

Sensory Map



November 2023

CHILDREN'S
MUSEUM
INDIANAPOLIS®

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 on Level 1 in the Welcome Center.

Cost is 75 cents, \$1, or \$1.25 per locker.

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 2; nonmember cost is \$2 per ride, per child. Children under 44 inches tall must be accompanied by an adult. The Carousel is wheelchair accessible. Line closes daily at 4:45 p.m.

Please note: As of Jan. 31, 2023, 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.

infoZone

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

Volunteer Services

For information, call 317-334-4817.

Lost Children/Medical and Safety Emergencies

Red emergency telephones are located on each level. In case of a lost child or medical or safety emergency, go to the phone nearest you and pick up the handset. 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 trolley 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 are 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.

Hours

Winter (Nov. 5, 2023–March 15, 2024)

Tuesday–Sunday, 10 a.m.–5 p.m.

Closed Mondays (except Jan. 15, Jan. 1, and Feb. 19)

Closed Thanksgiving and Christmas Day

Outdoor Sports Experience closed

Special Places for Young Visitors

All Aboard!, Lower Level—This gallery is full of trains, including a few with which to play! This is a space that captures the attention of most of our younger visitors.

Playscape®, Level 3—This gallery is specifically designed for children ages 5 and younger to play and learn with their grown-ups. Includes a sensory area for infants and toddlers.

Carousel Wishes and Dreams, Level 4—

A wonderful place to make new family memories! A Carousel ride is a fun way to start your day, or make it the last stop before you join our End of the Day Parade!

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 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.

Dinosphere®: Now You're in Their World

Please see *Dinosphere*® insert page for more information about the exhibit.

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.*

THE NEW

DINOSPHERE

NOW YOU'RE IN THEIR WORLD

Please note:

Currently, sensory-friendly time in *Dinosphere*® will be 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.

Main Entrance and Ramp



Contains
Loud Noises



Contains Tactile
Opportunity



Contains
Low Light



Flashing Lights/
Simulated Lightning

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

Lower Level Dinosphere



Contains
Loud Noises



Contains Tactile
Opportunity



Contains
Low Light



Flashing Lights/
Simulated Lightning

- 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. You will also 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 and flashes of lightning. This thunderstorm happens inside the dome at different times throughout the day.
- 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.
- You can look into a working paleontology lab! You may even get to talk with a real paleontologist.
- There are two family restrooms on the Lower Level of *Dinosphere*. One of the restrooms has an adult-size, height-adjustable changing table.
- Most times, you can enter or exit *Dinosphere* on the Lower Level through the Monsters of the Mesozoic Seas™ area. The blue lights in this area will make you feel like you are underwater. There is also a wall projection where you can interact with “swimming” fish.

Level 2 Dinosphere and Dinosphere Art Lab



Contains
Loud Noises



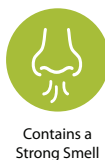
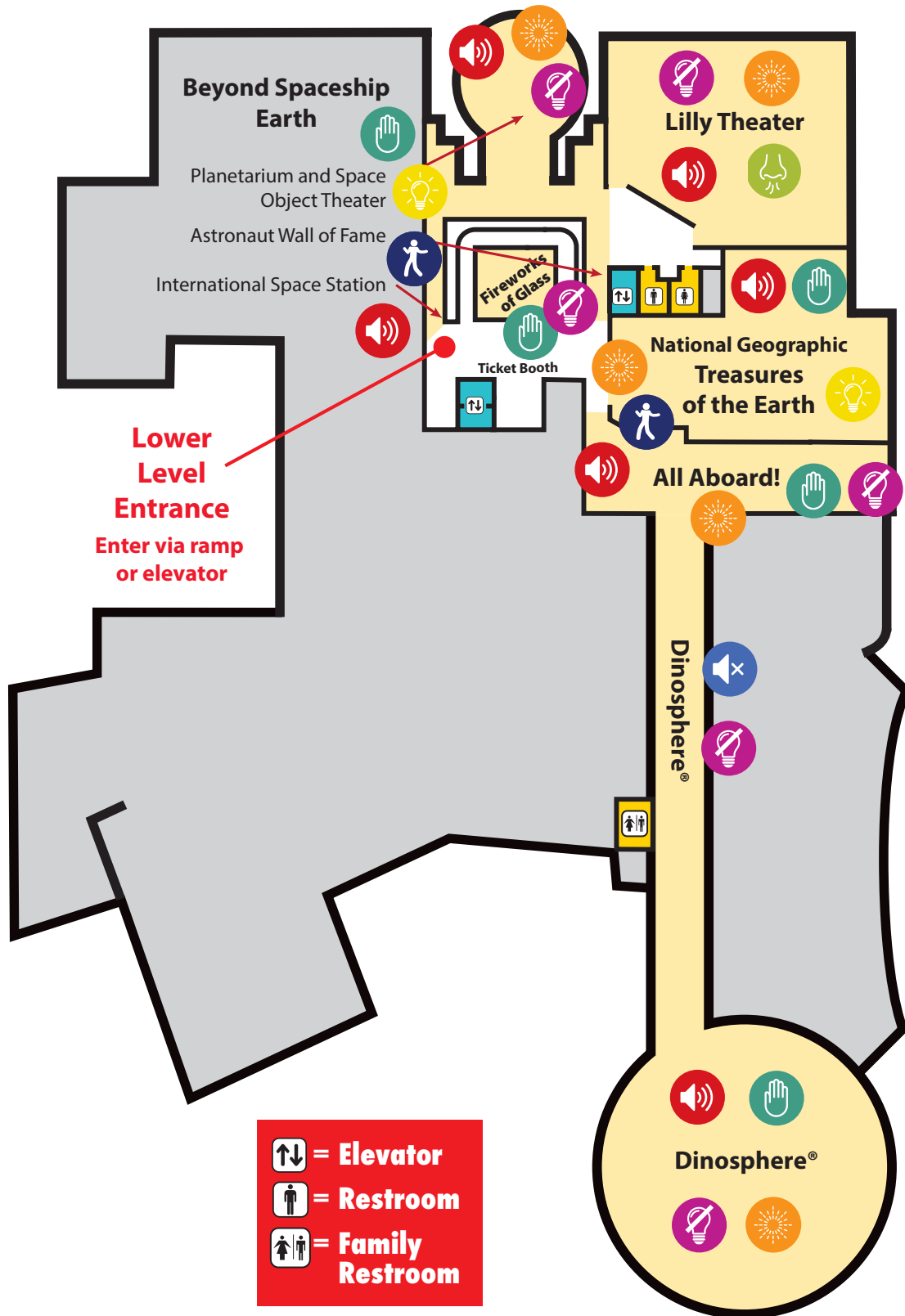
Contains Tactile
Opportunity



Contains
Bright Light

- 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.
- 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.
- 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. Also, 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.

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Level 1

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.

Dinosphere® Entrance

Please see *Dinosphere*® insert page for more information about the exhibit.

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.

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.

Ball Machine



Auditory

- This is a loud space where you will hear sounds like 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.

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.

Welcome Center



This is a good area to practice waiting in line.

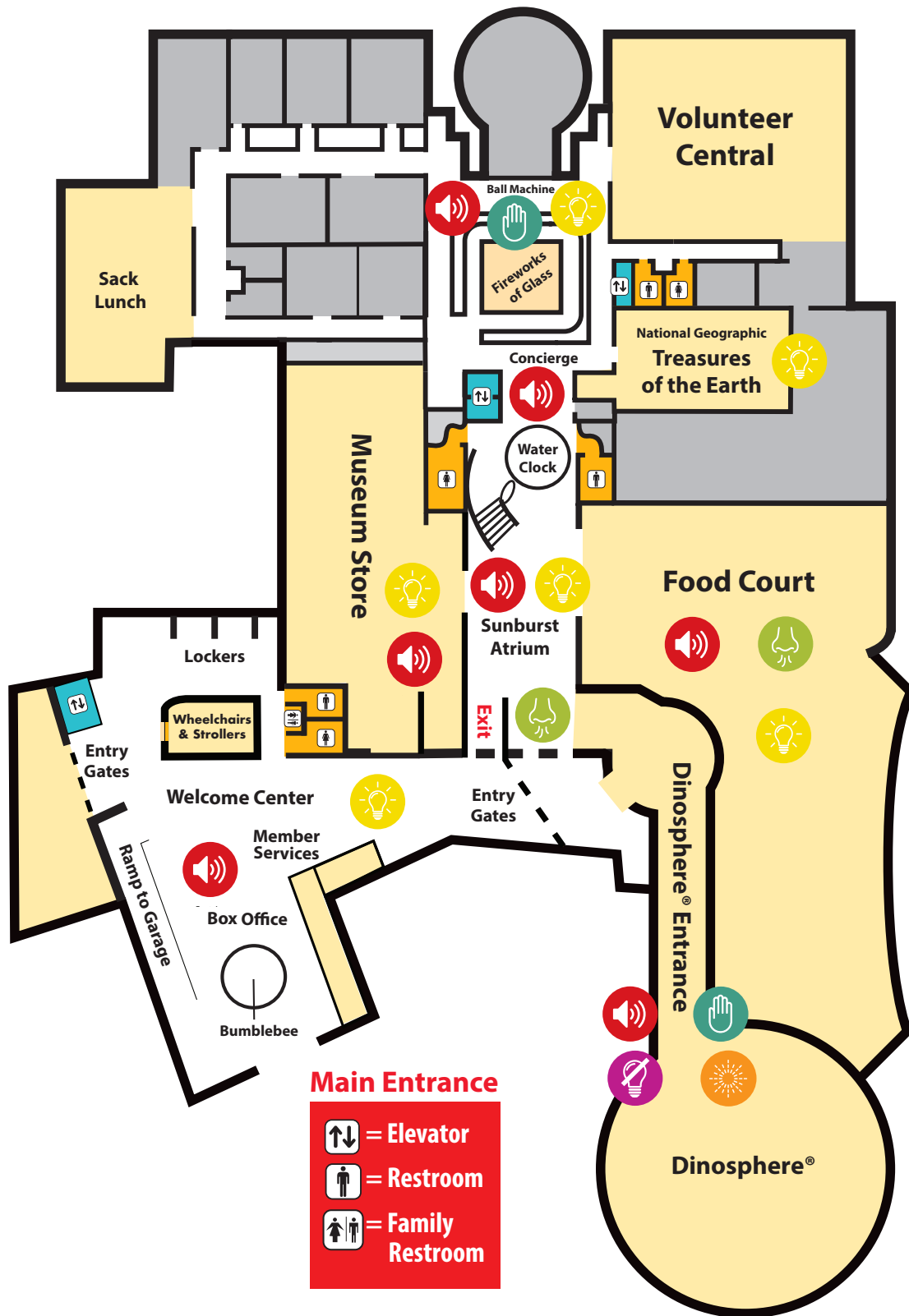
There is a lot of activity in this space on busy days.

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.



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 1—continued

Riley Children's Health Sports Legends Experience® Indoor Galleries

Power Play



Auditory

- There are many different sounds in this space; some are like the sounds you would hear at a hockey game. They include crowd noise and fans cheering, hockey pucks being hit, skates on ice, and a goal horn. You will also hear music.
- There is a large tunnel that looks like the Indy Fuel mascot Nitro's head at the entrance to the gallery. Sounds such as crowds cheering turn on when someone passes through the tunnel. You can walk around the tunnel to enter the gallery if you do not want to go through it.

Movement

- Test your skills at the slap shot challenge interactive. See how fast and accurately you can hit a hockey puck.*
- Practice your balance and experience what it is like to stand on ice skates.
- Slide across a surface as slippery as real ice at the sock skate ice rink.

Tactile

- Feel the difference between the amount of force needed to slide a hockey puck across rough ice versus smooth ice.
- There are real hockey pucks to touch. Some may feel cold!
- Explore a tactile model of a hockey rink as you test your knowledge at the rules and lingo quiz.

Visual

- There is a large tunnel that looks like the Fuel mascot Nitro's head at the entrance to the gallery. There are colored lights inside the tunnel and the lights change color when someone passes through it. Bright, moving spotlights also turn on when someone enters the tunnel. You can walk around the tunnel to enter the gallery if you do not want to go through it.
- You will see the Fuel logo projected on the floor at the entrance to the gallery.
- Sometimes you will see bright, colorful spotlights that move in a figure eight pattern across the sock skate rink. These are like the lights used after goals are scored and during breaks between periods at real hockey games.
- This is a space with many bright colors.
- There are videos that play throughout the exhibit. Some of these are on screens that hang on the wall or from the ceiling.
- You will see different types of hockey uniforms, equipment, and memorabilia throughout the exhibit.

**This interactive is inside a netted area where light levels are lower.*

The World of Sport



Auditory

- This is a loud space. You will hear a lot of different sounds at the same time, like 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 like 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.*

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

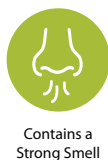
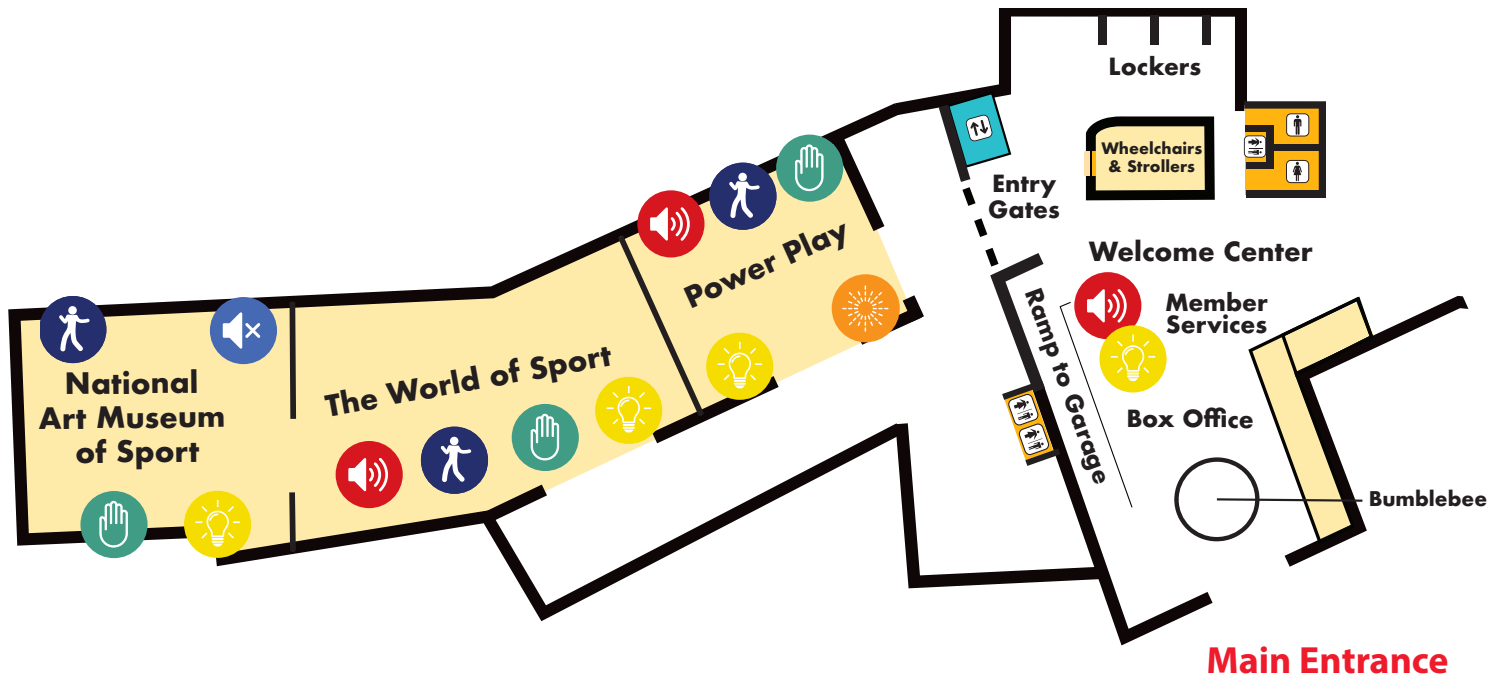
- Practice your fine motor skills by tracing, drawing, and sculpting.

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.



Level 2

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.

Level 2 Dinosphere® and Dinosphere Art Lab

Please see *Dinosphere®* insert page for more information about the exhibit.

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.

Take Me There®: Greece



Auditory

- This is a loud space. Music and environmental sounds like traffic and birds play throughout the exhibit.
- Push a button to hear the sounds different Greek instruments make.
- Learn the Greek alphabet and hear what the letters and some Greek words and phrases sound like.
- You will hear gears turning, small motors running, and a tumbling sound at the olive oil shop.

Movement

- Explore the Greek market, olive oil shop, fishing boat, and sea turtle rescue as if you live and work in Greece.
- Have fun learning some traditional Greek dances.

Olfactory

- You may smell baked goods and vanilla near the bakery.
- You may smell a fresh ocean scent near the fishing boat.

Tactile

- Help care for pretend sea turtles, and interact in the different areas of the Greek market with plastic foods, tools, and fish.
- Feel the patterns used in ancient Greek designs.
- You can sit in an airplane seat and watch a video welcoming you to Greece. You will feel the seat rumble to simulate what it feels like to be in a real airplane.

Visual

- You will notice the lights in the exhibit change to give the effect of daytime or evening. When they change to evening, the exhibit will be dimmer and have a blue tint.
- You will see a big pretend airplane as you enter the exhibit. There are also building structures like a market and houses, a fishing boat, and a sea turtle rescue center.
- Look at different photos of life in Greece, ancient Greek artifacts, articles of clothing and fashion, and icons and religious symbols that are important to Greek Orthodox Christians.

Stories from Our Community: The Art of Protest



Auditory

- This can be a quiet space, but you will hear interviews playing from tablets and 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.
- Watch video interviews of the local Black Lives Matter mural artists talking about their work and community members talking about the mural's impact.
- You can watch a video that provides information about the Black Lives Matter movement and the creation of the mural in Indianapolis.

Temporary Exhibit Galleries

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

WINTERFAIRE

Nov. 18, 2023–Feb. 11, 2024

WinterSlide closes Jan. 7, 2024



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 program at the fountain. Show times are posted in the exhibit and on the website.
- Information about interpretation programs 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 will 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. 24–Dec. 24)



Santa arrives at *WinterFaire* on Nov. 24. 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.

Auditory

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

Visual

- 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.
- 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.
- There is a mailbox to drop off letters just before you enter the tent.
- Once inside Santa's tent, 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.

WINTERFAIRE

18 de noviembre de 2023–11 de febrero de 2024

WinterSlide cierra el 7 de enero de 2024



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: 24 de noviembre–24 diciembre)



Santa llega a *WinterFaire* el 24 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.

Auditivo

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

Visual

- 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.
- 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.
- Hay un buzón para dejar cartas justo antes de entrar en la tienda para visitar a Santa.
- Una vez dentro de la tienda de Santa, verás su espacio de trabajo y algunas listas. Incluso hay una instalación de muebles suaves para reunirse 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.

SACRED PLACES

MADE POSSIBLE BY



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Auditory

- You may hear something that sounds like a fan coming from the large inflated globe in the entrance/exit space.
- You will hear stories, chants, prayers, and songs from around the world.
- You can listen to interviews with guides from six sacred places to learn about their cultures and personal experiences.
- Some audio and video elements are triggered by a motion sensor and will turn on when someone gets close to them. These include elements in the Curaçao, Jordan, Nepal, Thailand, and Rapa Nui areas.
- Information about interpretation programs will be announced via overhead speakers throughout the day.
- You may hear staff and other visitors talking about the exhibit and participating in programs. Please ask staff if you have any questions about the exhibit.

Movement

- Learn about the process and significance of replastering the Great Mosque of Djenné while you use touchscreens to simulate applying and smoothing *banco* (a special mud plaster) on the sacred structure.
- Slide the lid of the basket at the *puja* merchant space to smell items such as flowers.

Tactile

- Use felt tiles of different shapes to complete a mosaic design.
- Touch replicas of items such as shells and flowers that are used as *puja* offerings.
- Move round discs around a reactive table to learn about concepts that shape the Rapa Nui culture.

Visual

- You will see a large globe in the entrance/exit space. The globe shows where the places featured in the exhibit are located.
- Different colored patterns are projected on the floor throughout the exhibit.
- You will see recreated structures and environments of sacred sites.
- You can look at many objects on display, such as examples of offerings, figurines, sacred texts, clothing, and more.
- Throughout the exhibit, you can view pictures and videos of different sites and rituals performed at those sites.
- View a hologram of the Wat Arun *prang*, or tower. You can use buttons to shift your view of the site.
- There is an immersive dome theater within the exhibit. You may enter the theater space if you want to view different landscapes, structures, people, and rituals from sacred places. You will also hear the environmental sounds of those places inside the theater.*

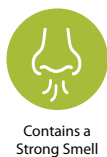


*Sacred Places Theater Experience

The theater area is an enclosed space that you may enter to experience visuals and audio from different sacred sites. Other programs may also take place within the theater.

The theater sound and light show and theater program contain varying visual movement. This movement could include zooming, panning, and scrolling, in an immersive dome theater. Those who have sensory sensitivities, such as light sensitivities or motion sickness, might be affected. Please use discretion before entering the theater space.

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

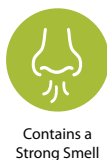
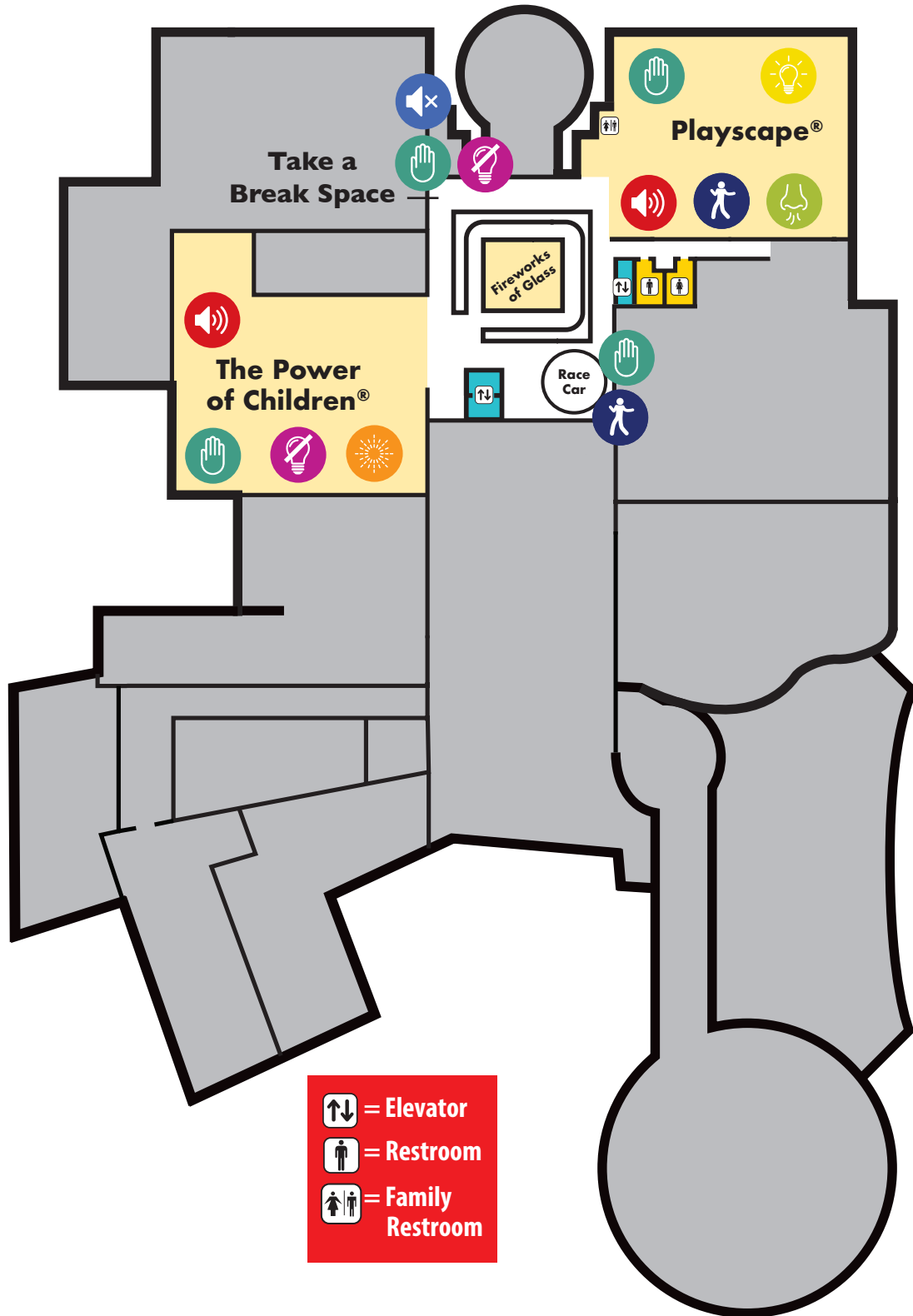
- You will hear different voice recordings throughout the exhibit, including inside the Tree of Promise.
- You will hear the sound of a gavel banging and the voice of a judge reading a public order at the entrance to Ruby Bridges' area of the exhibit. You will be able to hear those throughout the exhibit.
- 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 like 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!



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 like 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.

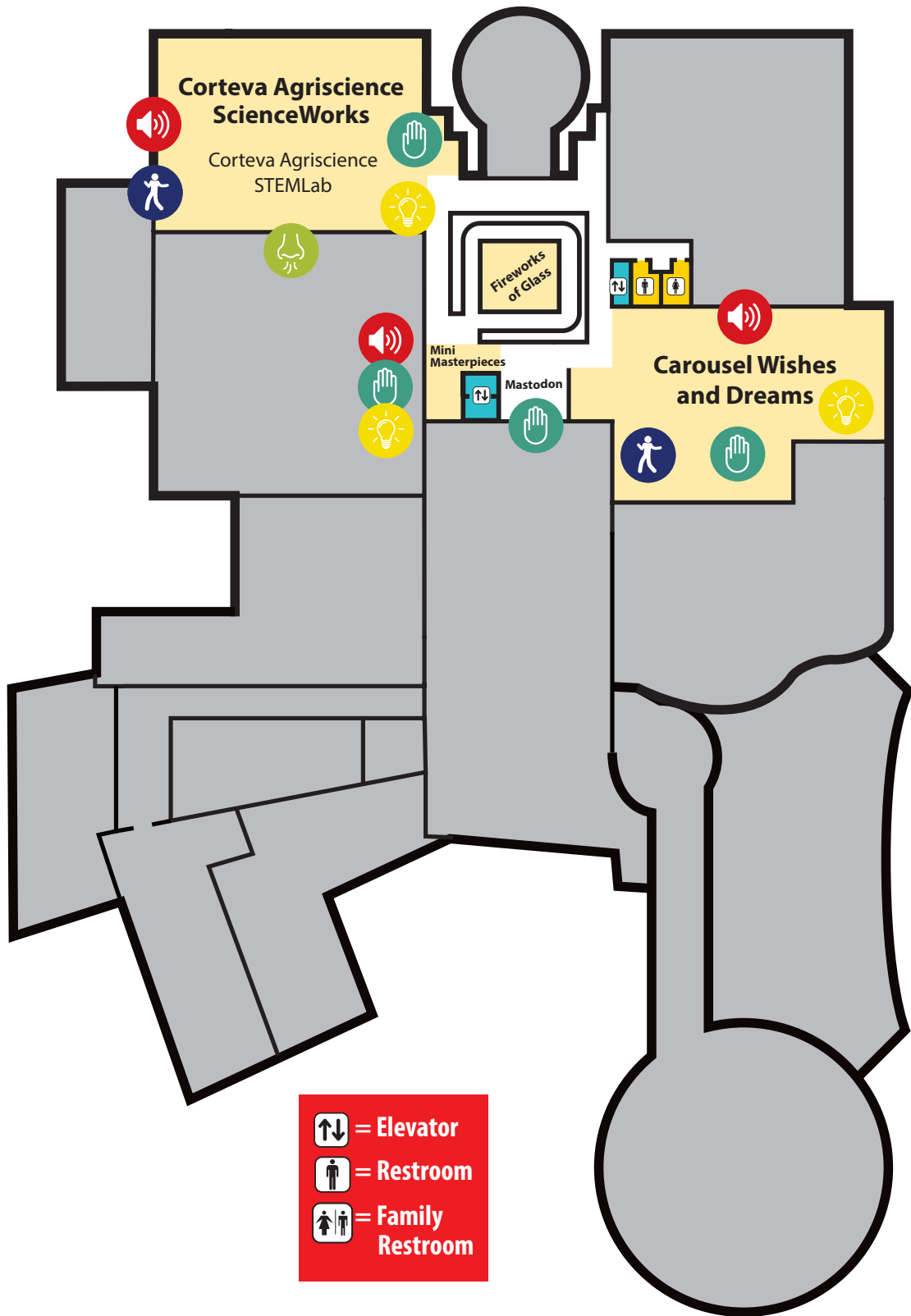
Tactile

- 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.*





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