

IMPACT

More than 250 comfort kits were distributed, helping the children feel seen, affirmed, and valued. The kits are particularly useful for engaging young children and lessening anxiety in teens. Caregivers and staff also reported the toys positively supported the child's healing and growth.

HOSPITAL STORIES

"The hospital can be a traumatic place for many, and with these comfort kits the trauma lessened and patients felt supported by all of us." – Ben Whitworth, Chief Operating Officer

"The kits help our littles focus and help all the youth manage anxiety and stress during appointments, at home, and at school."
– Aowen, Care Coordinator



Oncology Outpatient Clinic Playroom Renovation: Play for Pandemic Recovery

MUSC Shawn Jenkins Children's Hospital

Charleston, SC

Grant: \$22,000

PROJECT GOAL

To renovate the oncology clinic playroom to facilitate meaningful play experiences and create a progressive and therapeutic atmosphere for children of all ages.

HOW PLAY WAS PROMOTED

The redesigned playroom offers a wide variety of play, including sensory activities, art materials, infant playmats, and more that has appealed to a wider age range of patients who now regularly utilize the space. This dedicated play space has been imperative to counteracting isolation, dependency on family, and loss of developmental skills.

IMPACT

The enhanced playroom environment has reactivated individual and group use of the space. Patients that previously spent their time in their designated infusion space now go to the playroom to create, play games, and relax with other patients and the Child Life Specialist. This has resulted in enhanced socialization and increased expressive play which in turn creates a more positive experience.

HOSPITAL STORIES

"Having a playroom with cool stuff to do makes it feel less like a hospital and more like what I would be doing with friends."
– Patient

One school aged patient only used her iPad during visits. Now, she spends time doing open-ended and creative art projects.

A mother of a toddler met another patient's mother in the space, leading to a supportive relationship, decreasing parental feelings of isolation, and sharing tips for coping.



Inclusive Play

Norton Children's Hospital

Louisville, KY

Grant: \$15,000

PROJECT GOAL

To create an inclusive environment for their diverse pediatric population with the use of safe, appropriate, and inclusive toys and activities to normalize the hospital environment and foster positive coping.

HOW PLAY WAS PROMOTED

Toys and books that are representative, familiar, and inclusive were provided to patients by Child Life Specialists to provide comfort and distraction during difficult and challenging medial treatments, procedures, and stays in the hospital.

IMPACT

Multi-cultural patients and families welcomed the tools, appreciating the inclusiveness and felt their authentic self was accepted and celebrated. This in turn helped patients thrive, feel comfortable in a stressful environment, and have a more positive experience.



Outpatient Therapy Play Based Toy Lending Library

Ranken Jordan Pediatric Bridge Hospital

Maryland Heights, MO

Grant: \$17,420

PROJECT GOAL

To make play fun and help their pediatric patients with complex medical diagnoses achieve higher levels of function and participation.

HOW PLAY WAS PROMOTED

The project allowed patients to borrow toys that families may not have access to and address their therapy goals with task-specific play at home. Therapists selected the appropriate toys for patients to take home, continue their treatment, and meet their health care goals.

IMPACT

More than 20 outpatient families use the toy lending library on a regular basis, with new families checking out toys each month. The therapists reported the library has positively impacted care and the progression of their patient's goals, and the patients display greater enjoyment, engagement, and sense of accomplishment.

HOSPITAL STORIES

"The Toy Lending Library has impacted my son's speech in the best way possible. I utilize the toys at home in the same ways his therapist does for extra practice."
– Parent

"It has been a wonderful resource to support our patients and families. Many parents do not have the time and money to buy novel toys or create therapeutic activities at home, despite the desire to do so. Having this resource for them allows them to feel successful, have time to play, and connect with their child." – Therapist



PD's Inpatient Playroom

Spence and Becky Wilson Baptist Children's Hospital

Memphis, TN

Grant: \$25,000

PROJECT GOAL

To provide a dedicated play space that is safe for all patients and families to reduce stress and anxiety, promote normalization and positive coping, and decrease the length of stay at the hospital.

HOW PLAY WAS PROMOTED

The play space is equipped with toys and activities to enhance patient growth and development, help cope with painful procedures and diagnosis outcomes, and improve the overall patient experience. Additionally, special events, such as therapy dog visits and a Halloween party, have been hosted in the space for patients and families.

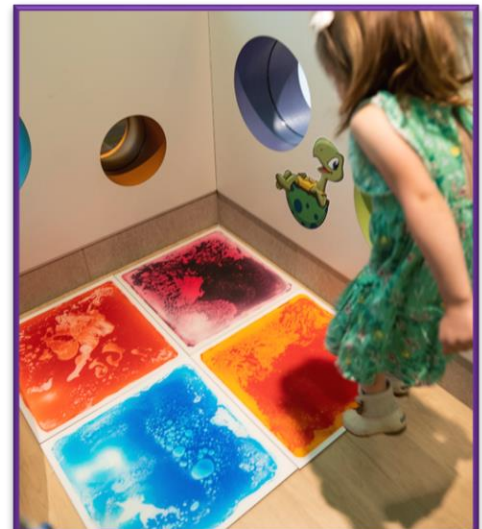
IMPACT

More than 300 patients utilized the playroom within the first three months, with thousands more expected to enjoy the space for years to come. Families reported the space has provided much needed relief and fun for their children. It has also encouraged staff and provided a morale boost for the unit.

HOSPITAL STORIES

"This is the first time I've seen my daughter smile in days." – Parent

"Watching your child be confined to their bed is not only hard on them, but emotionally takes a toll on their caregivers. It's amazing to have a play space outside of their rooms where they can express themselves through play!" – Parent



Mobile, Safe, Sensory Toys to Support Patients with Behavioral Health & Sensory Processing Disorders

St. Louis Children's Hospital Foundation

St. Louis, MO

Grant: \$25,000

PROJECT GOAL

To enhance the safety and provide coping tools for pediatric patients with sensory processing disorders and behavioral health needs. To assist staff in identifying and providing safe sensory activities for these patients.

HOW PLAY WAS PROMOTED

Safe sensory toys were distributed to patients to provide support, create calmness and safety, and enhance cooperation while in a highly stimulating hospital environment. The toys travel with the patients throughout their stay, helping them properly self-regulate and reset back to baseline which led to an overall more positive outcome for treatment.

IMPACT

An estimated 200 patients with sensory processing disorders and behavioral health needs have utilized the sensory toys which have significantly decreased dysregulated behaviors and injury to the staff and patients themselves, as well as prevented the patient from needing additional medical intervention. Distributing these toys is now standard practice and staff are increasingly requesting these items to better support their patients.

HOSPITAL STORIES

"A common symptom of traumatic brain injury patients as they emerge from a comatose state is an inability to reorient their surroundings. We provided a patient with a pop-it and fidget rings that reengaged his senses and redirected his unsafe behaviors, like skin picking and pulling at tubes. Over several weeks of this redirection, his unsafe behaviors lessened, and he has come a long way with reorienting his senses." – Staff Member

"An eight-year-old patient was incredibly sensory seeking and unable to verbalize needs. The sensory toys gave her an outlet to explore her sensory needs, promote normalization, and encouraged autonomy as she relearned many skills." – Staff Member



Extending Our Reach – Play and Playfulness Through Monthly Theme Days

UMass Memorial Children's Medical Center

Worcester, MA

Grant: \$15,000

PROJECT GOAL

To reduce patient stress and pain of medical encounters through play and accomplish this in a way that strengthens the hospital's ability to offer play on a continuous basis.

HOW PLAY WAS PROMOTED

The Child Life team hosted a year of monthly theme days, such as Snow Day and Superhero Day, filled with toys, music, craft materials, and dress-up options appropriate for patients of every age, ability, background, and diagnosis. The activities were focused on bringing joy to their pediatric patients and making medical experiences less scary, stressful, and painful.

IMPACT

Hundreds of pediatric patients and their families participated in the theme days, lifting everyone's spirits. The directed play activities helped patients explore and express their emotions, process events in their lives, distract their attention from anxiety provoking procedures, and strengthen their developmental skills. They also provided caregivers the opportunity to relax and recharge, and staff reported a significant positive impact on their workday.

HOSPITAL STORIES

"These kids are superheroes to us. I loved watching them design their own capes and see themselves in that way too." – Kendra Frederick, Child Life Program Manager

"It was as if we entered a different dimension. My patient forgot he was hooked up to an IV and in the hospital, he was having so much fun, and I saw much of the stress and worry fall away from his mother's face." – Liz Parker Gagne, Donor & Community Engagement Officer



Child Life Sensory Kits for Kids

University of New Mexico Children's Hospital

Albuquerque, NM

Grant: \$15,000

PROJECT GOAL

To provide comfort kits for children with sensory needs within the hospital environment, including in ambulances and outpatient areas, to meet their needs at a time of stress and reduce fear and anxiety.

HOW PLAY WAS PROMOTED

The comfort kits featured a variety of play items specifically tailored to the sensory needs of patients with autism and were distributed to six outpatient clinics and three ambulatory and flight teams. It was especially important to have the kits during emergency transport situations to normalize the environment and help patients develop critical coping techniques while receiving care.

IMPACT

The comfort kits had an immediate positive effect on everyone involved. Patients reported feeling more at ease, which in turn helped parents feel at ease, and created an easier situation for staff to provide the best care possible to their patients. Staff also reported the kits helped built rapport with pediatric patients of all ages.

HOSPITAL STORIES

Patients arrived at the emergency department engaged in play, meaning they were more relaxed and comfortable, allowing staff to administer care swiftly.

"Patients immediately smiled when given some of the items in the comfort kits during their ambulance ride. Even caregivers asked where we purchased some of the toys to get on their own." – Staff Member



MEDIA HIGHLIGHTS

The Post and Courier

Play is part of the healing process at MUSC Shawn Jenkins Children's Hospital

At MUSC's Shawn Jenkins Children's Hospital, playtime is considered essential — not an afterthought.

Immediately after walking into the outpatient pediatric oncology playroom on the 10th floor at the Medical University of South Carolina campus in downtown Charleston, children are greeted by a spectacular view of the Ashley River, colorful tables and chairs, and perhaps most importantly, a plethora of toys.

The cancer unit sees more than 30 patients a day. Some of the children may be kept in isolation and cannot attend school for up to six months. Without those staples of childhood, toys become more crucial to patients' cognitive development and mental health.



A painting left by a previous child patient at the Shawn Jenkins Children's Hospital in Charleston on Wednesday, June 28, 2012. The hospital recently received a \$25,000 grant from The Toy Foundation. Daniel Sarch/Staff

"Children learn through play, they express themselves through play," said Michelle Vandemaas, senior child life specialist. "Sitting in a bed is not healing."

Recently, the hospital was awarded the Children's Hospital Play Grant for \$22,000 from The Toy Foundation, in partnership with Children's Hospital Association. Shawn Jenkins was one of 19 children's hospitals selected to "improve pediatric care through the healing power of play," according to information released by the foundation.

ADVENTISTREVIEW

Grant Will Fund Creation of Sensory-Sensitive Spaces

Loma Linda Children's Hospital playrooms seek to be a safe, relaxing place for kids.

Loma Linda University Children's Hospital (LLUCH) in Loma Linda, California, United States, has been awarded a grant of nearly US\$25,000 to create sensory-sensitive spaces for patients with specific sensory, developmental, and cognitive needs.

The grant from The Toy Foundation, in partnership with Children's Hospital Association, will allow the hospital's Child Life Services to create five sensory-sensitive play areas with accompanying items that promote a sense of stability and calmness. The items include weighted blankets and lap pads, music projectors, noise-canceling earmuffs, bubble tubes, and finger painting. These help children engage in listening techniques and provide an opportunity to focus or help children with intense auditory responses to tune out the chaotic noise of their surroundings and regroup. The items can also help de-escalate stressful situations when Child Life specialists are not available.

4 NEWS

El Paso Children's Hospital Foundation receives \$25K grant to purchase toys for patients

EL PASO, Texas (KFOX14/CBS4) — The El Paso Children's Hospital Foundation in partnership with El Paso Children's Hospital was awarded a \$25,000 grant to purchase new toys for patients.

The Children's Hospital Play Grant Program was created to bring the healing power of play to children in hospitals through projects incorporating play therapy into care services.

Child Life Services staff will purchase age-appropriate toys that will be used to promote better self-management education to children and their families throughout their healthcare experience; provide developmentally appropriate, trauma-informed education and care; conduct age-appropriate play-based activities with children; and provide activities to encourage creativity and self-expression among children, according to the foundation.

The play grant is from the Children's Hospital Association and The Toy Foundation.



FOX23 NEWS

Saint Francis Children's Hospital receives special grant benefiting patients



NEW AT 6

HAYLEY HOFFMAN
CERTIFIED CHILD LIFE SPECIALIST



Norton Children's awarded \$15K grant for safe, inclusive toys for patients

LOUISVILLE, Ky. (WAVE) - Norton Children's Hospital received a grant to help its young patients feel comfortable during a tough time.

The hospital was one of 19 pediatric hospitals in the U.S. to receive a play grant from the Children's Hospital Association and The Toy Foundation, according to a release.

Through the grant, the hospital will receive \$15,000 to purchase new toys, activities and games.

Norton Children's Hospital said it plans on using the funds to purchase multicultural toys for patients from diverse backgrounds, books written in multiple languages, multicultural hair products, bandages in various skin tones and more.

"Norton Children's Hospital is honored to receive this grant from the Children's Hospital Association and The Toy Foundation," Heather C. Stohr, Manager of Child and Family Life at Norton Healthcare said. "While we understand hospitals can elicit feelings of anxiety and apprehension in children, we hope the toys and activities made possible through this grant will help put all of our patients and their families at ease during some of the most stressful points in their lives."