



**ACE Network: Round 3 Grants Webinar**

# **Caring Cove – Animal Care Play Space**

Nicole Killebrew (she/her)

Interpretation Program Coordinator

[N.Killebrew@seattleaquarium.org](mailto:N.Killebrew@seattleaquarium.org)

October 31, 2023







Please place well loved items in this basket!  
Have I been in someone's mouth?  
Do I need repairs?



MENU OF THE DAY  
BLUE - FISH  
ORANGE - PRAWNS  
GREEN - SQUID  
YELLOW - CLAMS  
RED - CRAB  
PURPLE - KRILL



CARE CHECKLIST  
Use whatever tools you need to care for your animal

Clean your work area

Clean your animal's habitat

Talk to visitors about your animal

Feed your animals

Clean enrichment for your animal

Give your animal a health check-up











# Outcome Indicators



# Caring Cove Cognitive Outcomes

- Become aware of different ways humans can help or **show care for animals**.
- Gain accurate **understanding of animals' needs**.
- Consider perspective or **point of view** of an animal.
- Compare the needs of an animal to **their own needs**.



# Caring Cove Affective Outcomes

- **Feel interest** in caring for animals.
- **Feel capable** for giving care to animals.
- Perceive ‘caring for animals’ as **congruent with their identity**; something that is for someone like them. Belonging. Representation.
- **Feel compassion** for different types of animals, including “non-obvious” species.
- **Believe invertebrate animals** have needs and **deserve care**.
- Feel **curious or interested** in what an animal might think or feel, including “non-obvious” species.



# Caring Cove Behavioral Outcomes

- Engage in actions associated with considering or **determining what a specific animal needs.**
- Practice actions involved in **giving care** to animals.
- Treat animals as an **individual.**
- Express **intent to care** for or prevent harm to animals in real life.



# Initial Finding's

- There is high need for a children's play area.
- Children will use the space how they want too.
- Self-facilitated play enhances a child's agency and choice.
- Materials management can be a challenge.



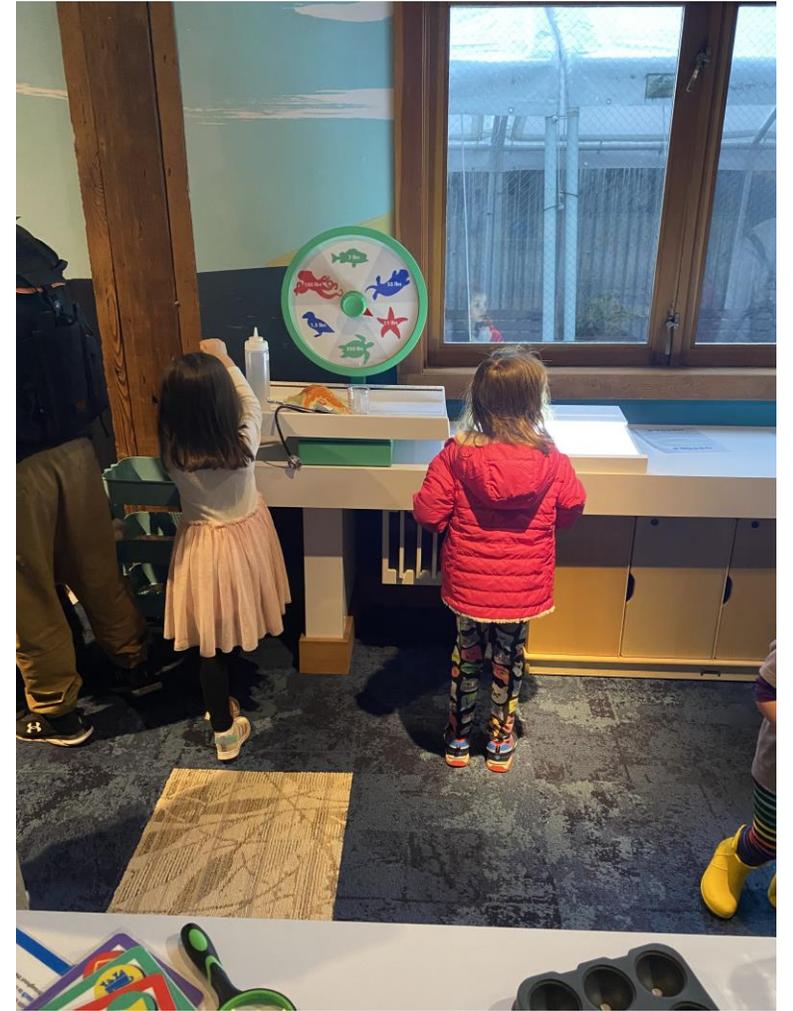
**Stuffed animals and medical care tools and equipment** are the **most popular elements** for play in Caring Cove.

(n=83)

**ELEMENT**

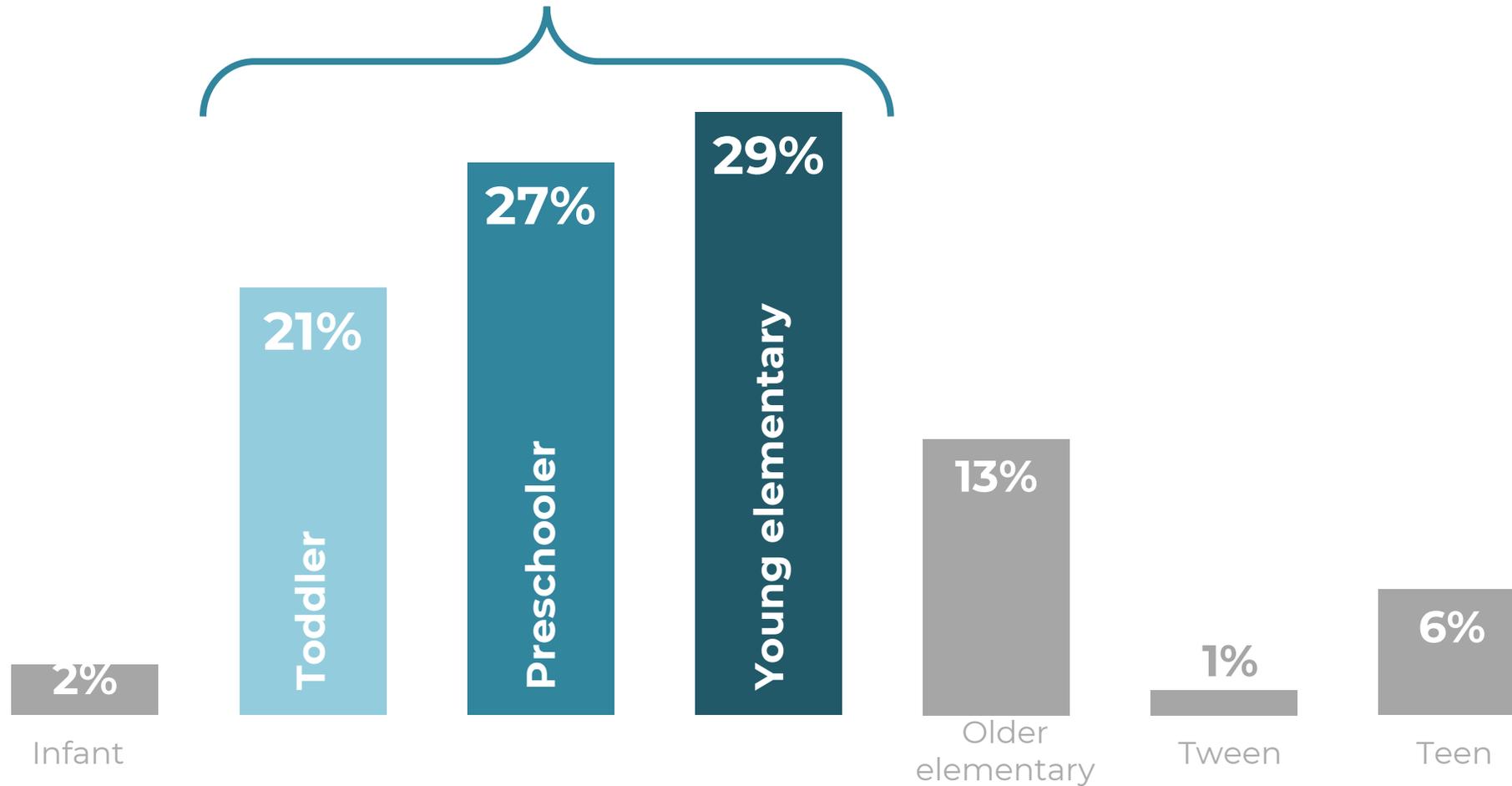
Stuffed animals - Pretend, symbolic play  
 Medical or care tools - Pretend, symbolic play  
 Scale - Uses as intended  
 Stuffed animals - Carry, move, haul, pile  
 Sink, faucet - Pretend, symbolic play  
 Stuffed animals - Talk/play with an adult  
 Light box - Uses as intended  
 X-rays - Uses as intended  
 Large buckets or tubs - Carry, move, haul, pile  
 Medical or care tools - Talk/play with an adult  
 Bowls, measuring cups - Pretend, symbolic play  
 Rolling carts - Carry, move, haul, pile  
 Food blocks - Carry, move, haul, pile  
 Tide pool replica - Physical or sensory play  
 Plex tanks - Talk/play with an adult  
 Stuffed animals - Physical or sensory play  
 Sink, faucet - Talk/play with an adult  
 Cleaning tools - Pretend, symbolic play  
 Medical or care tools - Talk/play with another child  
 Plex tanks - Pretend, symbolic play  
 Vest - Uses as intended  
 Light box - Looks at  
 Stuffed animals - Talk/play with another child  
 X-rays - Looks at

# of children who engaged	% of children who engaged
34	41%
28	34%
26	31%
25	30%
24	29%
23	28%
23	28%
22	27%
20	24%
20	24%
19	23%
18	22%
17	20%
17	20%
14	17%
13	16%
13	16%
13	16%
13	16%
13	16%
13	16%
13	16%
12	14%
11	13%

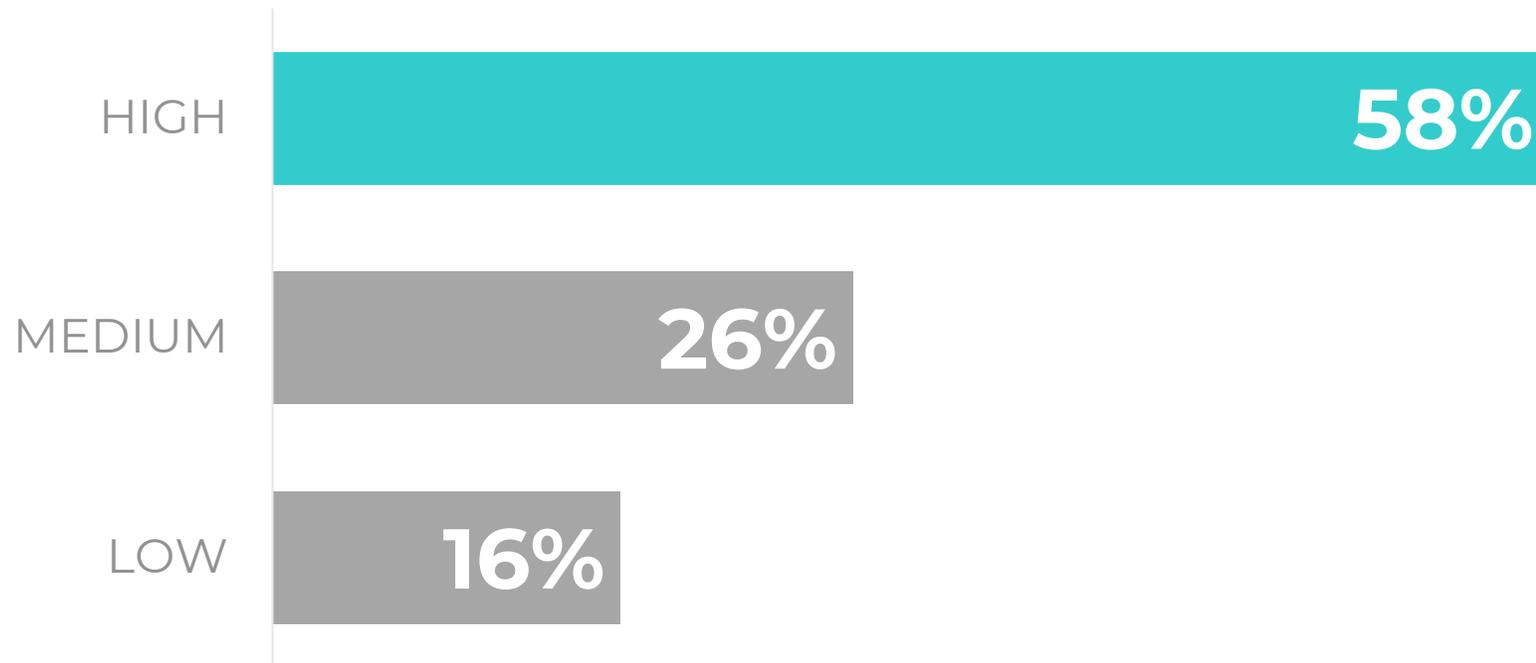




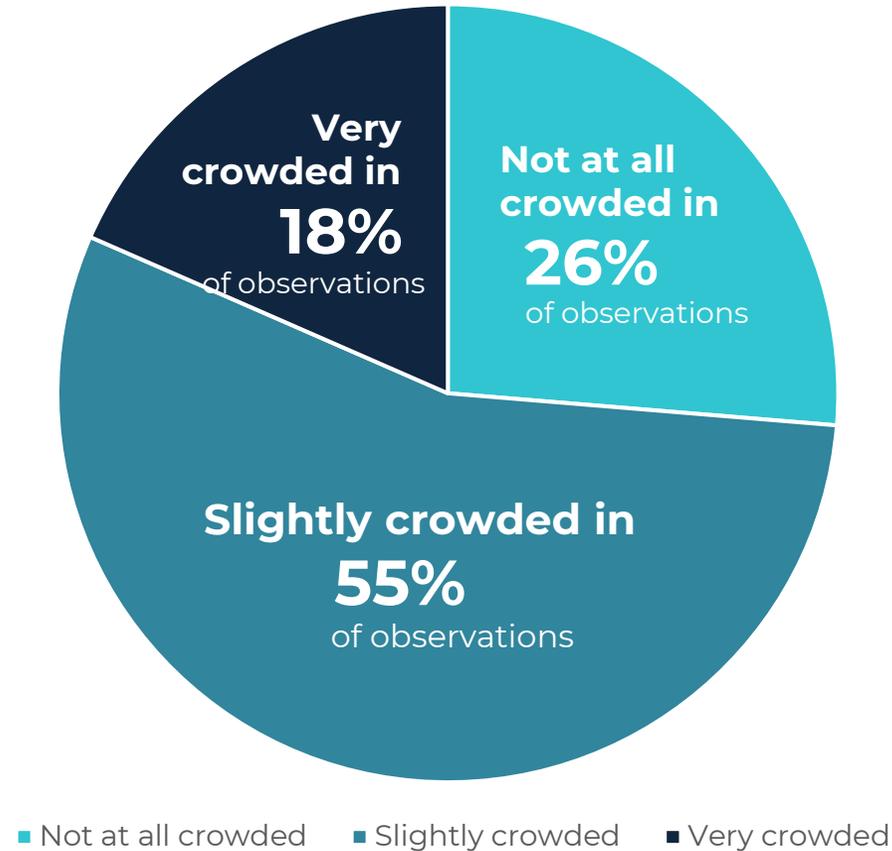
In **77% of observations**, the focal child appeared to be **between the ages of 2-8**, the strategic age range for Caring Cove. (n=82)



The majority of children, regardless of age, were rated as **"highly engaged"** during their play in Caring Cove. (n=76)

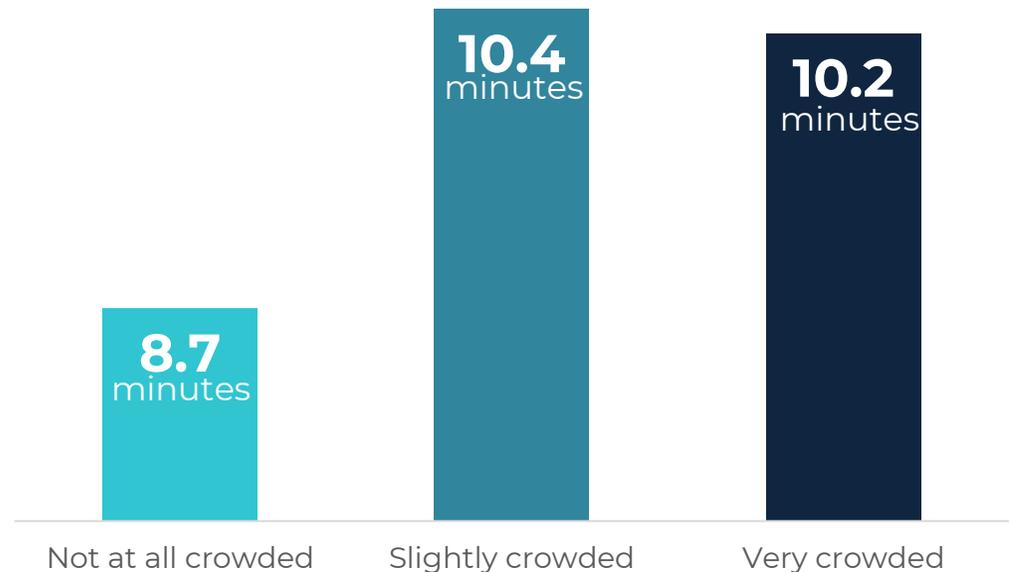


The majority of observations (55%) took place when Caring Cove was **slightly crowded**. (n=76)



Duration of the visit to Caring Cove varied according to the levels of crowding in the space. **Visitor stay time** averaged over 10 minutes when the exhibit was **slightly** or **very crowded** and under 9 minutes when it was **not at all crowded**. (n=76)

*How long visitors stayed...*





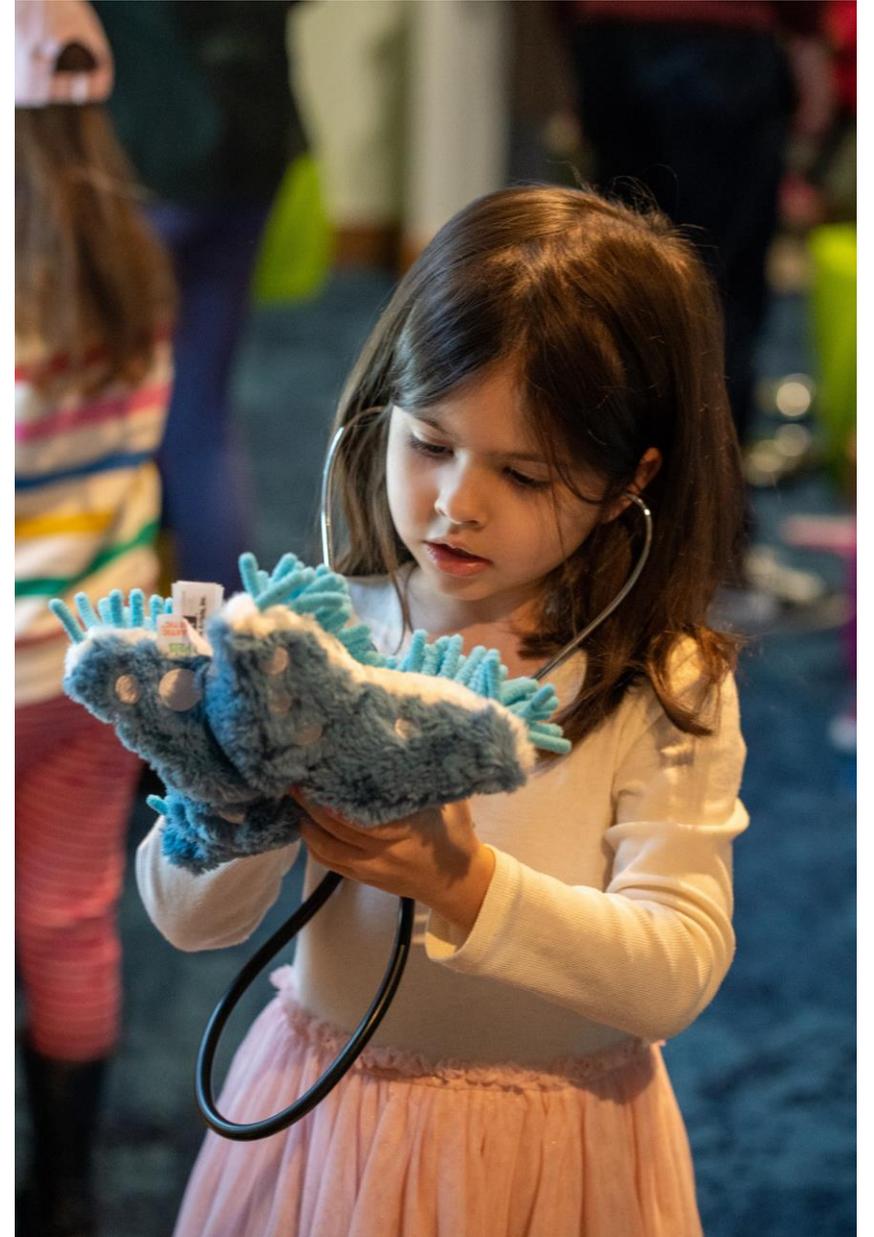
# Guest Feedback



# Guest Comments

- The Seattle Aquarium was such a cool experience! We especially loved the play area for kids. It's so cool to have such an immersive play experience for kids. Aside from the attractions. Our child loved taking care of the marine life. From wrapping the stuffed animals to pretend feeding the fish. We could have spent more time there.
- We absolutely LOVED the new interactive kids' area where you can care for an animal! We could have spent all day there and will most definitely be back soon.

<sup>1</sup> Footnotes can go here



# Guest Comments

- My six-year-old loves the caring cove. She adored the big turtle and all the puffin stuffies. She medicated them and fed them and helped them all heal to return to their environments.
- I took my daughter to the Aquarium on Tuesday. She has been to the Aquarium a lot through the years, and she noticed the new Caring Cove right away. It was a BIG hit for her – she loved it. Like, loved it so much she wants to re-create it at home.





# Questions?

Thank you, ACE Network, for your support.





**ACE Network: Round 3 Grants Webinar**

# **Caring Cove – Animal Care Play Space**

Nicole Killebrew (she/her)

Interpretation Program Coordinator

[N.Killebrew@seattleaquarium.org](mailto:N.Killebrew@seattleaquarium.org)

October 31, 2023

