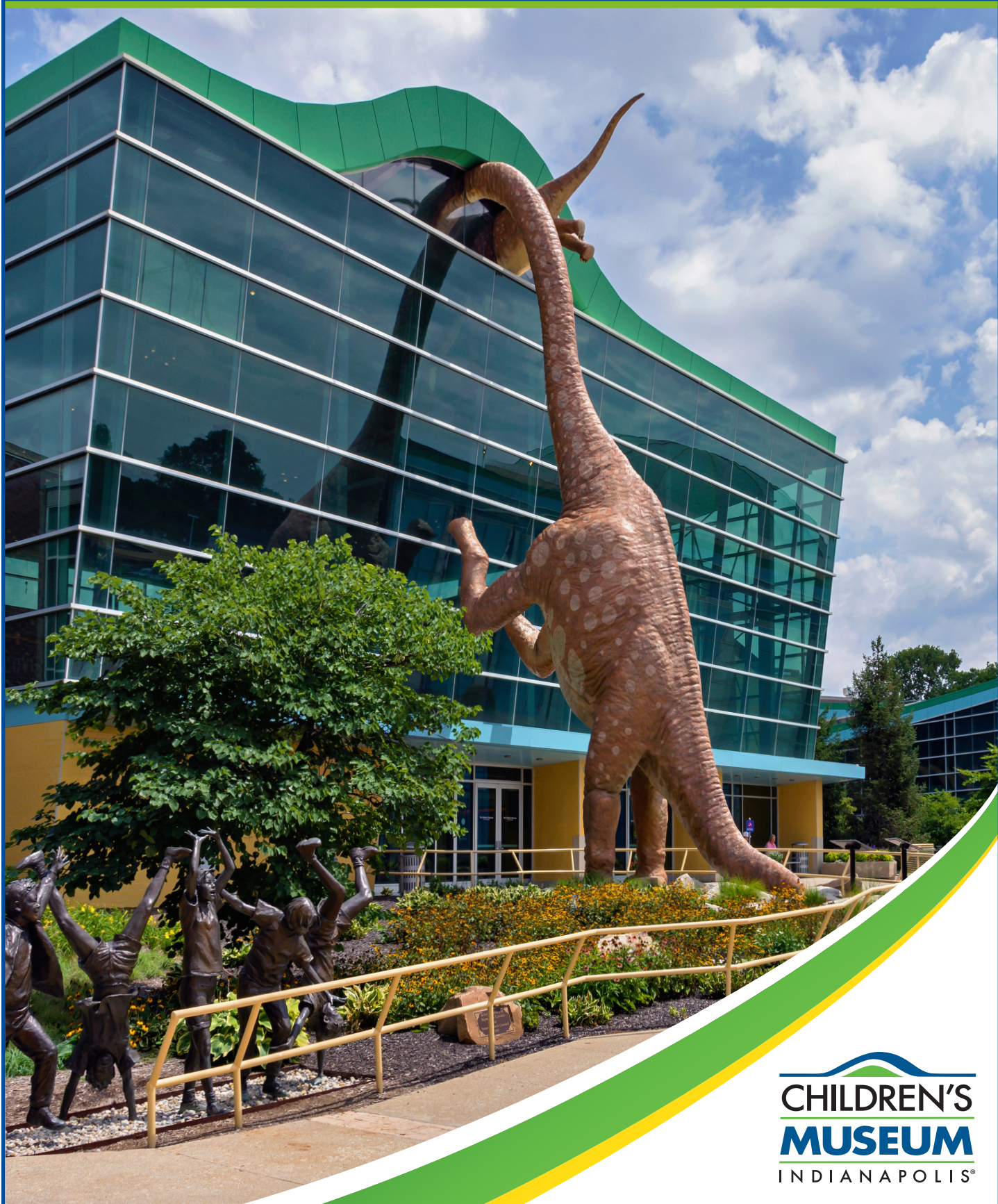


Sensory Map



General Information

Admission for Members

Present your membership card with a photo ID at the museum entrance gates. A named cardholder must accompany guests.

Strollers, Wagons, Wheelchairs

Available on Level 1 in the Welcome Center.

Lockers

Available to rent on Level 1 in the Welcome Center.

Concierge Desk

Located on Level 1 near *Fireworks of Glass*. The Concierge can provide city information, directions, visit planning, and more!

Lost and Found

Located at the Concierge Desk on Level 1.

Baby Care

Diapering facilities are in restrooms on all levels. A quiet nursing area is located in *Playscape*® on Level 3. Emergency baby supplies are available at the Concierge Desk on Level 1.

Carousel

Carousel rides are free for member children and children under age 2; nonmember cost is \$2 per ride per child. The \$2 fee per child rider helps fund ongoing care and maintenance of the Carousel. Accompanying adults will be free of charge.

Please note: Riding of Carousel animals is limited to children 17 and under only. Adults are still welcome to sit on the benches or stand beside their child at no cost but will no longer be permitted to ride on the animals. Accommodations can be made for visitors with disabilities who wish to ride the Carousel.

The Carousel is wheelchair accessible.

infoZone

Experience the infoZone, a special branch of the Indianapolis Public Library.

Volunteer Services

For information, call 317-334-4817.

Lost Children and Medical/ Safety Emergencies

Blue emergency phone boxes are located on each level. In case of a lost child or medical or safety emergency, go to the phone nearest you and push the button. The phone will autodial the museum's security department.

Safety Guidelines

- Children under 18 must be escorted by an adult.
- Use the Skywalk to cross Illinois Street.
- Food and beverages are permitted only in the Food Court.
- Do not leave purses or other valuables unattended.
- Please do not allow children to climb, sit, or stand on any railings or barricades.
- The museum is a smoke-free environment.
- No weapons are allowed on museum property.

Accessibility

All exhibits are accessible except the tool car in *All Aboard!*, due to its historic nature. If you have questions, call 317-334-4000 prior to your visit. A limited number of complimentary wheelchairs is available for checkout in the Welcome Center. For assistance during your visit, ask any staff member or go to the Concierge Desk on Level 1.

Service Animals

Service animals and service animals in training are welcome at the museum. "Emotional support animals," "comfort animals," "companion animals," and "therapy animals" that are not individually trained to do work or perform tasks for an individual with a disability are not considered service animals under the ADA and are not allowed on museum property. The check-in process for all animals takes place at the Entry Gates upon arrival.

Hours

Fall 2024/Winter 2025

Tuesday–Sunday, 10 a.m.–5 p.m.

Closed Mondays*

Outdoor sports experience closed after Sunday, Nov. 3

Closed Thanksgiving and Christmas Day

*Museum is open Monday, Dec. 23 and Dec. 30

Accessibility Tip Sheet

If you need assistance with anything during your visit, please notify a museum staff member or volunteer. Look for a museum-logo shirt and/or museum badge.

- Fidget toys and noise-reducing headphones are available to check out at the Concierge Desk on Level 1.
- A Take a Break Space is located on Level 3, near the *Take Me There*® overlook. This space is quieter, with lower lighting levels. It includes soft seating options and fidget items to use in the space.
- Family restrooms are located between *Dinosphere*® and *All Aboard!* on the Lower Level (equipped with an adult-size changing table); in the Welcome Center on Level 1; outside of the *Take Me There*® gallery on Level 2; and inside *Playscape*® on Level 3. These restrooms may be used by anyone.
- Most restrooms have automatic-flush toilets. The Welcome Center, Sunburst Atrium, *Dinosphere*® family restrooms, and *Playscape*® family restrooms have child-size, manual-flush toilets. All restrooms have automatic sinks and soap dispensers, as well as automatic paper towel dispensers.
- Changing counters (not wall-mounted changing stations) are located in the *Dinosphere*® family restrooms, the Sunburst Atrium restrooms, one of the Efroymsen Pavilion restrooms, and the *Playscape*® family restrooms.
- We offer a variety of free, limited-capacity programs in every gallery space, designed to encourage families to explore and play together. Please check the monitors outside the galleries for information or ask a staff member about how to participate.
- Printed scripts are available for many programs. If you would like a script to follow along and participate in a program, please ask gallery staff.
- Some exhibits have sound and light shows that play throughout the day. These areas are marked with signage indicating the times of the shows.
- Maps are updated frequently, but they may not reflect all current galleries and conditions. Please ask a staff member if you have any questions.
- Look for these symbols on the museum map to help guide you through your visit:



Contains Loud Noises



Contains Quiet Areas



Contains Movement Opportunity



Contains a Strong Smell



Contains Tactile Opportunity



Contains Bright Light



Contains Low Light



Flashing Lights/
Simulated Lightning

Lower Level

All Aboard!



Auditory

- You will hear the wood floor creak and pop as you move across it.
- There are train sounds. A loud bell rings during the sound and light show.

Tactile

- There are toy train sets to play with.
- There is a real tool car that you can touch and walk through.

Visual

- A strobe light is used during the sound and light show, highlighting the real steam engine!
- The lights are low in this space.
- Watch model trains as they travel on tracks along the wall and suspended from the ceiling.
- There is a video that plays inside the tool car.

Fireworks of Glass



Auditory

- On slower days, this is a quiet space. During these times, this is a good area to take a break.

Tactile

- There are plastic replicas of the Chihuly glass pieces that you can use to build your own tower.

Visual

- There are many bright colors.
- The lights are low in this space.

Lilly Theater



Auditory

- Performances include music. Sometimes the performances are loud.

Olfactory

- Some performances include a fog machine and fog will drift into the first few rows of the audience.

Visual

- The lights are low in this space. They are very low during performances. Some shows may contain flashing lights.
- Sometimes the actors come out into the aisles during a performance.

National Geographic Treasures of the Earth



Auditory

- This is a loud space with music and programs.

Movement

- Use the dig site* to discover pieces of pretend Terra Cotta Warriors.
- Rebuild a Terra Cotta Warrior.
- Climb over a pile of cannons at the replica shipwreck site.

Tactile

- There is a dig site where you can search for pretend Terra Cotta Warriors.
- You can rebuild a Terra Cotta Warrior.
- There is a replica shipwreck site where you can play with pretend dive gear.

Visual

- There are bright lights.
- Lights flash in the Egyptian tomb during the sound and light show.
- There are tanks filled with water and artifacts from shipwrecks.
- There are videos that play throughout the exhibit.

*On busy days, the dig site is a good place to practice waiting in line and taking turns.

Beyond Spaceship Earth



Auditory

- This is a loud space with many different sounds, including beeping and mechanical sounds.
- The sliding doors that lead into the Planetarium make a loud swooshing sound that can be startling to some visitors.

Movement

- You can try exercising like an astronaut.

Tactile

- There are many objects to touch, including drawers to open, levers to pull, and buttons to push.
- There is an interactive that lets you test how to control a robotic arm.

Visual

- This is a visually busy space. It has bright lighting with many bright colors.
- The pattern on the floor is made to simulate the floor in the space station. You will follow a straight path through most of the exhibit.

Schaefer Planetarium and Space Object Theater



Auditory

- The sliding doors that lead into the space make a loud swooshing sound that can be startling to some visitors.
- Most shows have sound and music. Sometimes the shows are loud.*

Visual

- The lights are low in this space. They are very low during shows.
- There are different color lights in the space and some lights flash during some shows.
- The shows play on the dome ceiling. There is a large object on a platform in the center of the Planetarium.
- As you walk in, you will see objects related to the show in display cases.

*Some shows include rumbling sounds and slight movement of the seats to simulate what it is like to be in a spacecraft.

Dinosphere: Now You're in Their World®



Please note:

Currently, sensory-friendly time in *Dinosphere*® is from 4–5 p.m. daily. During this time, sound volumes will be lowered, the thunderstorm video effect will not play in the dome, and lighting—except for those effects that are part of the sound and light show on the ramp—will remain static. The information below outlines the operation of *Dinosphere*® during times other than the sensory-friendly hour.

Auditory

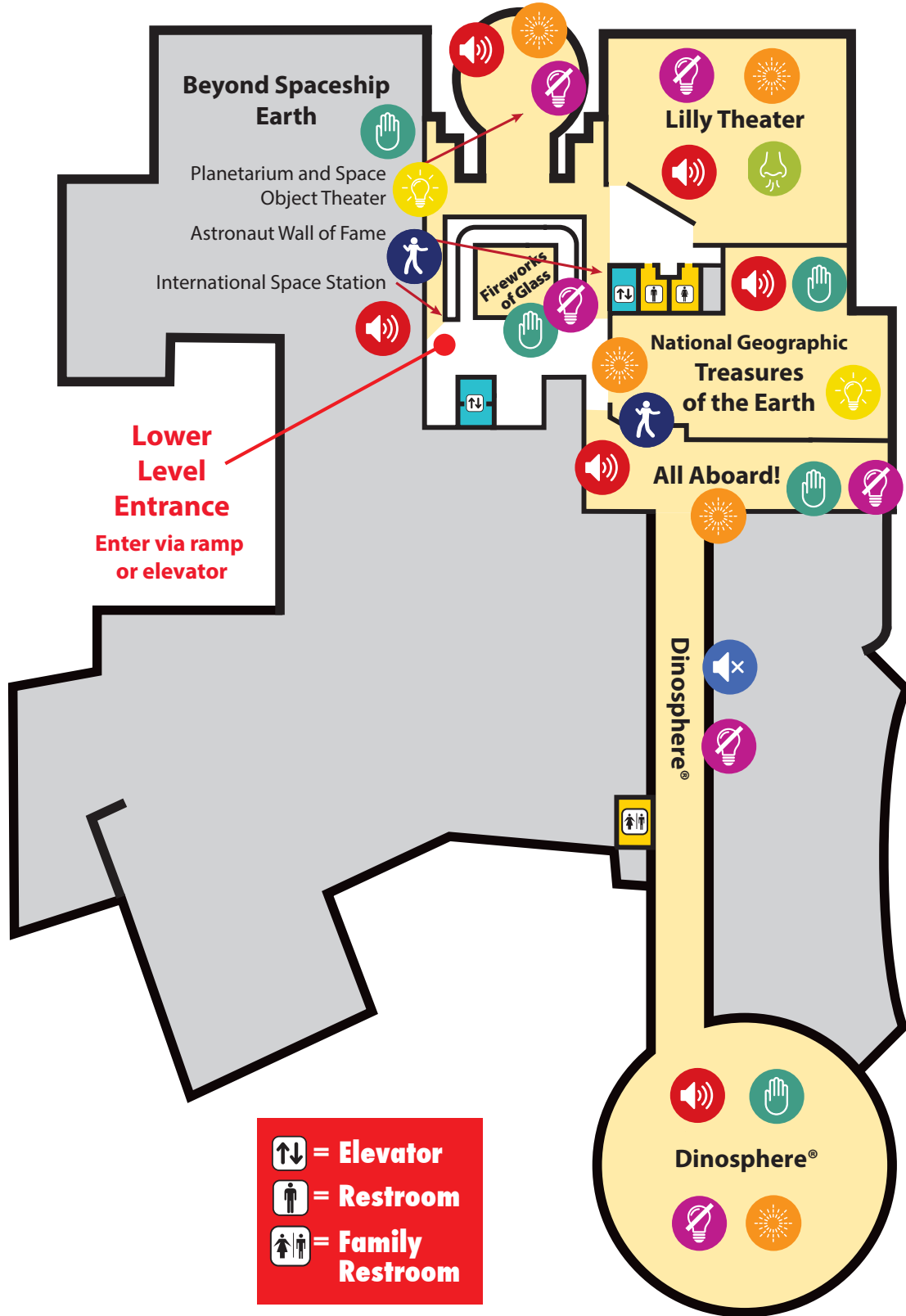
- You will hear different dinosaur sounds throughout the space and some of them may be loud.
- There is a thunderstorm simulation in the dome that includes the sounds of thunder and rain. This thunderstorm happens inside the dome at different times throughout the day.

Tactile

- There are many things to touch in *Dinosphere*®, including casts of dinosaur bones and teeth, a giant ammonite, and a meteorite. There is also a dig site where you can pretend to be a paleontologist.

Visual

- The main area of *Dinosphere*® is dome-shaped with high ceilings. It contains three displays of dinosaur fossils and casts from the Cretaceous Period. You will notice the lights in the space change as the projection on the dome transitions from day to night.
- There is a thunderstorm simulation in the dome that includes flashes of lightning. This thunderstorm happens inside the dome at different times throughout the day.
- You can look into a working paleontology lab! You may even get to talk with a real paleontologist or touch a fossil.
- The blue lights in the Monsters of the Mesozoic Seas™ area will make you feel like you are underwater. There is also a wall projection where you can interact with “swimming” fish.



Level 1

Welcome Center

This is a good area to practice waiting in line. There is a lot of activity in this space on busy days.

Auditory

- This is a loud space on busy days, and there is music playing.

Visual

- There is a giant toy robot. Sometimes he talks. His name is Bumblebee.
- Sometimes there are items hanging from the ceiling.
- This is a bright space with windows and natural light.
- There are signs to read.

Sunburst Atrium

Auditory

- This is a loud space with music playing.
- Different performances happen in this space. They are loud and may include music. Please ask the Concierge about performance times.

Olfactory

- There are food smells in this space because of its proximity to the Food Court.

Visual

- This is a large, wide-open space.
- This is a bright space with skylights that provide natural light.
- The Water Clock is in this space. You can watch it fill up and drain throughout the day.

The Children's Museum Store

Auditory

- This is a loud space on busy days, and there is music playing.

Visual

- This is a bright space with many vivid colors.

Food Court

Auditory

- This is a loud space especially around lunchtime and on busy days.

Olfactory

- There are many different food smells in this space.

Visual

- This is a bright space with windows and natural light.

Ball Machine

Auditory

- This is a loud space where you will hear sounds such as bells and balls thumping through the machine.

Tactile

- Move balls within the machine by turning knobs to continue and change movement.

Visual

- Balls move across pathways and within other equipment inside the machine to produce movement and noise.
- The machine is in front of windows with natural light.

National Geographic Treasures of the Earth (Overlook and Transport)

The Treasures Transport is an elevator that takes you down one level to the full *Treasures of the Earth* exhibit. The Transport is a dark space with a video that introduces you to the exhibit. It simulates shaking and rattling as it moves down to the Lower Level.

Auditory

- There is music playing in this space.

Visual

- There is an overlook area that looks down into the full exhibit.
- This is a bright space.

Dinosphere® Entrance and Ramp

Please note:

Currently, sensory-friendly time in *Dinosphere*® is from 4–5 p.m. daily. During this time, sound volumes will be lowered, the thunderstorm video effect will not play in the dome, and lighting—except for those effects that are part of the sound and light show on the ramp—will remain static. The information below outlines the operation of *Dinosphere*® during times other than the sensory-friendly hour.

Auditory

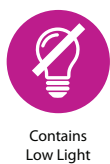
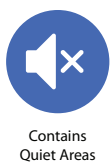
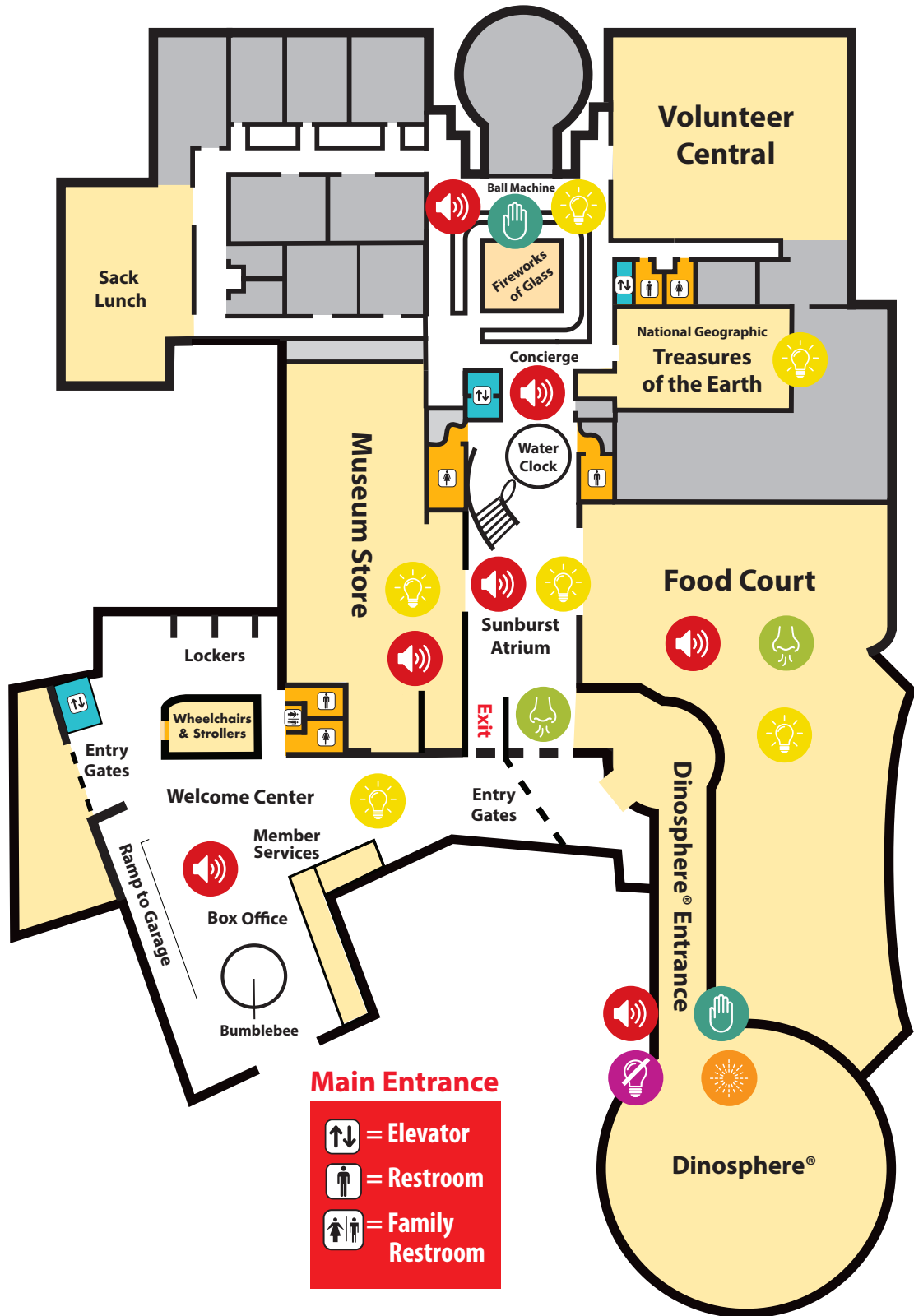
- You will hear different dinosaur and insect sounds as you travel down the ramp, as well as the sounds of leaves rustling and crunching.

Tactile

- Feel the textured handrail along the ramp. It runs for 65 feet—about the same length as the sauropods on display!
- Touch bronze models of the two sauropod skeletons on display. Different textures represent fossils and casts.

Visual

- Behind the museum entry gates at the entrance to *Dinosphere*®, there is a large model *T. rex* head with feathers.
- The main entrance to *Dinosphere*® is an immersive experience. You will be surrounded by faux rocks and faux plants, and the lighting will be low. You will see shadows on the floor that make it look like you are walking through a Jurassic Period forest.
- The areas of orange carpet going across the *Dinosphere*® ramp indicate flat areas of the ramp. (Note that the first strip at the top of the ramp and the strip down the middle of the ramp do not indicate flat areas.)
- There are two sound and light shows that play throughout the day in the Giants of the Jurassic™ area. These shows will play behind the sauropod skeletons, up high on the wall. They include music, sound effects, and narration. They also include lights that change color and intensity. You will need to stand on the ramp to watch the shows. The main show is about four minutes long and the live actor-interpreter show is about six minutes long.
- Both sound and light shows include American Sign Language (ASL) interpretation and captions.



Level 1—continued

Riley Children's Health Sports Legends Experience® Indoor Galleries

Memories, Wonders, and Dreams: Stories from 100 Years



Auditory

- Audio descriptions of some objects are available via QR code. The QR codes can also be used to learn more about the stories of each object. You may hear those descriptions and stories being played on other people's devices.
- You will hear voice recordings and sound effects coming from the videos and digital interactive in the space.
- There is ambient music playing.

Tactile

- There are touchable 3-D–printed representations of some of the objects. The labels for these objects also include braille.
- Use large keys to unlock the stories of five specific objects.

Visual

- There are a lot of visual elements in the exhibit, including objects, object cases, lighting, and bright colors. Some objects are small, while some are life-size.
- Objects are exhibited in 14 groups. See if you can figure out what the objects in each group have in common.
- There are many labels to read. In addition to labels, there are QR codes to scan to learn more about the different objects on display.
- This is a museum-wide exhibit! Look for more objects throughout the museum that are marked with *Memories, Wonders, and Dreams* labels.

National Art Museum of Sport



Auditory

- This is generally a quieter space with music playing, but there is some sound that carries from the neighboring The World of Sport exhibit.

Movement

- Practice your fine motor skills by tracing, drawing, and sculpting.

Tactile

- Trace, draw, and sculpt with different materials and mini models. Re-create versions of your favorite athletes or sports equipment.

Visual

- This is a bright space.
- There are many pieces of art to look at, and there is a lot of information to read.

The World of Sport



Auditory

- This is a loud space. You will hear a lot of different sounds at the same time, such as crowd noise and cheering, as well as sounds from different sports, such as racing, basketball, and rowing.
- You will hear sound effects at the pit stop challenge when someone uses one of the tools.
- Listen to famous moments in NCAA history.

Movement

- For children who enjoy movement and are kinesthetic learners, this is a great space to move their bodies in different ways.
- Different sports activities challenge skills such as balance and hand-eye coordination.
- Try out your pit crew skills at the pit stop challenge.* Move from one part of the car to another, using tools to complete all the necessary tune-ups.

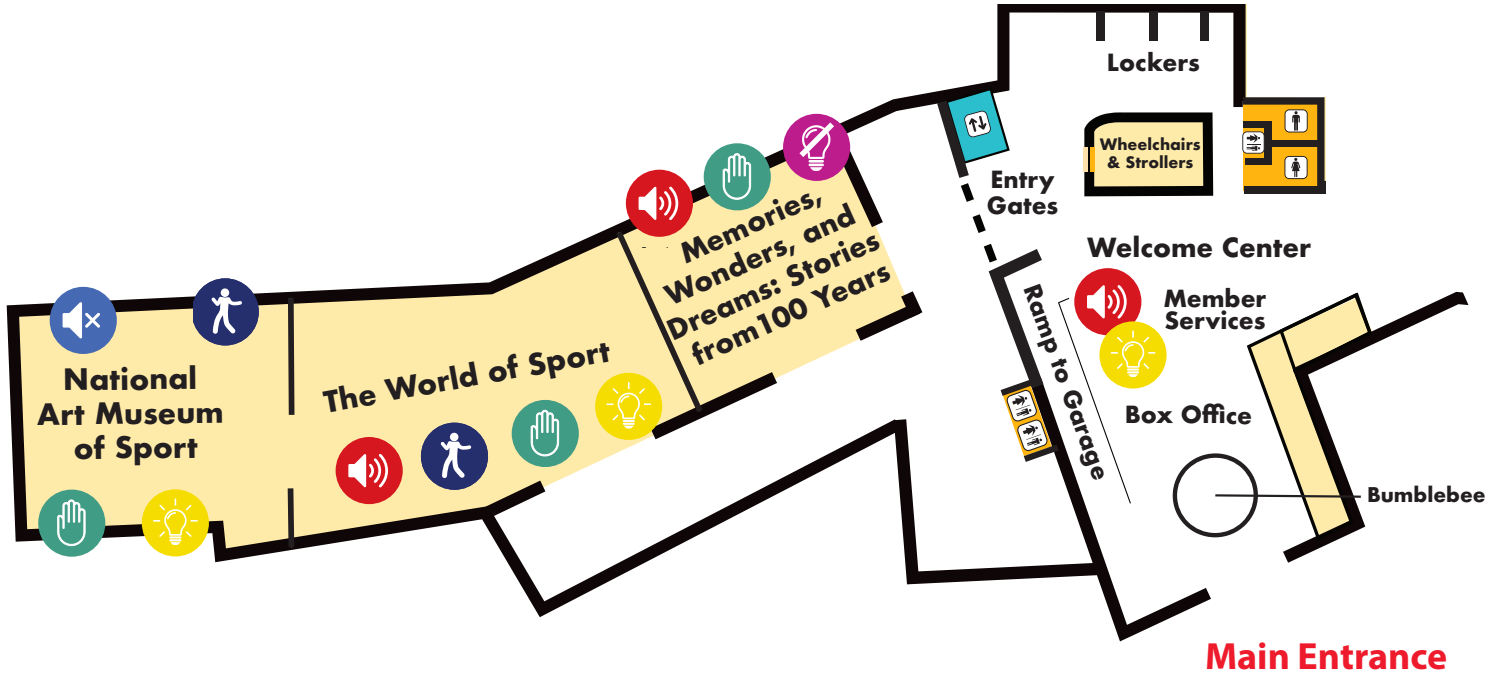
Tactile

- Try out equipment from different sports, including rowing oars and basketballs.
- Sit in a mini race car.
- Place toy cars on tracks and see how they race!

Visual


- As you enter the exhibit, you will see mirrors that are shaped like people playing sports. Stand in front of one and see what you look like as an athlete!
- There is a lot to look at in this exhibit. This is a bright space with boldly painted walls, neon lights, and a wall-mounted stopwatch in the motorsports garage.
- Work as a camera operator in the broadcast area and see what it's like to be part of a sports reporting team!

**On busy days, the pit stop challenge is a good place to practice waiting in line and taking turns.*




 = Elevator
 = Restroom
 = Family Restroom



 Contains Loud Noises


 Contains Quiet Areas


 Contains Movement Opportunity


 Contains a Strong Smell


 Contains Tactile Opportunity


 Contains Bright Light


 Contains Low Light


 Flashing Lights/Simulated Lighting

Level 2

infoZone (Accessed via Welcome Center)



Auditory

- This is a quiet space.

Tactile

- There are computers you can use to play learning games.
- Enjoy arranging gears, shapes, and letters on a magnetic activity wall.

Visual

- The lights are bright in this space, and there are many bright colors.

Memories, Wonders and Dreams: Stories from 100 Years



The exhibits in these galleries change often. Reference the provided insert or see a staff member for more information.

American POP: The Galleries for American Arts and Popular Culture



Auditory

- This is a loud space. You will hear many different sounds at the same time, like songs and videos playing within the exhibit. The sounds will change as you move through the space.

Tactile

- You can play with a toy pirate ship, a farm, and a castle.
- You can use magnets to add patches to clothes on the wall display.

Visual

- This is a very visually stimulating space, especially the comic book wall. There is a lot to look at!
- This is a bright space with boldly painted walls and a lot of wall graphics.
- There is a life-size Spider-Man hanging from the ceiling!
- You can push a button and watch a rotating display of cowboy boots.

Take Me There®

Closes Sept. 15, 2024

New destination coming July 2025

Stories from Our Community: The Art of Protest



Auditory

- This can be a quiet space, but you will hear content playing from the video monitor.

Visual

- The lights are low in this area, but there are a lot of bright colors within the different art pieces.
- See each individual letter of the phrase “Black Lives Matter” as it was painted in the street mural in Indianapolis.
- You can watch a video that provides information about the Black Lives Matter movement and the creation of the mural in Indianapolis.

Level 2 Dinosphere® and Dinosphere Art Lab



Tactile

- The Level 2 entrance to *Dinosphere*® contains interactives to touch and explore. There is a large dinosaur projected on the wall and you will hear it growling.
- There are several different activities to do in the Dinosphere Art Lab, including molding putty with texture stamps, creating a rubbing of a dinosaur trackway from a textured plate, and using magnets to create your own dinosaur scene.
- Design your own dinosaur, scan it, and watch it hatch up on the wall. There are sensory resources, such as texture mats and tactile paper, to use while designing your dinosaur. You will hear dinosaur and insect noises near this interactive.
- There is a touchable painting of an *Anzu* and you can listen to an audio description of the painting.
- Touch a bronze model of a sauropod to learn about its shape. On one side of the model, you will feel its skeleton and on the other side, you will feel its skin.

Visual

- As you walk toward the Dinosphere Art Lab, you will be right next to the head and neck of one of the large sauropod skeletons!
- The Dinosphere Art Lab on Level 2 is a space filled with paintings, drawings, and other artwork about dinosaurs.

Disney Jr.

MICKEY MOUSE CLUBHOUSE

THE EXHIBIT

© Disney



Auditory

- You will hear the *Mickey Mouse Clubhouse* theme song and the Hot Dog Dance!
- There are many different sounds in the exhibit, such as sizzles from a pretend grill, balls thumping, chimes, and the characters' voices sharing instructions.
- You may hear the "Happy Birthday" song in the backyard area. You can practice singing it to the vegetables in the garden!
- This exhibit is louder on busier days.
- Information about Interpretation activities will be announced via overhead speakers throughout the day. You will also hear music and people participating in the Pet Parade activity. This activity begins inside the program room but then travels out into the rest of the exhibit. Check the screen at the entrance to the gallery for activity times.

Movement

- Ride the slide at the Clubhouse as you enter the exhibit.
- Practice using a hose by watering pretend tomatoes.
- Help decorate for Pluto's party by using a bellows to inflate balloons.
- Connect the pipes for the Funny Froster to see different colors of frosting appear!
- Use a paintbrush to choose colors and digitally paint Pluto's doghouse.
- Aim the ball launcher to play virtual fetch with Pluto.
- Turn wheels and cranks to move bubbles through the bubble machine.
- Practice your dance moves for the Hot Dog Dance.

Olfactory

- You may smell something like vanilla while working at the Funny Froster.

Tactile

- There is pretend-play food in the backyard area where you can help with the food for Pluto's party.
- Place decorations on a pretend cake for Pluto.
- Stack felt shapes to create pretend snacks.
- Visit the play table and use your imagination to create different scenes with the toys.
- Use different colored and textured felt pieces to finish a pattern on Pluto's quilt.
- Help garden and plant pretend flowers.

Visual

- There are bright lights and many colorful items in this exhibit. You will see patterns projected on the walls.
- There are no windows for natural light in this space.
- The exhibit is divided into environments you may recognize from the show: the Backyard, the Kitchen, the Laughing Loft, and the Garage.
- You will see a large Clubhouse structure at the entrance. The Clubhouse includes lighting effects and a video that plays the Clubhouse theme song.
- Look for Toodles and Handy Helper throughout the exhibit.
- Take pictures with the character cutouts throughout the exhibit. You can also take your picture with a child-size sculpture of Mickey!
- Watch the pretend vegetables dance as you sing to them.
- Watch the pretend bubbles travel through the bubble machine.

Disney Jr.

MICKEY MOUSE CLUBHOUSE

THE EXHIBIT

© Disney



Audio

- ¡Escucharás el tema musical de la Casa de Mickey Mouse y de la Mouske Marcha!
- Hay muchos sonidos distintos en la exhibición, desde el chisporroteo de una parrilla de mentiras, el rebote de pelotas, unas campanillas y las voces de los personajes dando instrucciones.
- Es posible que escuches la canción “Feliz Cumpleaños” en el área del patio trasero. ¡Puedes practicar cantándosela a las verduras del jardín!
- Esta exhibición es más ruidosa en los días concurridos.
- La información sobre las actividades de interpretación se anunciará por los altavoces durante todo el día. También escucharás música y a las personas participando en la actividad del Desfile de Mascotas. Esta actividad comienza en el espacio del programa pero luego se traslada afuera al resto de la exhibición. Revisa la pantalla en la entrada de la galería para ver el horario de las actividades.

Movimiento

- Al entrar a la exhibición, súbete al tobogán de *La Casa de Mickey Mouse*.
- Practica usando una manguera para regar los jitomates simulados.
- Ayuda a decorar para la fiesta de Pluto usando una bomba para inflar globos.
- ¡Conecta los tubos de la Glaseadora Graciosa para ver cómo aparecen los distintos colores del glaseado!
- Usa un pincel para escoger los colores y pintar la casa de Pluto digitalmente.
- Usa el lanzador de pelotas para que juegues con Pluto a lanzar y traer la pelota.
- Gira las ruedas y manivelas para mover las burbujas a través de la máquina de burbujas.
- ¡Practica tus pasos de baile para la Mouske Marcha!

Olfativo

- Podrías oler algo como a vainilla mientras trabajas con la Glaseadora Graciosa.

Táctil

- Hay comida simulada para jugar en el área del patio trasero donde puedes ayudar a preparar la comida para la fiesta de Pluto.
- Coloca las decoraciones sobre un pastel para Pluto.
- Apila formas de fieltro para crear bocadillos simulados.
- Visita la mesa de juegos y usa tu imaginación para crear escenas diferentes con los juguetes.
- Usa piezas de fieltro de distintos colores y texturas para completar un patrón en el edredón de Pluto.
- Ayuda en el jardín y planta flores simuladas.

Visual

- Hay luces brillantes y muchos artículos de colores en esta exhibición. Verás patrones proyectados sobre las paredes.
- No hay ventanas para la luz natural en este espacio.
- La exhibición está dividida en los espacios que podrías reconocer del programa: el patio trasero, la cocina, el ático simpático y el garage.
- En la entrada verás la estructura grande de la Casa. La Casa tiene efectos luminosos y un video que toca el tema musical de la Casa.
- Busca a Toodles y a Mano Ayudante por toda la exhibición.
- Tómate fotos con las imágenes recortadas de los personajes por toda la exhibición. ¡También puedes tomarte una foto con una escultura de Mickey de tamaño natural!
- Mira cómo bailan las verduras simuladas cuando les cantas.
- Mira las burbujas simuladas pasan por la máquina de burbujas.

RUTH E. CARTER

◀◀ AFROFUTURISM ▶▶ IN COSTUME DESIGN



Auditory

- Audio descriptions of some objects are available via QR code. You may hear those descriptions being played on other people's devices.
- This can be a quieter space on slower days.
- You will hear Ruth E. Carter describing her work in videos that play throughout the space.
- Gallery staff will host activities in the space throughout the day. You may hear them make announcements or some of the conversations from the groups who gather for activities.

Tactile

- The costumes in the exhibit cannot be touched, but some of the activities offered in the space will include opportunities to touch and work with sample fabrics and materials.

Visual

- There are a lot of costumes, photos, sketches, and other visual elements in the exhibit.
- The lights are lower in this space, but the costumes are highlighted by spotlights.
- There are no windows for natural light.
- Different colored lighting effects are used in some areas of the exhibit and a lot of bright-colored paints are used throughout the space.
- There is a large amount of label text to read. The text size varies.
- Some of the platforms for the costumes have the name of the associated film lit up on them. You can see the name of the film written in both English text and Wakandan text.

Level 2



Contains Loud Noises



Contains Quiet Areas



Contains Movement Opportunity



Contains a Strong Smell



Contains Tactile Opportunity



Contains Bright Light



Contains Low Light



Flashing Lights/Simulated Lightning

Level 3

Playscape®



Sensory and exploratory learning exhibit designed for children 5 years old and under. If you have a child over the age of 5, please speak with staff about whether *Playscape*® is developmentally appropriate for your child. This is a good space to practice waiting in line and taking turns.

Auditory

- This is a loud space. You will hear the sounds of water and birds chirping, as well as different musical instruments.
- The art studio is a quieter space within the exhibit.

Movement

- There is a climbing structure.
- Climb steps and build with large foam blocks.

Olfactory

- You may smell something like chlorine—it is the product we use to keep the water in the pond clean.

Tactile

- Playing in the sand and water can be soothing sensory experiences.
- There are building blocks, art opportunities, and the chance to launch balls through the Reaction Contraption.

Visual

- There are windows to look through and there is natural light in this space.
- You can watch things fly through the Whirly Twirly Tower.

Race Car and Dinosaur Egg Nest



- Climb into the seat of a real IndyCar show car.
- Climb into a pretend dinosaur nest.

Take a Break Space



- Please use this space if you or your group need to take a sensory break or need a space to calm down. It is equipped with soft seating options and fidget items to use in the space. This is a public space, so please be mindful of how much time you spend in it so others can use it if needed.

The Power of Children®



Auditory

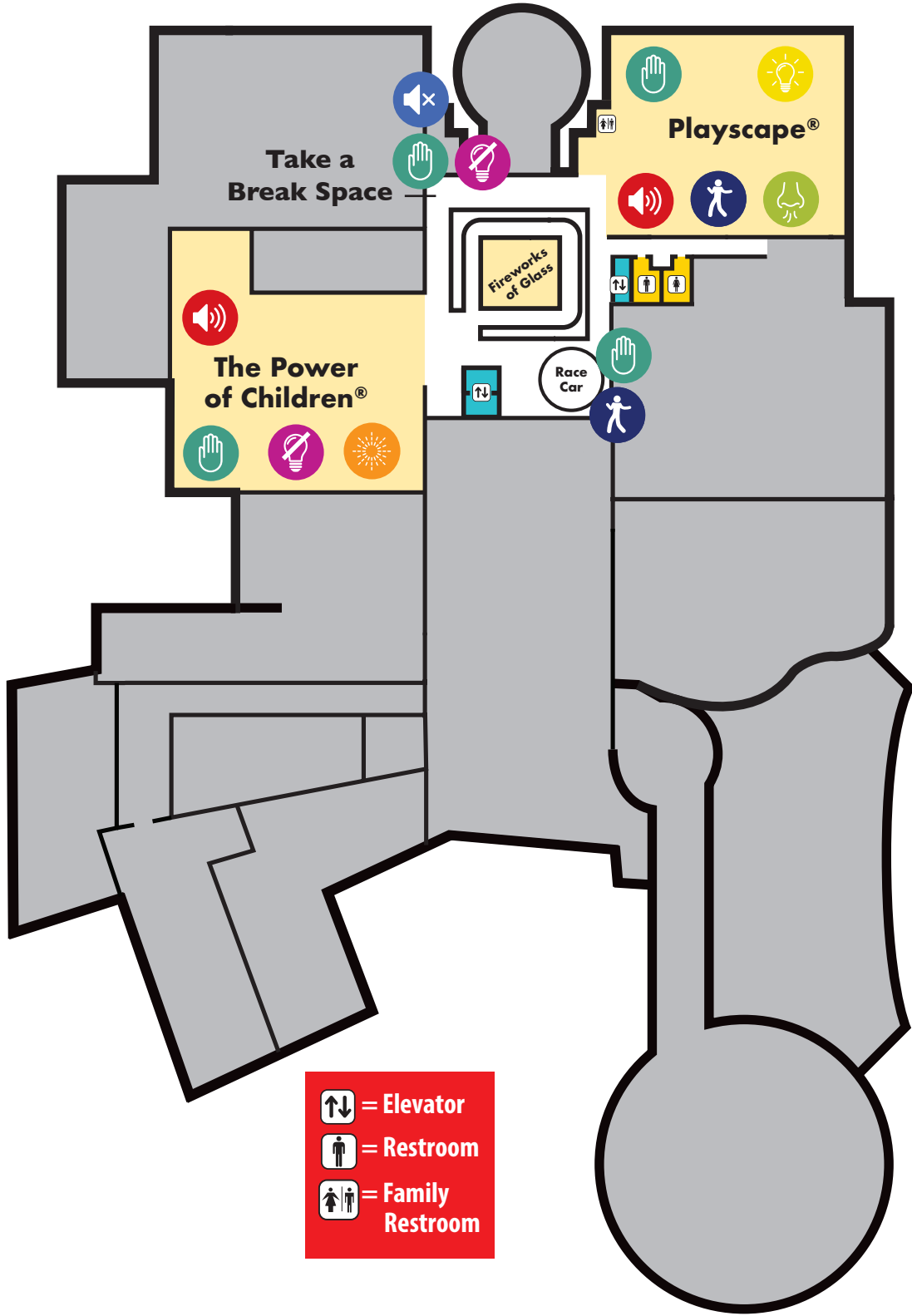
- You will hear different voice recordings throughout the exhibit, including inside the Tree of Promise.
- You will hear the sound of a gavel banging and the voice of a judge reading a public order at the entrance to Ruby Bridges' area of the exhibit. You will be able to hear those throughout the exhibit.
- You will hear the voices of students whispering near Ryan White's school locker.
- The sound and light shows can be loud. There are signs in the exhibit that tell you what times the shows play.
- Hear information about where Malala Yousafzai grew up as you explore the touchable topographic map of the Swat Valley in Pakistan. You can trigger touchable sensors that will provide audio information.
- Press buttons and use the touchscreens in Anne's, Ruby's, Ryan's, and Malala's areas of the exhibit to hear more about their stories.

Tactile

- Sit in a school desk in Ruby's classroom.
- Arrange word magnets to talk about how you would be a force for change.
- In Malala Yousafzai's area of the exhibit, feel the outline of a hand and the shape of the science-themed designs Malala and her friends drew on their hands to make their own special version of henna.
- Feel a topographic map of the Swat Valley region of Pakistan where Malala grew up. You can trigger touchable sensors that will provide audio information.

Visual

- The lights are lower in this space. The individual areas of the exhibit will be dark when the sound and light shows play. There is no natural light in the exhibit.
- The sound and light shows have special lighting effects, including flashing lights. The show in Malala Yousafzai's area of the exhibit has especially vivid lighting effects.
- Look for the different paths made out of different materials that lead to each child's area of the exhibit.
- See re-creations of meaningful places from each child's story: Anne Frank's annex, Ruby Bridges' classroom, Ryan White's bedroom, and Malala Yousafzai's family home.
- You will see common items from each child's time period, things such as toys, magazines, and clothes.
- There are photos that show real events, people, and places from each child's time period.
- You will see life-size photo cutouts of real people throughout the exhibit.
- There are strands of colorful paper cranes hanging above Ryan's house.
- See the science-themed designs Malala and her friends drew on their hands to make their own special version of henna. You can see what it looks like on your hand!



↑↓ = Elevator
♿ = Restroom
♿♿ = Family Restroom

Contains Loud Noises

Contains Quiet Areas

Contains Movement Opportunity

Contains a Strong Smell

Contains Tactile Opportunity

Contains Bright Light

Contains Low Light

Flashing Lights/ Simulated Lighting

Level 4

Carousel Wishes and Dreams



There is a real Carousel you can ride. Carousel rides are free for member children and children under 2; nonmember cost is \$2 per ride per child. Children under 44 inches tall must be accompanied by an adult. Riding Carousel animals is limited to children 17 and under. Adults are welcome to sit on the benches or stand beside their child at no cost, but are not permitted to ride on the animals. Accommodations can be made for visitors with disabilities who wish to ride the Carousel. The Carousel is wheelchair accessible. Line closes daily at 4:45 p.m.

Noise-reducing headphones are available. Please ask the Carousel staff if you would like to borrow a pair while you are in the gallery.

Auditory

- This is a loud space with music playing.

Movement

- There is a walk-through maze. There are small “escapes” to crawl through. It can be disorienting.
- Climb to the treehouse and explore the playhouse. There is also a crawl space behind the playhouse.

Tactile

- There is an ice cream shop where you can serve pretend food, and a playhouse, treehouse, and crawl space with different items and textures to explore.
- Play a variety of vintage video games.

Visual

- The lights are lower in this space, but there are some brighter lights on the Carousel itself. There are some bright colors throughout the space, but no natural light.
- The Carousel displays different lighting during rides.
- The walk-through maze has many mirrors, curves, and exits.

**Carousel Wishes and Dreams is a good space to practice waiting in line and taking turns.*

Mastodon



Take a look at a full-size mastodon skeleton from Indiana!

Tactile

- Touch a real mastodon skull.

Mini Masterpieces



Auditory

- This is a loud space because it is near the Carousel, which plays music.
- You will hear music playing at the Miniature Room Comes to Life interactive.

Tactile

- Feel the housing details along the walls.

Visual

- This is a bright space with many colors.
- There is natural light in this space since it is near the skylight above *Fireworks of Glass*.
- See what details you can find as you look into different rooms created at miniature scale. You can even search for specific items by following clues on the “Eye Spy” labels.
- Use a large magnifying glass that slides to look at the details on miniature objects.
- You may see miniature pretend people “come to life” in the ballroom scene!

Corteva Agriscience ScienceWorks



Auditory

- This space will be loud on busy days.
- You will hear different nature sounds throughout the space such as birds, insects, and water.
- The live pond program has amplified audio.

Movement

- Try the climbing wall!

Olfactory

- You may smell something like chlorine—it is the product we use to keep the water in the water table clean.

Tactile

- You can try building different kinds of boats at the water table.*
- Playing in the water can be a soothing sensory experience.
- You can plant and harvest a pretend garden at the farmhouse.
- There are toy tractors to play with.
- Discover what a cave wall feels like.

Visual

- This is a bright space.
- Areas such as the farmhouse and the cave are smaller spaces within the exhibit and may be comforting for some children.
- Visit the combine and see what it is like to harvest a field.
- There is a large, light-up map on the wall behind the water table.
- There are real animals to see and learn about in the pond.

**On busy days, the water table is a good place to practice waiting in line and taking turns.*

STEMLab and Discovery Lab



These are distinct spaces within *Corteva Agriscience ScienceWorks*. Please check posted signage for open hours. Specific program information, including sensory information, can be found on the website and monitor outside of STEMLab.

Auditory

- These spaces tend to be quieter than many other areas of the museum.
- You will hear STEMLab staff providing information and instructions.

Olfactory

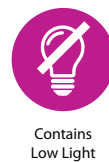
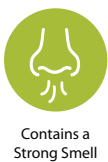
- Some STEMLab experiences include strong smells.

Tactile

- STEMLab offers hands-on activities and varied tactile opportunities.
- There are two sensory tables in Discovery Lab. Materials change seasonally and could include items such as pretend flower petals or kinetic sand.
- You can explore different manipulatives and materials such as blocks, hand puppets, writing and drawing supplies, and natural samples such as pinecones and shells in Discovery Lab. These items change seasonally.

Visual

- These are bright spaces most of the time. Sometimes the lights are dimmed in STEMLab for specific experiences.
- There is no natural light in these spaces.
- Discovery Lab includes a light table that illuminates with bright white light.
- You can use magnifying glasses in Discovery Lab to explore and look closely at natural items and insect specimens.



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