The Healing Treehouse:

A Center for Children of Abuse

By Corey Clancy

Table of Contents

Project Treatment	4
Clevator Pitch	4
nspiration	5-6
tory of Miss Fairy	7
Coping Mechanisms	8
ketches and/or Reference Images	9-25
Overall Design/Marketing Image	9
Exterior Infrastructure	10
Room of Beliefs Collage (Belief)	11
Cloud Room Collage (Affect)	12
Friendship Room College (Social)	13
Fantasy Room Collage (Imagination)	14
Thinking Room Collage (Cognitive)	15
Fitness Room Collage (Physiological)	16
Merchandise Shop	17
Merchandise1	8-19
ist of Scenes20	0-22
Rough Timeline of Guest's Experience	23
Hourly Throughput	23
Guest Flow Example #1	23
Guest Flow Example #2	23
Possible Locations	24

Ground Plan of Facility	25-26
Specialty Equipment	27
Rough Budget	28
Operational Costs	29
References	30

Elevator Pitch

The Healing Treehouse: A Center for Abused Children is a fantastical treehouse escape for children coping with the trauma of child abuse to provide them with the safety, security, and stability they need to heal and grow.

Project Treatment

Miss Fairy's Healing Treehouse is a non-profit treehouse hideaway for children of abuse to learn how to best cope with their trauma, emphasizing the six coping mechanisms that the National Association of School Psychologists suggest for all children of abuse to engage in: the BASIC Ph Model (Belief, Affect, Social, Imagination, Cognitive, and Physiological). With a big tree almost blocking the entrance to the building that is covered in vines and greenery and six windows displaying the different coping mechanism rooms, this treehouse is the perfect hideaway for kids looking to escape their current trauma. The treehouse is composed of four floors, including a lobby, a second floor centered around the Belief and Affect coping mechanisms, a third floor focused on the Social and Imagination coping mechanisms, and a fourth floor emphasizing the Cognitive and Physiological coping mechanisms. On the first floor, psychologists and therapeutic resources will be available for children to introduce themselves to Miss Fairy's Healing Treehouse. On the second floor, the Belief room designed all with stained glass allows children to explore possible belief systems and moral codes that will help them learn how to evaluate their trauma. The second floor also houses the Affect room that will make children feel as though they are up in the sky amongst the clouds, giving kids the chance to ponder and reflect on their childhood, really thinking through and processing their emotions. Next up, on the third floor, the bright, neon Social room offers tons of video games, arcade games, and more for kids to bond together and make relationships that will help them overcome their trauma. Also on the third floor, the fantasy-style Imagination room provides an escape for children to enter a different fantastical world as a distraction, engaging in dress up, role play, and other games. Finally, the fourth floor is home to the Cognitive and Physiological coping mechanisms. The Cognitive room is full of walls made out of puzzle pieces, with puzzles and other mind games scattered throughout the room so that children may learn critical thinking and problem-solving skills. Last but not least, the Physiological room is a room full of trampolines, foam pits, and rock-climbing walls to help give all of the children visiting a healthy outlet to process their trauma through exercise.

Themed after a story of a mystical fairy named Miss Fairy who comes to the rescue of three children who are victims of family abuse, this treehouse is sure to be a safe haven for all children of abuse. Fairy Godmothers and Fairy Godfathers will be all throughout the treehouse helping these children out and giving them the amazing life that they deserve. Whether you know someone who has been abused or you are a child of abuse yourself, come on down to Miss Fairy's Healing Treehouse for the most cathartic experience of your life. Everyone 18 and under are more than welcome to step into our world and find the peace, love, and security they have been craving.

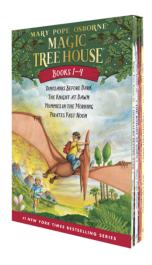
Inspiration

My original idea for this project was a theatre-in-the-round experience going through the story of a boy who has endured mental, emotional, and physical abuse from his mother, inspired by personal stories. Realizing that I wanted to create something with a bit more of a purpose than that, I then moved into the idea of creating a center for abused children with areas through which kids can escape their trauma and heal from it. The musical/ movie *Tick Tick Boom* really inspired me to create this because in this movie, the main character, Jonathan Larson, is given advice to write about something that he knows when all else fails. There is nothing that I know more than my own personal child abuse, which has proved to really help me in creating this project. Here is a low-quality video that summarizes a bit of the abuse that inspired this concept:

https://youtu.be/JhvGgIA7jQs

When I was originally going with the theatre-in-the-round concept, I was inspired by the Cirque du Soleil show *Drawn to Life*, in which a little girl escapes into her imagination to finish the art that her late-father created. I wanted to take the idea of escaping into imagination from this show and incorporate it into the treehouse that I am creating. Furthermore, I was definitely inspired by both the Swiss Family Robinson Treehouse at Walt Disney World and the Tarzan Treehouse in Disneyland, seeing how they could both be storytelling attractions. One more inspiration includes the Casita from the movie *Encanto*. The Casita in *Encanto* is full of many rooms that are characterized by all of the special powers of the children in the movie. While the children in the Healing Treehouse do not necessarily have special powers, the different rooms within the treehouse all are characterized by the six important coping mechanisms for children who have endured child abuse. Finally, the *Magic Tree House* books did have a bit of a part of the inspiration and creation process for this creation. While I have never read these books, the idea of escaping through a tree house does come from them!

The following are reference images of the sources from which inspiration for this project was drawn!





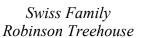


Magic Tree House

Encanto

Tick Tick Boom







Drawn to Life



Tarzan Treehouse

Story of Miss Fairy

Aerol ["One with the Golden Heart" in Greek] Cadman ["Warrior" in Celtic] (16) was born in 2006 to Marcus and Donna Cadman in Orlando, Florida. Aerol has two younger siblings, Colton (11) and Courtney (10), who are five and four years younger respectively. Donna Cadman has always been extremely hard on the three kids, expecting the most from them in academics, athletics, theatre, and more. Aerol, as the oldest, has endured the most of the mother's brunt, always making sure they have high grades, the best trophies from any and all tennis matches, and the lead role in every school play or musical. Most of these high expectations have resulted from the pressures that Donna's parents put on her as a child, but they still are unexcused. Marcus Cadman tries his hardest to ease the situation and remind his children that they are loved regardless of their accomplishments, but ultimately, Donna's emotional, mental, and sometimes physical abuse prevails.

On Aerol Cadman's 16th birthday, their entire life changed. Aerol decided that this was the year they were going to come out to their parents as both homosexual and non-binary. When sitting their parents down to come out, Donna Cadman immediately lost it, disagreeing with Aerol's "choices" to be who they are, and entered into hours long of screaming matches and minimal but existent physical abuse. Marcus Cadman tried to stop it and let their child know they were loved but proved weak in contrast to Donna, who proceeded to drug her husband in the middle of the night so that he would back out. Not knowing what to do, Aerol ran to their room, looked outside their window at the brightest star in the sky, and wished upon it to take them and their siblings to somewhere safe. Suddenly, a mystical fairy flew into their room. She wore a beautiful turquoise and purple dress with iridescent wings and a yellow glow. She introduced herself as "Miss Fairy," the enchantress fairy who was going to take Aerol and their siblings away to a safe haven, a treehouse where they would learn to grow from the abuse they have endured. Fairy Godmothers and Fairy Godfathers would be on deck to help these children cope with the abuse they have gone through, emphasizing the six different healthy coping mechanisms for children, including belief, affect, social, imagination, cognitive, and physiological. Aerol and their siblings learned how to grow from the trauma they have been through and encouraged other kids to wish upon a star to be taken to Miss Fairy's Healing Treehouse.

Coping Mechanisms

According to the National Association of School Psychologists using the BASIC Ph Model in 2015, there are six key coping strategies by which children cope with child abuse. These six key strategies are Belief, Affect, Social, Imagination, and Cognitive. These six strategies will be used to design the rooms in the Healing Treehouse, but first, they will be furthered explored in this section.

Using the "Belief" (B) coping style, children often times rely on their core moral values and belief systems in order to cope with any abuse they have been through. Often times, this involves turning to religion or ethics during times of extreme stress and anxiety. Religious faiths, literature, morality classes and discussions, and belief and value building activities can be extremely helpful for children who cope using the Belief style.

Next is the "Affect (A)" copying style by which children learn how to cope with their feelings and emotions, learning how to process them and how to react to them. Children need to be able to vent and express exactly how they are feeling when they have gone through traumatic situations and abuse. They should be given models by which they can learn how to understand all of the things they are feeling.

Following is the "Social (S)" coping style. This coping style emphasizes the importance of relationships and friendships for children who have been abused. Stability, security, control, and support can be found through healthy relationships for these kids. Replacing poor relationships and connections with good ones can prove monumental in helping children develop even in the face of adversity.

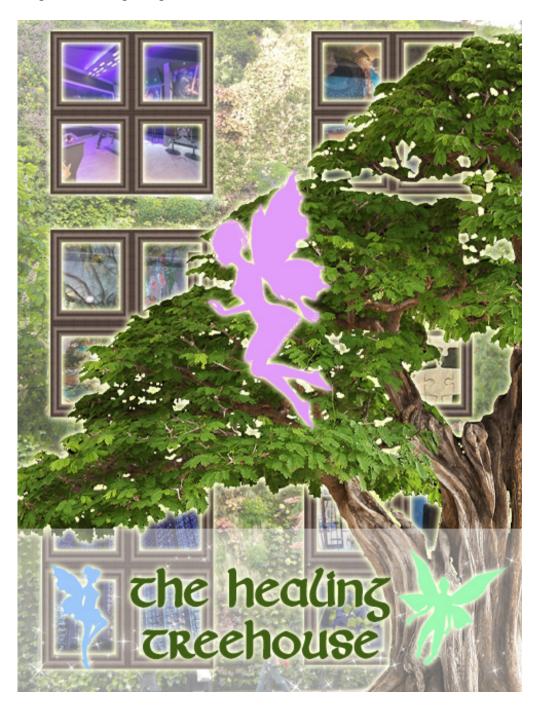
"Imagination (I)" is an incredibly important coping style that allows children to express themselves through creativity, art, and fantasy. Some kids need to escape to another fantastical world in order to heal. Others need to draw, write, color, sing, and more to help themselves persevere through their trials. Activities fostering usage of the imagination is absolutely key when helping these kids cope.

Continuing along the six coping styles of the BASIC Ph Model is the "Cognitive (C)" coping method. This coping style emphasizes how critical it is that children who have suffered abuse learn important problem solving and critical thinking skills to evaluate their situation and how to proceed throughout the rest of their lives. Reading about real world problems and designing strategies to solve them are essential to these kids.

Finally, the "Physiological (Ph)" coping style involves allowing kids the opportunity to work out, exercise, play games, engage in sports, and take risks in order to divert their attention to something that will be healthy for them physically. This allows the children the time to have a buffer between processing their emotions, but it also has an added benefit of keeping their bodies fit and healthy.

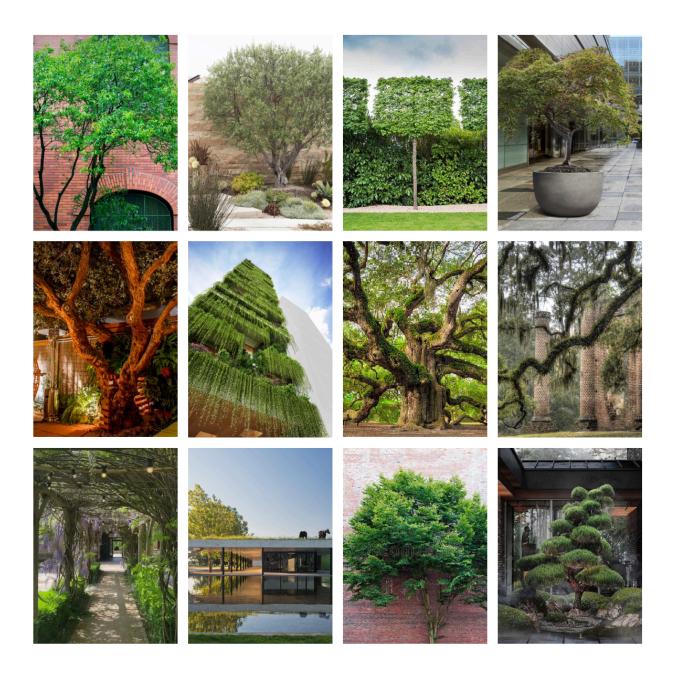
Sketches and/or Reference Photos

Overall Design/ Marketing Image



Exterior Infrastructure

Link to Pinterest Board of Photos: https://pin.it/1WiD2FP



Room of Beliefs Collage (Belief)

Link to Pinterest Board of Photos: https://pin.it/tkmnQl0



Cloud Room Collage (Affect)

Link to Pinterest Board of Photos: https://pin.it/7dszwjb



Friendship Room Collage (Social)

Link to Pinterest Board of Photos: https://pin.it/19LqD5X



Fantasy Room Collage (Imagination)

Link to Pinterest Board of Photos: https://pin.it/UfyzxXD



Thinking Room (Cognitive)

Link to Pinterest Board of Photos: https://pin.it/5heQrR3



Fitness Room (Physiological)

Link to Pinterest Board of Photos: https://pin.it/21frFcR

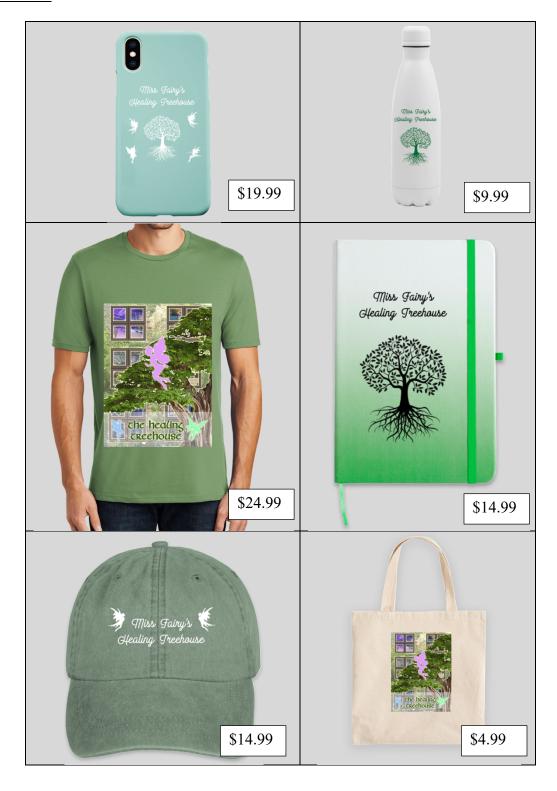


Merchandise Shop

Link to Pinterest Board of Photos: https://pin.it/5rcmhfX



Merchandise





List of Scenes

Please refer to the previous collages for reference images for the following rooms!

1. Exterior Infrastructure

The outside of Miss Fairy's Healing Treehouse will be a huge tree in front of a brick building. It is a massive tree similar to the Tree of Life or to the Angel Oak Tree in Charleston, South Carolina. In order to enter the building, you must walk through this actual tree. Once you enter the tree, you will be transported into the treehouse.

2. Lobby

When you walk into the lobby, you will walk through the big tree outside of the building in order to enter. Once you walk through the tree, you will step into a large room full of greenery, hanging vines, and things to make you feel as though you are inside a treehouse. Looking up, in the center of the room, you will see three stories of clear hallways that connect the two coping rooms on each floor. On the sides of these hallways, it will be completely hollow and empty infrastructure-wise, allowing you to look straight up to the ceiling of the building. Hanging down these spaces will be huge green, tree-like and vine-like chandeliers. On the floor of the lobby will be many psychologists and therapists to help check children in and introduce them to the Healing Treehouse.

3. Room of Beliefs (Belief)

Going up to the second floor of the building via stairs or an elevator and exiting the clear hallways to the left will put guests in the Room of Beliefs, which of course focuses on the coping mechanism of "Belief." A great way for kids to cope with child abuse is by relying on their core belief systems. However, if kids do not have a core belief system, then they need a way to be exposed to one that fits them. Therefore, the purpose of this room is to provide kids with a variety of different moral and ethical codes as well as many kinds of religions that they may explore and learn about. When walking into the room, the entire room will be surrounded by stained glass, characteristic of many different religions. The stained glass will not have religious figures on it but will rather just be a blend of different colors and non-denominational shapes. This room will allow kids to figure out just exactly what they belief, and thus give them criteria to evaluate the abusive situation that they have lived through. Sections and areas for different religions will allow children to explore and figure out what ethical code or framework they want to choose in order to help evaluate the trauma they have been through.

4. Cloud Room (Affect)

On the second floor of the building, if you exit the clear hallway on the right, you will enter the Cloud Room, which will address the "Affect" coping style. The purpose of this room is to allow children to process their emotions and evaluate their reactions to the abuse they have been through. Mellow, reflective music will be playing, and journals will be spread throughout the

Clancy 21

room for people to write their emotions out. The entire room itself will feel as though you are in the sky, with clouds hanging above and paintings of clouds and skies around the walls and floors. Cloud shaped white boards and chalk boards will line the walls, and other activities will exist for kids to reflect, evaluate, and learn to let go. This is meant to be a serene getaway where kids can process their thoughts and feelings in a comfortable and safe environment that makes them feel like they are in the sky amongst the clouds.

5. Friendship Room (Social)

Next up, the third floor of the building houses the Friendship room, which is all about the "Social" coping style, encouraging kids to bond together, play games, and foster relationships. Exiting the clear hallways to the left will put you in this room that is a neon heaven full of arcade games, video games, board games, and more to help children formulate healthy friendships and bonds with each other, replacing the negative family bonds they may have. The inspiration is very much a neon arcade, with tons of old arcade games lining the room. There will also be a huge TV screen for kids to play video games if they want to. On top of all of this, the floor will display projections of the boards of different board games, allowing kids to play life sized versions of these games. Of course, there will also be classic board games scattered throughout the room for kids to play as well. There will be a neon hockey table and so much more.

6. Fantasy Room (Imagination)

Walking through the clear hallway on the third floor and going to the right will put you right into the Fantasy room, which emphasizes the "Imagination" coping style, through which children find an escape from their trauma and abuse by using their imagination and creativity. When kids walk into this room, they will immediately feel like they are in a fairytale, as remnants from castles and fairytale houses will be seen. Lots of greenery to suggest the existence of fairies and mythical creatures will be used as well. Activities in this room will include stations for arts and craft, areas where kids can learn how to play certain types of music, area to dance, and most importantly, props and costumes for the kids to let their imagination run free in a classic game of dress up. It is supposed to make you feel as though you have escaped into the Enchanted Forest and are entering your own fairytale, utilizing the importance of play in coping mechanisms of children of abuse. Role play, costume-wearing, and fantastical behavior will be encouraged by all in the Fantasy room.

7. Thinking Room (Cognitive)

On the fourth floor and to the left of the clear hallway, is the Thinking room, which will emphasize the "Cognitive" coping style, which is all about teaching kids how to problem solve and think critically. Walking into the room, the walls will be fully made out of puzzle pieces connected together. The floor and ceiling will also be completely made out of puzzle pieces. In this room, there will be tons of activities for kids to learn how to think critically, including a variety of books, word searches, puzzles, and team-building activities. constructed completely out of large puzzle pieces and housing tons of different puzzles and problem-solving games like Sudoku. These offerings will encourage kids to improve their critical thinking skills so that they may best understand the ways that they can problem solve in relation to their childhood trauma.

8. Fitness Room (Physiological)

Finally, on the fourth floor and to the right of the clear hallway, you will find the Fitness room, which will focus on the coping style of "Physiological." This room is all about giving kids a distraction as well as a place to get their emotions out in a healthy way. This room will have a huge foam pit in the middle, miniature rock-climbing walls on the side walls, and more basic exercise equipment all throughout. The purpose of this room is to encourage healthy ways of redirecting emotion, especially through exercise and fitness.

9. Merchandise Shop

Back on the first floor, before guests leave for the day, they can stop by the merchandise shop in order to buy some things to help them cope with their trauma and to buy some souvenirs from the treehouse itself. Some examples of products to help guests with coping include journals, coloring books, games, and more. A lot of the products that guests used within the coping rooms themselves will be available for purchase. Also, people can buy shirts that say "Miss Fairy's Healing Treehouse" on them. All money that is received from this gift shop will go directly back into the treehouse since it is a non-profit. The room itself will feel like it is on the inside of a tree and will be very woodsy and natural.

Rough Timeline of Guest's Experience

When it comes to the timeline of the guest's experience in Miss Fairy's Healing Treehouse, it truly varies per guest. Overall, the treehouse is open from 10am to 4pm daily, with staff members being on staff from 9am to 5pm. On average, a first-time guest will probably spend about thirty to forty minutes in the lobby checking in and meeting with a therapist. Then they will head up to the coping mechanism rooms, where they can spend anywhere between ten minutes to a couple of hours in each room. Ideally, kids would focus on one coping mechanism per visit to the treehouse. Therefore, in an ideal situation, a first-time guest would visit the lobby for thirty to forty minutes, spend about an hour in one of the coping mechanism rooms, and then return to the lobby to meet with a therapist for a small amount of time, totaling an average visit to about an hour and a half to two hours.

Hourly Throughput

ABOUT 30 Guests Per Hour in the Coping Mechanism Rooms:
5 Guests Per Coping Mechanism Room (Could Technically Fit ~50 Per Room at Max Capacity)
6 Coping Mechanism Rooms

ABOUT 20 Guests in the Lobby Per Hour (Could Technically Fit ~120 in the Lobby at Max Capacity):

Visitors, New Attendees, Therapists, Workers & More

TOTAL: About 50 Guests Per Hour

Guest Flow Example #1

Guest: Colin (17) – First Time Attendee 12pm: Arrive & Check-In in the Lobby

12:10pm: Meet with a Therapist for about 30 Minutes to Determine Which Coping Room to Start With

12:40pm: Head to the Coping Mechanism Room for an Hour 1:40pm: Return to Therapist to Debrief and Schedule Next Meeting 2pm: Depart Miss Fairy's Healing Treehouse

Total Time: 2 Hours

Guest Flow Example #2

Guest: Katie (15) – Regular Attendee 12pm: Arrive & Check-In in the Lobby 12:10pm: Head to the Coping Mechanism Room for an Hour and 20 Minutes

1:30pm: Return to Lobby & Use the Restroom 1:40pm: Depart Miss Fairy's Healing Treehouse Total Time: 1 Hour and 40 Minutes

Possible Location

The perfect location for this project is the Give Kids the World Village located in Kissimmee, Florida. This is a themed village where kids can stay and enjoy the simpleness of childhood all while transforming themselves based on their medical ability. This treehouse would be the perfect place for kids to escape in order to heal from their childhood trauma, especially given that it would be located in the themed entertainment capital of Florida and the United States.

Here is a link to the Give Kids the World website, and below is a picture of their mission statement: https://www.gktw.org/about/

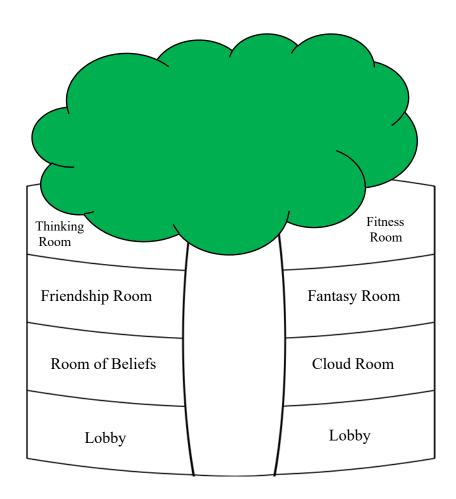
Rated Four Stars by Charity Navigator, Give Kids The World Village is an 89-acre, whimsical nonprofit resort in Kissimmee, Florida, that provides week-long, cost-free wish vacations to critically ill children and their families from around the world who want to visit Central Florida.

A stay at the Village is much more than a vacation. During one transformative week, wish families laugh, play, and create priceless memories together away from hospital visits and medical procedures. It's a magical week of "YES" where wish kids can experience the simple joys of childhood, and where families can recapture some of the precious moments that may have been missed due to illness.

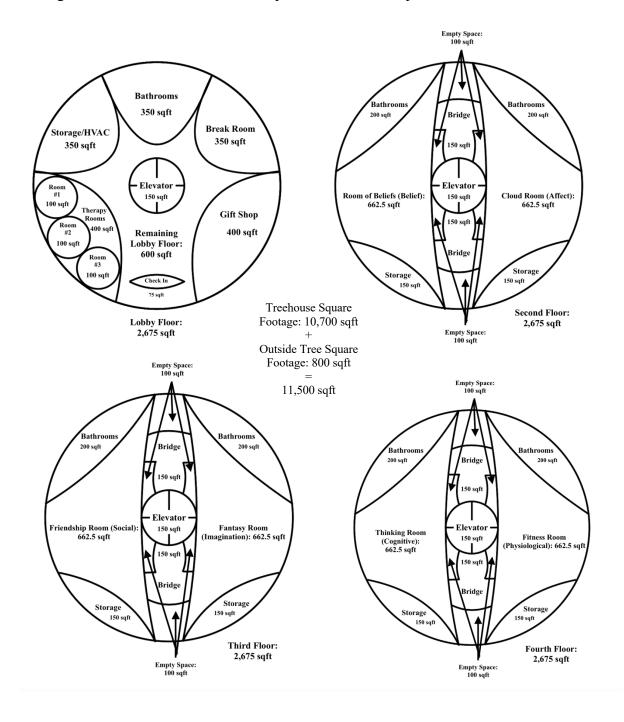
Since 1986, Give Kids The World Village has welcomed more than 177,000 families from all 50 states and 76 countries. The Village is made possible by the support of generous donors and community partners, as well as thousands of passionate volunteers – who donate their time and talent making wishes come true. Learn about volunteer opportunities.

Ground Plan of Facility

Below you will find a basic breakdown of the overall building and how the rooms will be laid out in the facility.



The following images are extremely basic floorplans of Miss Fairy's Healing Treehouse, showing how the entire treehouse will require about 11,500 square feet!



Specialty Equipment

When it comes to specialty equipment, there are a few key special things that will need to be included in this treehouse. They are listed below:

- Large tree outside the building
- Tree vines and chandeliers inside the building
- Arcade games, video game systems, projector systems, and neon lights for the Friendship room
- Tons of stained glass for the Room of Beliefs
- Foam pit and rock-climbing walls for the Fitness Room
- Hanging light-up clouds for the Cloud Room

Rough Budget

]	Miss Fairy'	s Healing	Treehouse	e –	Projected Budget	
Total Courses						
Total Square	11,500 SQFT					
Footage			A la ou	+ 700	0/ of the Cayona Footogo	
On-Stage	9,100 SQFT				% of the Square Footage	
ВОН	2,400 SQFT		Abou	1 30	% of the Square Footage	
107 C W	A.B. GODT	# 000FFF				
A&E (Facility)	\$ Per SQFT	# of SQFT	Projected Costs			
New Construction	\$800	11,500	\$9,200,000			
		SQFT				
		(Total				
		Facility				
		Square Footage)				
TOTAL A&E	00.200.000	1 Jounge)				
COSTS	\$9,200,000					
	A.B. ====					
Show	\$ Per SQFT	# of SQFT	Projected			
Scenic and	\$1,500	9,100 SQFT	Costs \$13,650,000			
Projection Mapping	\$1,500	(Total On-	\$13,030,000			
1 Tojection Mapping		Stage				
		Square				
		Footage)				
Interior Show Set	\$3,000	9,100 SQFT	\$27,300,000			
	42,111	(Total On-	,			
		Stage				
		Square				
		Footage)				
Rock Work and	\$5,000	9,100 SQFT	\$45,500,000			
Special Effects		(Total On-				
		Stage				
		Square				
TOTAL SHOW	Φ0.6.4 5 0.000	Footage)				
COSTS	\$86,450,000					
Other Costs	% of Budget	Show Costs	Projected Cost	ts		
		+ A&E	,	-		
		Costs				
Soft Costs	20%	\$95,650,000	\$19,130,00	0		
Contingency	10%	\$95,650,000	\$9,565,00			
Warranty	1%	\$95,650,000	\$956,50			
Interest	3%	\$95,650,000	\$2,869,50			
TOTAL OTHER	\$32,521,000					
COSTS	\$32,321,000					
PROJECT	\$128,171,000					
TOTAL	#1-0,171,000					

Operational Costs

iviiss i tilly s	incurring in	<u>reehouse – Operat</u>	101141 00505				
Staff Salaries							
Employee Classification	Number of Employees	Salary	Hours Worked Per Day	Hours Worked Per Week	Total Per Week		
Manager	3	30/hour	8	40	\$3,600		
Assistant Manager	2	20/hour	8	40	\$1,600		
Therapist	5	50/hour	8	40	\$10,000		
Technician	1	20/hour	9	45	\$900		
Engineer	1	25/hour	9	45	\$1,125		
Coping Mechanism Room/ Lobby Attendants	12	18/hour	8	40	\$8,640		
Custodial	6	17/hour	8	40	\$4,080		
Gift Shop Employees	3	15/hour	6	30	\$1,350		
Miss Fairy Character Performer	2	16/hour	8	40	\$1,280		
TOTAL STAFF SALARIES PER WEEK	\$32,575	10/Hour			Ψ1,200		
Staff Benefits							
Employee Classification	Number of Employees	Benefits	Costs Per Week Per Employee	Total Per Week			
Manager	3	Healthcare, 401K, and PTO	\$300	\$900			
Assistant Manager	2	Healthcare, 401K, and PTO	\$250	\$50			
Therapist	5	Healthcare, 401K, and PTO	\$400	\$2,000			
Technician	1	Healthcare, 401K, and PTO	\$200		\$200		
Engineer	1	Healthcare, 401K, and PTO	\$200		\$200		
Coping Mechanism Room/ Lobby Attendants	12	Healthcare, 401K, and PTO	\$150		\$1,800		
Custodial	6	Healthcare and PTO	\$100		\$600		
Gift Shop Employees	3	Healthcare and PTO	\$100		\$300		
Miss Fairy Character Performer	2	Healthcare and PTO	\$100		\$200		
TOTAL STAFF BENEFITS PER WEEK	\$6,700	110000100010011111111111111111111111111	\$100	L	\$20		
Other Operational Costs Per Week							
Marketing	\$2,000						
Legal/Accounting/Consulting	\$1,500						
Rent/Electricity/Office Supplies	\$3,000						
Software	\$500						
Administrative Needs	\$5,000						
Gift Shop Needs	\$1,000						
TOTAL OTHER OPERATIONAL COSTS PER WEEK	\$13,000						
TOTAL OPERATING COSTS	\$52,275 PER WEEK						

References

- About us: Give kids the world village: Top-rated charity |. Give Kids The World Village. (n.d.). Retrieved April 14, 2022, from https://www.gktw.org/about/
- Cadman. (2018, August 22). Retrieved January 27, 2022, from https://www.sheknows.com/baby-names/name/cadman/
- How children cope with ongoing threat and trauma. (2015). Retrieved January 27, 2022, from <a href="https://www.nasponline.org/resources-and-publications/resources-and-podcasts/school-safety-and-crisis/mental-health-resources/trauma/how-children-cope-with-ongoing-threat-and-trauma
- Office of Victims Advocacy. (n.d.). Retrieved January 27, 2022, from https://ag.ky.gov/about/Office-Divisions/OVA/Pages/default.aspx
- Team, S. (2022, January 26). Aerol name meaning origin, religion of baby boy name Aerol. Retrieved January 27, 2022, from https://www.schoolmykids.com/parenting/baby-names/aerol
- 11 facts about child abuse. (n.d.). Retrieved January 27, 2022, from https://www.dosomething.org/us/facts/11-facts-about-child-abuse