Transforming Mental
Health Services
for Our Children



Our Children are in Crisis



1 in 5 children

in the U.S. has a diagnosable mental health condition.2 out of 3 children go without diagnosis or treatment.



Regionally,

the most common reason patients 10-17 are admitted to the hospital is psychiatric.



17% of high school students

Considered suicide in the past year. 7% actually attempted suicide.

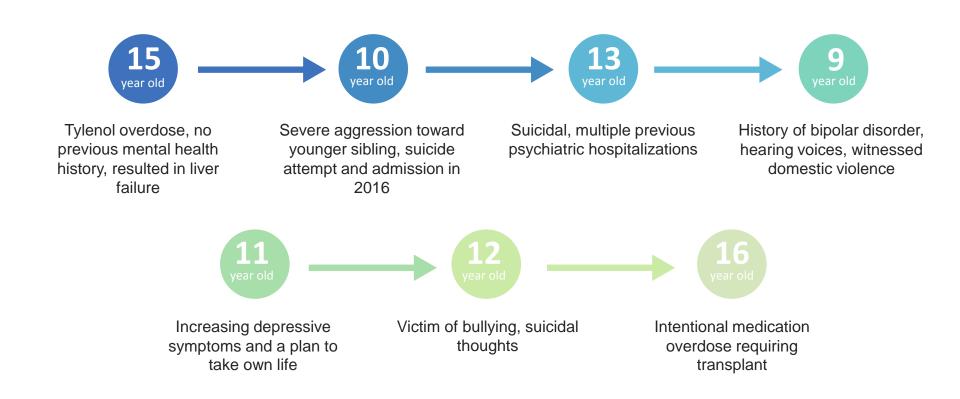


Suicide is the second leading cause of death

In youth ages 10-14.

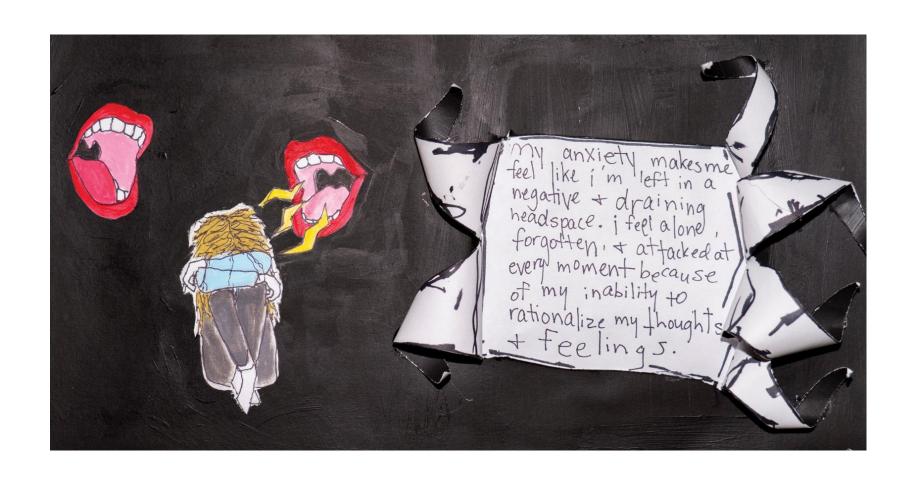
Half of all chronic mental illness begins by age 14; three-quarters by age 24.

A Recent Day at CHKD



On a recent day, 19 children came to our ED in crisis

Despite 6-fold increase in licensed providers, 1000+ now await a clinic appointment



Reimagining Pediatric Mental Health: Integrating Care

- Main Hospital support
 - Psychiatric consultation while medically hospitalized; Med-Psych Unit
 - Emergency Room evaluations to determine level of care
- Acute treatment: General (48 beds), Psych-Med (8 beds), ASD (4 beds)
- Outpatient continuum of care (Norfolk, Newport News, and Va Beach)
 - Partial Hospitalization Program
 - Intensive Outpatient Programs
 - Psychiatry, Psychology, and MH Therapy clinics
- Community connection to fill in the gaps:
 - Crisis Bridge Clinic
 - Virginia Mental Health Access Program Support (VMAP)
 - Preventive education, School consultation, & Collaboration with primary pediatrician

Improving Access for ALL Children

- Serving the often underserved populations:
 - Complex medical and co-occurring mental illness
 - Ages 5 and under
 - Neurodevelopmental disorders including autism
 - Eating/Feeding disorders
 - General psychiatric concerns

By 2025, CHKD will provide >45,000 outpatient visits, 3,000 ED visits, and more than 2,500 children will be served as inpatients.

Specialized Design for Specialized Care

- Involving families: Room for a parent to sleep over
- Textures, graphics, natural light, angles, seats, soft surfaces
- Colored LEDs allow kids to control their environment
- Safe and engaging furnishings with variety in mind
- Safe windows, fixtures, outlets, and shower curtains
- Telehealth and communication interfaces throughout





















