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
- All youth under the age of 16 must be accompanied by an adult at all times.
- 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
Winter/Spring 2026

Now–May 22

Open Tuesday–Sunday, 10 a.m.–5 p.m.

Closed Mondays except March 16, 23, and 30, and April 6

Outdoor sports experiences open March 14

Closed Easter

Summer 2026

May 22–Sept. 7

Museum and outdoor sports experiences open daily 10 a.m.–5 p.m.

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 Efroymson Pavilion restrooms, and the *Playscape*® family restrooms.
- We offer a variety of free, limited-capacity activities 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 activities. If you would like a script to follow along and participate in an activity, 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!

Temporarily closed for renovations. This area may be loud with construction noises and vibrations during this time. The train play tables are relocated to different areas in the museum. Reopening fall 2026.

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.

Smell
- 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.

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.*

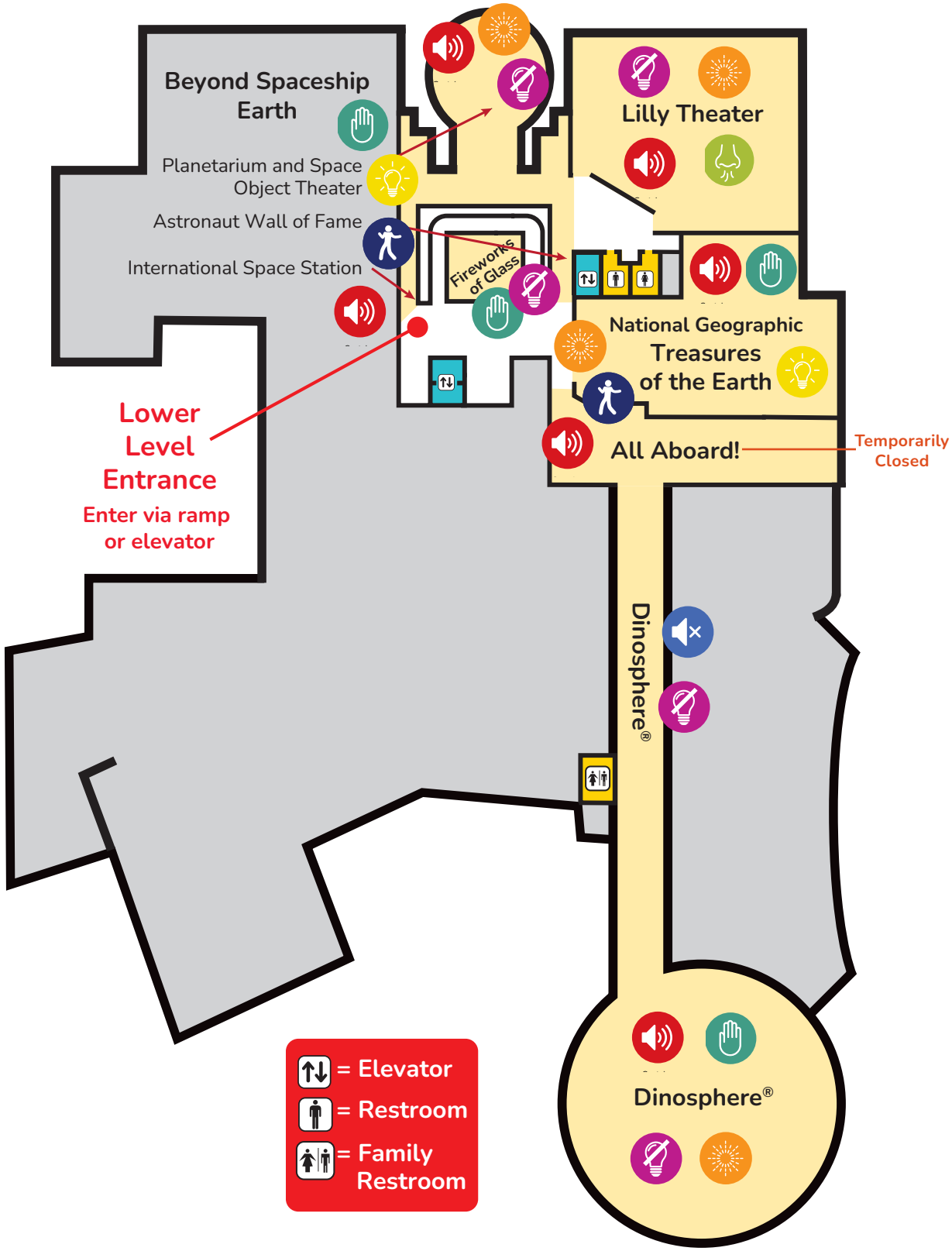
Dinosphere: Now You're in Their World®

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.



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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.

Smell
- 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.

Smell
- 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

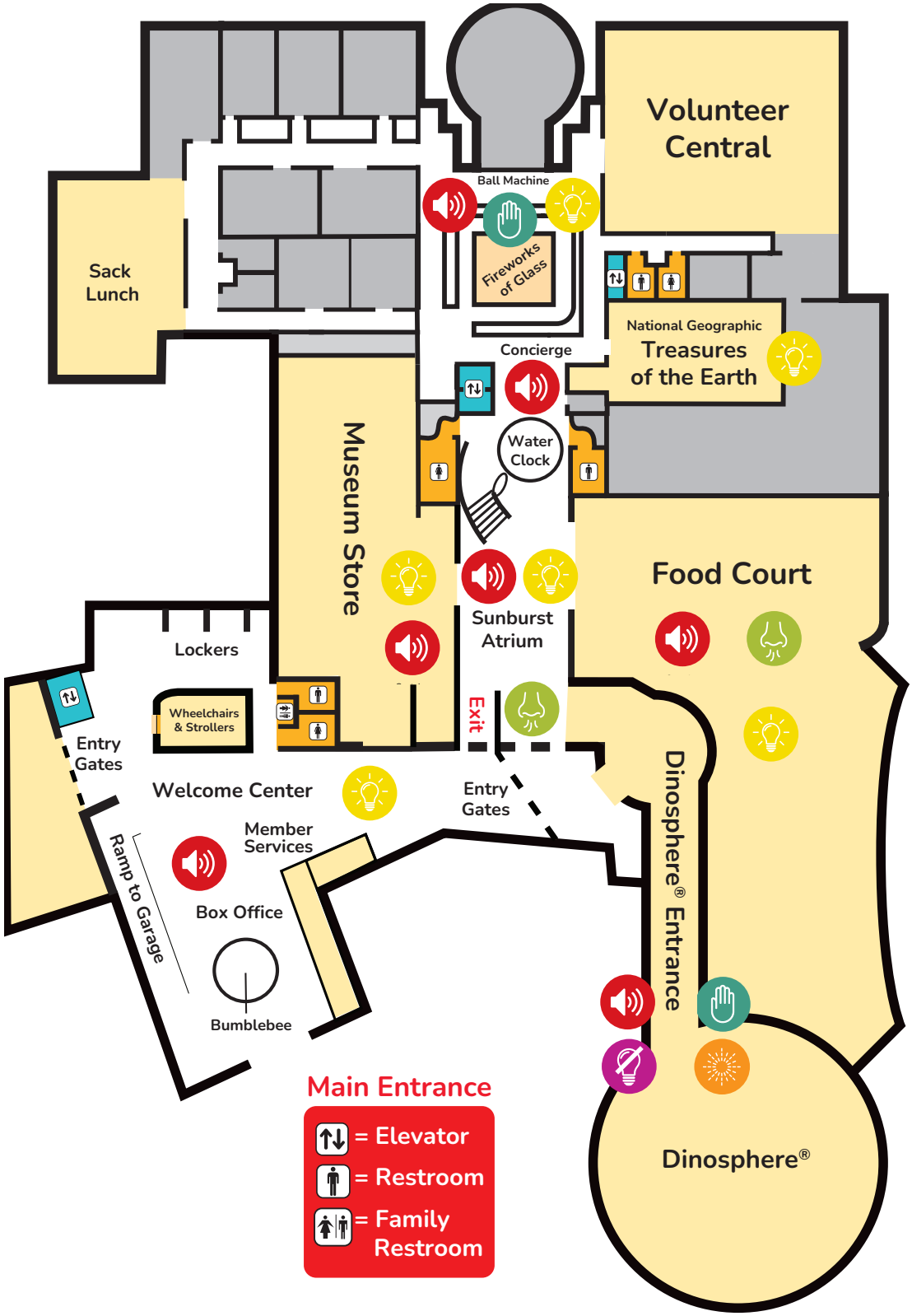
Please note:

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.



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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.

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®: Peru

Auditory
- This is a loud space. You will hear different music and environmental sounds, such as city noises, wind, restaurant sounds, and animals throughout the exhibit.
- Try out representations of traditional Peruvian musical instruments and play along with a song.
- You will hear what sounds like a thunderstorm coming from the rainforest area. These effects play in the gallery throughout the day.
- Information about interpretation activities will be announced via overhead speakers throughout the day. You will also hear music and people participating in the parade activity. This activity begins inside the program room but then travels out into the central plaza area. There is also a night hike activity in the rainforest area. Check the screen at the entrance to the gallery for activity times.

Movement
- Climb the stairs to the top of the rainforest canopy lookout.
- Practice your dance moves along with a video of a Peruvian family showing you their favorite dances!
- Press the lever of the embosser to create your own patterns on a paper silver bracelet.

Tactile
- You can sit in an airplane seat and watch a video welcoming you to Peru. You will feel the seat rumble to simulate what it feels like to be in a real airplane.
- Shop in the market and practice with different recipes and pretend-play food in the restaurant and juice spot.
- Help care for pretend baby alpacas. You can also feel real alpaca fleece.
- Use large beads to follow a pattern or create your own.
- Use chunky magnets to decorate a large 3D sculpture of a bull in the central plaza.
- Try on Peruvian dance costumes and practice dancing!
- Feel a tactile model of an ironwood tree and use the buttons to trigger audio to learn more about the four layers of the rainforest.

Visual
- You will see a large pretend airplane as you enter the exhibit. There are also building structures such as a market, a house, and a rainforest canopy lookout.
- The exhibit is divided into areas that represent the different regions of Peru: the city and coast, the mountains, and the rainforest.
- There are bright lights and many colorful items in this exhibit. The lighting in the space will look different as you move through the different areas of the exhibit.
- Flashing light effects are used in the rainforest area to simulate a thunderstorm. These effects play throughout the day.
- There are no windows for natural light in this space.
- Follow along with the music game in the performing arts center and play a song using representations of traditional Peruvian instruments.
- You will see a Peruvian myth come to life through projection when you complete a sculpted puzzle of Wiracocha, a god from ancient Peruvian mythology.
- Use virtual reality (VR) to search for different animals in the rainforest. You can look into the VR headsets without needing to wear them on your head.

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.



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Tiana's JOYFUL CELEBRATION

PRESENTED BY SHIEL SEXTON

March 7, 2026–Jan. 3, 2027



Auditory
- This is a loud space with many audio effects throughout the exhibit, including character voices and music from the Second Line dance and the community band.
- Hear about the Mardi Gras parade plans from the news broadcast in the entry, then listen to Tiana's directions on where to help!
- Spasm band actors may roam around the exhibit with instruments.
- Some audio is motion-activated in this exhibit.
- Use the talk tubes on the music-themed float to connect with others.
- A finale moment centered around the royal-themed float will play the "Special Spice" song on a regular schedule, occasionally in Spanish.

Movement
- Use paintbrushes to help "paint" the mural.
- Learn and practice the Second Line dance near the royal-themed float.
- Create outfits on mannequins for float riders to wear.
- Stack vegetables and place colored pegs around the gumbo pot to decorate the float.
- Serve lunch with pretend food near the food truck.
- Rehearse with the band by playing the percussion instruments.
- Make pretend sno-balls by moving the dish along the track and pressing the flavor pumps.

Smell
- Smell the herbs in the garden that give foods unique flavors!

Tactile
- Use the magnet stylus pen to craft bead designs for the queen's cape.
- Tend to the garden by planting and harvesting pretend vegetables.
- Arrange the water lilies and press the button on the lantern to help decorate the music-themed float.
- Place pretend ingredients on the cutting board to help make gumbo.
- Add ingredient pucks to the pot to make new hot sauce creations!
- Push down the embosser stamps to make your own textured bracelet.

Visual
- The overall gallery lighting is low, but the space has many bright lights and colors throughout.
- Read Tiana's notes around the exhibit to help prepare for the parade.
- Craft a Mardi Gras mask to match a parade float using the mirror!
- Look for animated and two-dimensional cutout critters and characters who will add their "special spice" to the Mardi Gras parade.
- Watch fireflies glow to the beat of the community band.
- Search for the frog band rehearsing in the music-themed float's tunnel.
- The gallery lighting, string lights, and the parade float decorations will light up in many ways along with the finale moment that plays the "Special Spice" song.

Produced by Walt Disney Imagineering and The Children's Museum of Indianapolis.

Tiana's JOYFUL CELEBRATION

PRESENTADO POR SHIEL SEXTON

March 7, 2026–Jan. 3, 2027



Audio
- Este es un espacio ruidoso con muchos efectos de sonido a través de la exhibición, que incluyen las voces de los personajes y la música bailable de La Segunda Línea y la banda comunitaria.
- ¡Escucha sobre los planes del desfile del Martes de Carnaval del boletín informativo en la entrada, luego escucha las instrucciones de Tiana sobre dónde puedes ayudar!
- Los actores de la banda de jazz callejero podrían andar caminando por la exhibición con instrumentos.
- Algunos segmentos de audio de la exhibición se activan con el movimiento.
- Usa los tubos de conversación en la carroza en la carroza musical para conectarte con los demás.
- Durante el momento del gran final enfocado en la carroza real, la canción "Condimento Especial" tocará con frecuencia, de vez en cuando en español.

Movimiento
- Usa pinceles para ayudar a "pintar" el mural.
- Aprende y practica el baile de La Segunda Línea cerca de la carroza real.
- Crea trajes en los maniquíes para que se los pongan los que van a bordo de las carrozas.
- Apila verduras y pon palillos de colores alrededor de la olla del quingombó para decorar la carroza.
- Sirve el almuerzo con comida simulada cerca de la camioneta de la comida.
- Ensaya con la banda al tocar instrumentos de percusión.
- Haz raspados simulados al deslizar el vaso por la pista y oprimir las bombas de mano con los sabores.

Olor
- ¡Huele las hierbas de la huerta que dan a la comida sabores únicos!

Táctil
- Usa el lápiz óptico magnético para hacer diseños con chaquiras para la capa de la reina.
- Cuida la huerta al sembrar y cosechar verduras simuladas.
- Acomoda los nenúfares y presione el botón de la linterna para ayudar a decorar la carroza musical.
- Pon ingredientes simulados en la tabla de picar para ayudar a hacer quingombó.
- ¡Agrega los discos de los ingredientes a la olla para hacer nuevas creaciones de salsa picante!
- Presiona hacia abajo los sellos del estampador para hacer tu propia pulsera con textura.

Visual
- El alumbrado de la galería en general tiene poca luz, pero el espacio tiene muchas luces y colores brillantes por doquier.
- Lee las notas de Tiana alrededor de la galería para ayudar a preparar el desfile.
- !Haz una máscara del Martes de Carnaval que haga juego con una carroza al usar el espejo!
- Busca los animalitos y otros personajes recortados bidimensionales y animados que agregarán su "condimento especial" al desfile del Martes de Carnaval.
- Mira las luciérnagas brillar al ritmo de la banda comunitaria.
- Busca la banda de las ranitas verdes ensayando en el túnel de la carroza musical.
- El alumbrado de la galería, las guirnaldas de luces y las decoraciones de las carrozas se encenderán de muchas formas junto al momento del gran final que tocará la canción "Condimento Especial."

Produced by Walt Disney Imagineering and The Children's Museum of Indianapolis.

WinterFaire

PRESENTED BY Riley Children's Health, Indiana University Health

SUPPORTED BY F.A. Wilhelm Construction, Delta Dental

Nov. 21, 2026–Feb. 15, 2027

WinterSlide Nov. 21, 2026–Jan. 10, 2027
Enter line on Level 2 Mezzanine

Auditory
- There are many different sounds throughout the space, starting at the entrance, where you will hear the sounds of forest animals, wind blowing through trees, and magical twinkling sounds.
- The sounds you hear will change as you move through the exhibit. Upbeat, thematic music plays throughout the space.
- In the games area, you will hear sounds such as balls rolling and thumping, bells, and chimes.
- Listen to the story of *WinterFaire* and its magic during the performance at the fountain. Show times are posted in the exhibit and on the website.
- Information about interpretation activities will be announced via overhead speakers throughout the day.

Movement
- Test your skills at *WinterFaire* versions of classic carnival games, such as Skee-Ball and ring toss!
- Make your way across the chasm's ice paths by stepping, balancing, weaving, and hopping.
- Climb, crawl, step, and slide to explore Storm's nest area.
- Build an arch using wooden or soft foam blocks.
- Place large cylindrical pegs in holes and watch them light up!
- Help Gerty arrange items, such as wooden stacking animals and peg dolls, to create a display in her shop.

Tactile
- You will feel a soft breeze of cool air in the entrance/exit space.
- Touch the fountain cornerstones to activate musical tones and colorful lights on the fountain. The symbol on each of the six cornerstones may feel cool to the touch.
- Try on a vest or apron while you help Gerty in the Artisans Corner.
- Explore the textures of different materials in the Artisans Corner while looking at works of art and objects made from those same materials.

Visual
- You will see string lights and lanterns draped from the ceiling inside and outside the exhibit.
- There are many colors and lighting effects inside the exhibit. The overall lighting in the space will change throughout the day to simulate a day/night cycle.
- Some flashing lights are included in a program that happens around the fountain.
- A large fountain with pretend frozen water sprays is a central feature in the exhibit. Lighting effects at and near the fountain, such as color changes and movement, will take place throughout the day, especially during programming.
- Multicolored pendants and banners are found throughout the space.
- Look for the five *WinterFaire* animal characters stationed in different areas throughout the exhibit. Can you find them all?

Visit with Santa

(Select dates and times Nov. 21–Dec. 24)

Santa arrives at *WinterFaire* on Nov. 21. Please check the museum's website for dates and times for visits with Santa. You can take your own photo with Santa, or professional photos are available. Please see the website or signage in the space for pricing.

Please be mindful that other visitors may have a person or people holding a spot in line and may need to shuffle past you to rejoin their group.

Auditory
- There is music playing in the space and you will hear groups talking as they wait to visit with Santa.

Visual
- Santa has a large tent space set up for working and talking with friends while he is visiting *WinterFaire*. You may have to wait in line to see him.
- You will see a snowy forest scene when you enter the space.
- Santa's sleigh is parked here. It is surrounded by items the *WinterFaire* animal characters have brought for Santa and trees decorated with white lights.
- Once inside Santa's gallery, you will see some of his workspace and lists. There is a soft furniture setup for meeting with visitors.
- There are different options for where you can sit or stand to chat with Santa. You may have your picture taken by someone in your group or by a professional photographer.
- You may see a flash when the photographer takes photos.
- There is a mailbox to drop off letters outside of the Visit with Santa gallery.

WinterFaire

PRESENTED BY Riley Children's Health, Indiana University Health

SUPPORTED BY F.A. Wilhelm Construction, Delta Dental

Del 21 de nov. de 2026 al 15 de feb. de 2027

WinterSlide (tobogán) del 21 de nov. de 2026 al 10 de jan. de 2027
Entra a la fila en el Nivel 2 Mezzanine

Auditivo
- En todo el espacio hay muchos sonidos diferentes, comenzando en la entrada, donde escucharás sonidos de los animales del bosque, el viento soplando a través de los árboles y mágicos sonidos centelleantes.
- Los sonidos que escuchas cambiarán a medida que avanzas en la exhibición. En todo el espacio se reproduce música alegre y temática.
- En el área de juegos, escucharás sonidos como bolas rodando y rebotando, campanas y carillones.
- Escucha la historia de *WinterFaire* y su magia durante el programa en la fuente. Los horarios de los espectáculos se publican en la exhibición y en el sitio web.
- La información sobre los programas de interpretación se anunciará a través de los altavoces a lo largo del día.

Movimiento
- ¡Pon a prueba tus habilidades en las versiones de *WinterFaire* de los juegos clásicos de carnaval, como Skee-Ball y lanzamiento de anillos!
- Avanza a través del abismo, cruza los caminos de hielo caminando, manteniendo el equilibrio y saltando.
- Sube, gatea, camina, atraviesa y deslízate para explorar el área del nido de Storm.
- Construye un arco usando bloques de madera o espuma blanda.
- ¡Coloca las clavijas cilíndricas grandes en los agujeros y observa cómo se iluminan!
- Ayuda a Gerty a organizar objetos, como animales de madera para apilar y muñecas de palo, para crear una exhibición en su tienda.

Táctil
- Sentirás una suave brisa de aire fresco en el espacio de entrada/salida.
- Toca las piedras angulares de la fuente para activar sus tonos musicales y luces de colores. El símbolo en cada una de las seis piedras angulares se sentirá fresco al tacto.
- Pruébate un chaleco o delantal mientras ayudas a Gerty en el Rincón de los Artesanos.
- Explora las texturas de los diferentes materiales en el Rincón de los Artesanos mientras observas las obras de arte y los objetos hechos con esos mismos materiales.

Visual
- Verás tiras de luces y linternas colgadas del techo dentro y fuera de la exhibición,
- Además de muchos colores y efectos de iluminación. La iluminación general del espacio cambiará a lo largo del día para simular un ciclo día/noche.
- Algunas luces intermitentes se incluyen en un programa que ocurre alrededor de la fuente.
- Una característica central de la exposición es la gran fuente con aerosoles simulados de agua helada. Los efectos de iluminación que están en la fuente y cerca de ella, por ejemplo, cambios de color y de movimiento, se llevan a cabo todo el día, especialmente durante la programación.
- En todo el espacio encontrarás colgantes y banderas multicolores.
- Busca los cinco personajes animales de *WinterFaire* ubicados en diferentes áreas de toda la exposición. ¿Puedes encontrarlos a todos?

Visita a Santa

(Fechas y horas seleccionadas: 21 de noviembre–24 de diciembre)
Santa llega a *WinterFaire* el 21 de noviembre. Consulta el sitio web del museo para conocer las fechas y horarios de las visitas con Santa. Puedes tomar tu propia foto con Santa o elegir entre las fotos profesionales que estarán disponibles. Consulta el sitio web o la señalización en el espacio de precios.

Tenga en cuenta que es posible que algunos visitantes que tengan a una persona o personas reservándoles un lugar en la fila, deban pasar junto a usted para volver a unirse a sus respectivos grupos.

Auditivo
- Hay música sonando en el espacio y escucharás a los grupos hablando mientras esperan para visitar a Santa.

Visual
- Santa tiene un gran espacio para su tienda preparado para trabajar y hablar con amigos mientras está de visita en *WinterFaire*. Es posible que tengas que esperar en fila para verlo.
- Verás una escena de bosque nevado cuando entres al espacio.
- El trineo de Santa está estacionado aquí, Está rodeado de objetos que los personajes animales de *WinterFaire* han traído para él y de árboles decorados con luces blancas.
- Una vez dentro de la tienda de Santa, verás su espacio de trabajo y algunas listas. Incluso hay una instalación de muebles suaves para reunirte con los visitantes.
- Hay diferentes opciones en donde puedes sentarte o pararte para charlar con Santa. Tu foto la puede tomar tu grupo o un fotógrafo profesional.
- Es posible que veas un destello cuando el fotógrafo tome las fotos.
- Hay un buzón para dejar cartas afuera de la galería para visitar a Santa.

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.

Smell
- 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

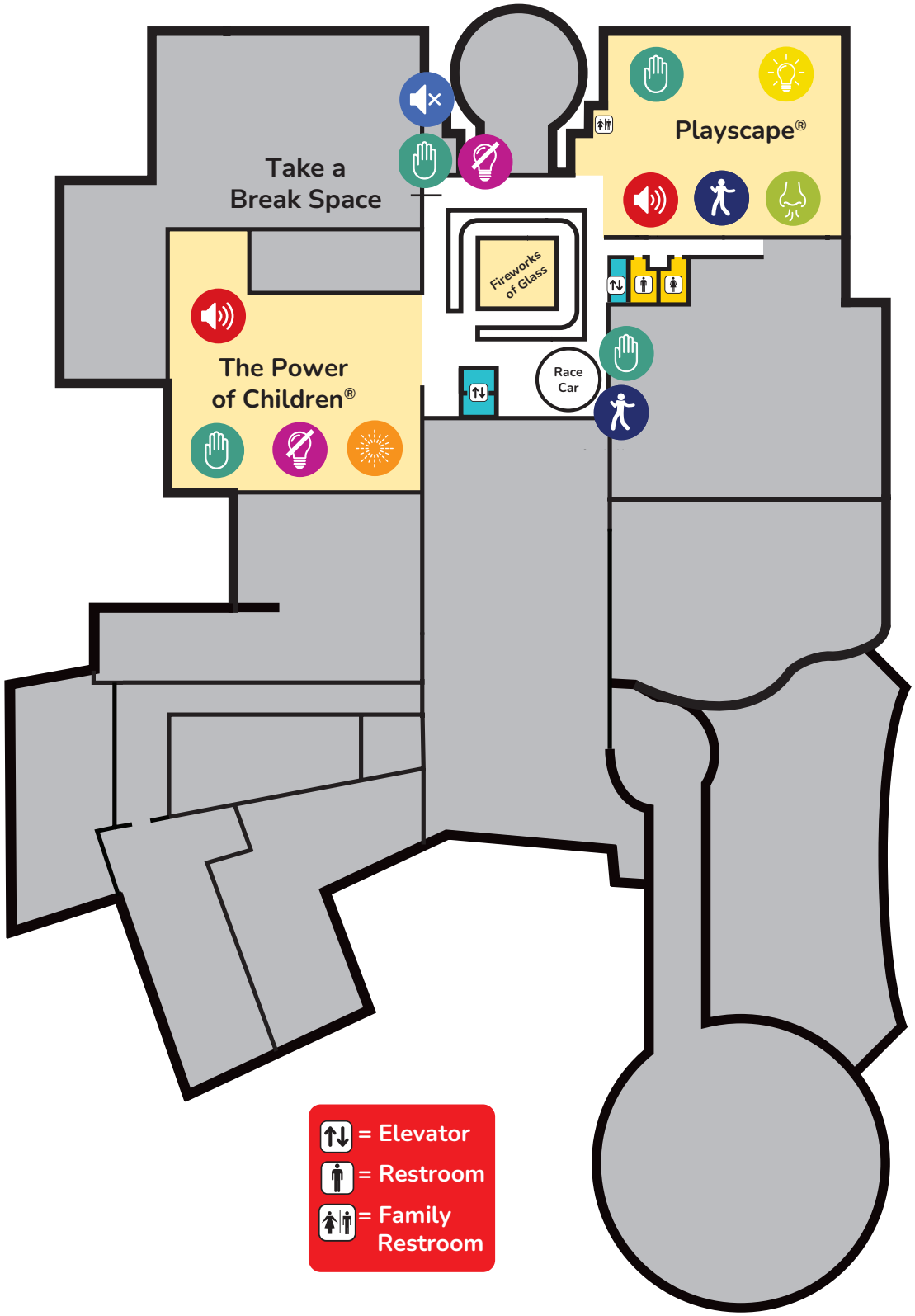
- Please use this space if you or your group need to take a sensory break or need a space to calm down. It is equipped with soft seating options and fidget items to use in the space. This is a public space, so please be mindful of how much time you spend in it so others can use it if needed.

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!



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 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!

Smell
- 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

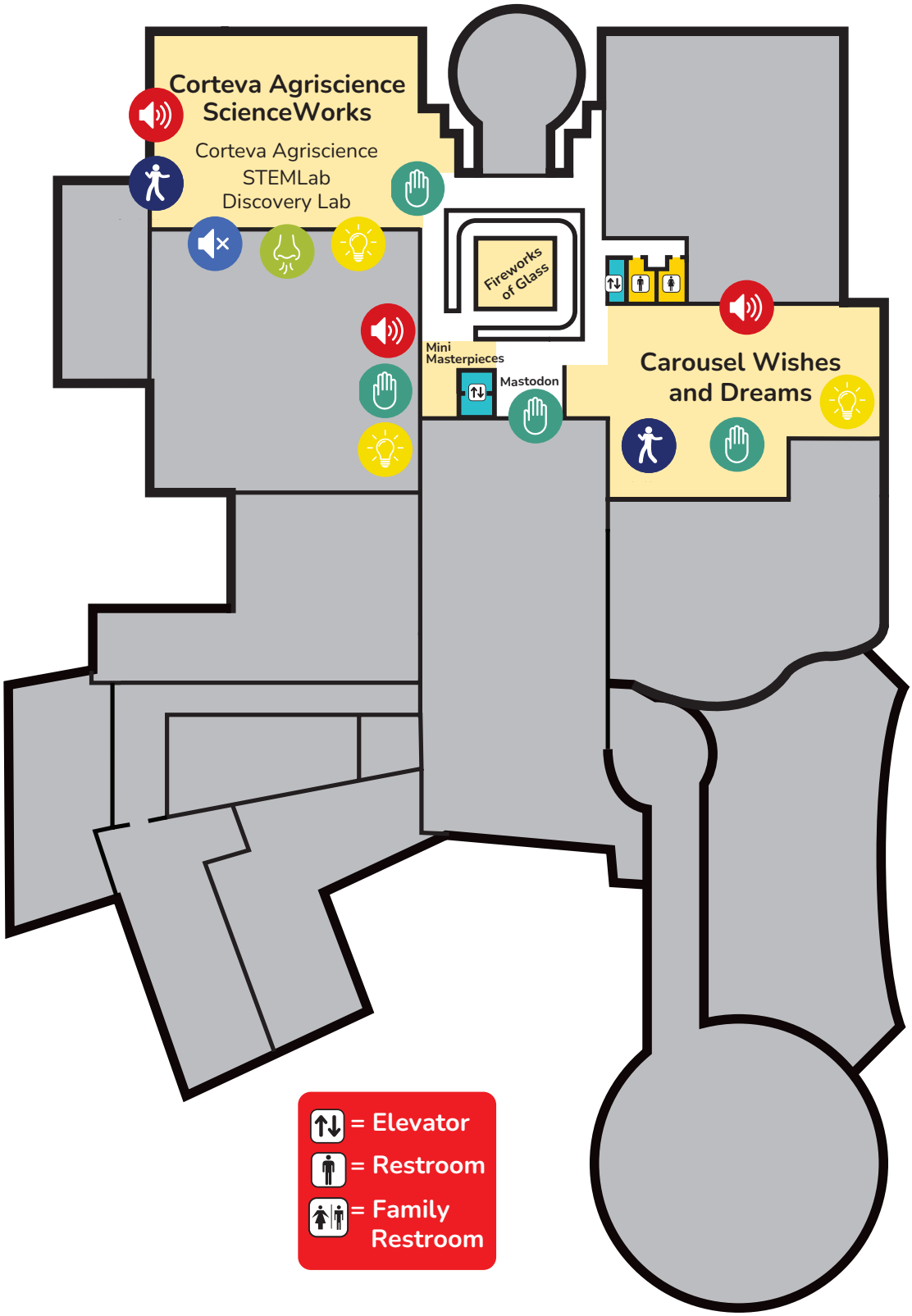
These are distinct spaces within *Corteva Agriscience ScienceWorks*. Please check posted signage for open hours. Specific program information, including sensory information, can be found on the website and monitor outside of STEMLab.

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

Smell
- 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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Contains Movement Opportunity

Contains a Strong Smell

Contains Tactile Opportunity

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Flashing Lights/ Simulated Lightning



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CHILDREN'S MUSEUM INDIANAPOLIS®