



Aberdeen City  
Health & Social Care  
Partnership  
*A caring partnership*

Community Learning Disability Team  
Len Ironside Centre  
Mastrick Drive  
Aberdeen  
AB16 6UE

Telephone: 01224 812900

Dear Sir/Madam

**Re: Measures to support people with a learning disability receiving their COVID 19 vaccination**

The Learning Disability Service for Aberdeen City is working with NHS Grampian and TECA staff to help ensure that the mass vaccination centre at TECA meets the needs of people with a Learning Disability.

One measure is the introduction of a quiet area where people can opt to receive their vaccination. This area includes:

- A roomy but enclosed vaccination space
- a recovery area with a bed
- a spacious waiting area with seating for before and after the vaccination
- its own designated toilets, including an accessible toilet

The area is within easy reach of the main entrance, an accessible changing room and the lifts to and from the car park. There is good provision of accessible parking spaces beside the entrance from the car park.

Whilst this quiet area may be available on an ad-hoc basis (please ask an attendant on arrival), It is advisable to book ahead. This can be done by contacting the Aberdeen City Learning Disability Health Duty Team on 01224 812900, email: [gram.cityldhealthduty@nhs.scot](mailto:gram.cityldhealthduty@nhs.scot). They will require the person's **name, CHI number, appointment date and time** (as per the vaccination appointment letter). The duty team will also be able to discuss and arrange other support that people with a learning disability may require in relation to their COVID vaccination.

We have enclosed accessible information about getting the COVID vaccine, and about the journey to/arrival at TECA, which we hope will help prepare people with a learning disability for the experience.

We hope these measures will be useful to support people with a learning disability

Yours Sincerely

**Nerys Cameron**

**Deputy Service Manager – Learning Disabilities Health**