

The Children's Museum of Indianapolis

CREATED IN 1925. MOVED TO CURRENT LOCATION IN 1946.

MiniMasterpieces—See the museum's collection of miniature rooms in Colonial, Victorian, and New England styles.

Take Me There®: Greece—This exhibit, which opened in 2019, immerses visitors in the daily life of modern-day Greece—a country where the past is always present. The Take Me There gallery offers immersive experiences of a single world culture, with exhibits lasting three to four years. The first exhibit, opened in 2009, was *Take Me There: Egypt*, followed by *Take Me There: China* in 2014.

Stories from Our Community—Learn about our community through multicultural and intergenerational stories.

Level 3

Playscape—*Playscape* is a place for early learners and the adults in their lives to learn and play together! Infants and toddlers can explore a sensory space, and preschoolers can investigate a music studio, an art studio, a water table, a reaction contraption, and a nature-inspired climber.

The Power of Children®—Anne Frank, Ruby Bridges, and Ryan White were typical children who found themselves in extraordinary circumstances. Travel through each child's life to discover what made them heroes of the 20th century, and how children today can make a difference.

Race Car—This authentic 2000 IndyCar show car invites children to climb inside and imagine themselves on the track.

Level 4

Carousel Wishes and Dreams—Experience the wonder of the Carousel. Enjoy a mirror maze, a tree house, a walk-in kaleidoscope, toy trains, a pretend soda shop, and a playhouse. The Carousel is wheelchair accessible.

Corteva Agriscience ScienceWorks—Dedicated to the natural and physical sciences, *ScienceWorks* features an interactive Mississippi Watershed table, a Geology Field Lab, rock climbing, and a construction site.

Corteva Agriscience STEMLab—Located inside *ScienceWorks*, the lab offers programs guided by museum educators who take children and families step-by-step through explorations. The lab also serves registered school groups.

Corteva Agriscience SciencePort—Located inside *ScienceWorks*, SciencePort offers drop-in science investigations for all ages to become part of a team and explore STEM topics using cutting-edge technology.

Mastodon—Found in Greenfield, Ind., this mastodon skeleton is approximately 12,500 years old.

Ball Dollhouse—Intricate furniture and detailed interiors.

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The Facts Behind the Museum

The Children's Museum of Indianapolis is a nonprofit institution [501 (c)(3)] committed to creating extraordinary learning experiences that have the power to transform the lives of children and families. The 815,700-square-foot facility includes 13 major galleries indoors plus the 7.5-acre outdoor portion of the *Riley Children's Health Sports Legends Experience®*. Visitors explore the physical and natural sciences, health and fitness, world cultures, American popular culture and arts,



see how dinosaurs lived in *Dinosphere®*, and examine children's impact in history in *The Power of Children: Making a Difference®*. Situated on 30 acres, the museum presents hundreds of programs each year.

Mission: To create extraordinary learning experiences across the arts, sciences, and humanities that have the power to transform the lives of children and families.

Attendance: 1.27 million annually. Each year the museum welcomes more than 120,000 visitors at reduced or free admission through the Access Pass and Foster Family programs, Neighborhood Nights, The Children's Museum Neighborhood Club, and First Thursday Nights.

Funding: The Children's Museum is a nonprofit institution with revenues from: investment income; contributions and grants by individuals, foundations, corporations, and local, state, and federal government agencies; earned income; program and workshop income; and memberships and admission income.

Budget: Total museum budget was \$36.1 million in 2018.

- 43% support from endowment
- 38% admission and membership fees, museum tours
- 10% donations from individuals, corporations, The Children's Museum Guild, and other organizations
- 9% program and activity fees, museum store, and leased restaurant

Governance: An independent, nonprofit institution with a 35-member board of trustees.

Facility: Museum established in 1925. Opened to public in 1926. Moved to current location in 1946.

1976 expansion: Main building. \$9 million, 225,000 square feet, designed by Wright, Porteous and Lowe.

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1988 expansion: Welcome Center, SpaceQuest® Planetarium, additional classroom space, and new galleries for special exhibits. \$16 million, 80,000 square feet; all designed by Woollen, Molzan and Partners, Inc.

1996 expansion: CineDome™ theater and Allen W. Clowes Festival Park. \$14 million, 32,000 square feet; designed by Browning Day Mullins Dierdorf Inc.

2004 additions: *Dinosphere®: Now You're in THEIR World®* and parking garage. \$57 million, 46,000-square-foot expansion and renovation of CineDome and addition of 293,200-square-foot parking garage designed by Ratio Architects.

2006 addition: *Fireworks of Glass*. \$4.5 million, 43-foot-tall tower, glass ceiling, and hands-on exhibit area containing 4,800 pieces of glass designed by artist Dale Chihuly. Interior by Ratio Architects and ceiling construction provided by Shiel Sexton, Inc.

2009 additions and expansion: *Take Me There®* gallery, current Welcome Center, Skywalk over Illinois Street, installation of the brachiosaurs, the Wonders of the World sculptures, and renovations to infoZone and The Museum Store. \$20.1 million, 39,900 square feet; designed by Ratio Architects.

2018 expansion: *Riley Children's Health Sports Legends Experience®*, including 12 outdoor sports experiences on 7.5-acre site and Efroymsen Pavilion and Plaza. \$38.5 million; designed by Ratio Architects and Kraemer Design + Production.

Collections: The Children’s Museum of Indianapolis maintains a collection of more than 130,000 artifacts and specimens, the largest of any youth museum in the world.

Staff and Volunteers: The Children’s Museum employs approximately 200 full-time and 80 part-time staff members.

More than 600 adult volunteers, Children’s Museum Guild members, interns, and board members donate more than 67,500 hours annually to the museum.

Approximately 30 youth volunteers participate in the Museum Apprentice Program, where they are trained to lead interactive demonstrations and activities for visitors.

Each year, about 100 active members of The Children’s Museum Guild contribute more than 36,000 volunteer hours and raise over \$670,000 through the annual Haunted House fundraising project.

Learning Environments
Lower Level
Fireworks of Glass—*Fireworks of Glass* is one of the largest permanent installations by renowned artist Dale Chihuly and comprises a 43-foot-tall tower and “floating” glass ceiling constructed of 4,800 pieces of blown glass. Below the tower, the Lower Level houses a permanent interactive exhibit.

National Geographic Treasures of the Earth—Visitors are immersed in re-creations of three renowned archaeological sites: the tomb of ancient Egyptian pharaoh Seti I; the site of China’s Terra Cotta Warriors; and the



shipwreck of the *Cara Merchant*, a vessel commandeered by accused pirate Captain William Kidd. The exhibit includes a working Archaeology Lab.

All Aboard!—In 1868, Reuben Wells designed a 35-foot-long, 55-ton steam engine to conquer Indiana’s Madison Hill, the steepest railroad grade in the U.S. This powerful locomotive now resides in the museum, where visitors can climb on board for a simulated journey.

Beyond Spaceship Earth—Children and families can explore a re-creation of the International Space Station and learn about space flight. The Schaefer Planetarium and Space Object Theater features changing programs and artifacts that illuminate the history and future of space exploration through science fiction and science fact. The Indiana Astronaut Wall of Fame celebrates astronauts and engineers connected to Indiana.

Lilly Theater (Ruth Allison Lilly Theater)—Fantasy, comedy, and teaching come together in live children’s theater performances. Actors use familiar and surprising stories to engage audiences.

Level 1
Riley Children’s Health Sports Legends Experience®—This indoor/outdoor experience is a new national model for family learning in fitness and health that combines rich sports history, exercise, and health education. It features 12 outdoor sports experiences and three indoor galleries, including *The World of Sport*, the National Art Museum of Sport, and a changing temporary exhibits gallery.

Water Clock—While water clocks date to ancient Egypt and Greece, none match the museum’s for accuracy or innovation. Built by French physicist-turned-artist Bernard Gitton, it’s the largest water clock in North America. More than 40 glass pieces comprise the 30-foot-tall clock.

Dinosphere®: Now You’re in Their World—Visitors are immersed in the sights, sounds, and smells of the Cretaceous Period, 77 to 65 million years ago, when dinosaurs last roamed the Earth. Includes *Leonardo: The Mummified Dinosaur*, the Paleo Prep Lab, and the Mann Properties Dinosaur Art Gallery featuring the John Lanzendorf Collection of Dinosaur Imagery.

Level 2
Special Exhibit 1 (Spurlock Gallery) and **Special Exhibit 2** (Johnson-Weaver Pavilion)—Galleries featuring traveling exhibits from all over the world.

The Galleries for American Arts and Popular Culture—These galleries are dedicated to exploring how popular culture shapes our experiences and brings generations together. Includes *American POP*—a permanent gallery for exhibits from the museum’s collection—and a gallery for changing temporary exhibits.

infoZone—This unique experience is a partnership between the museum and the Indianapolis Public Library.

Feathered T. rex—This sculpture helps visitors imagine what feathered dinosaurs might have looked like.