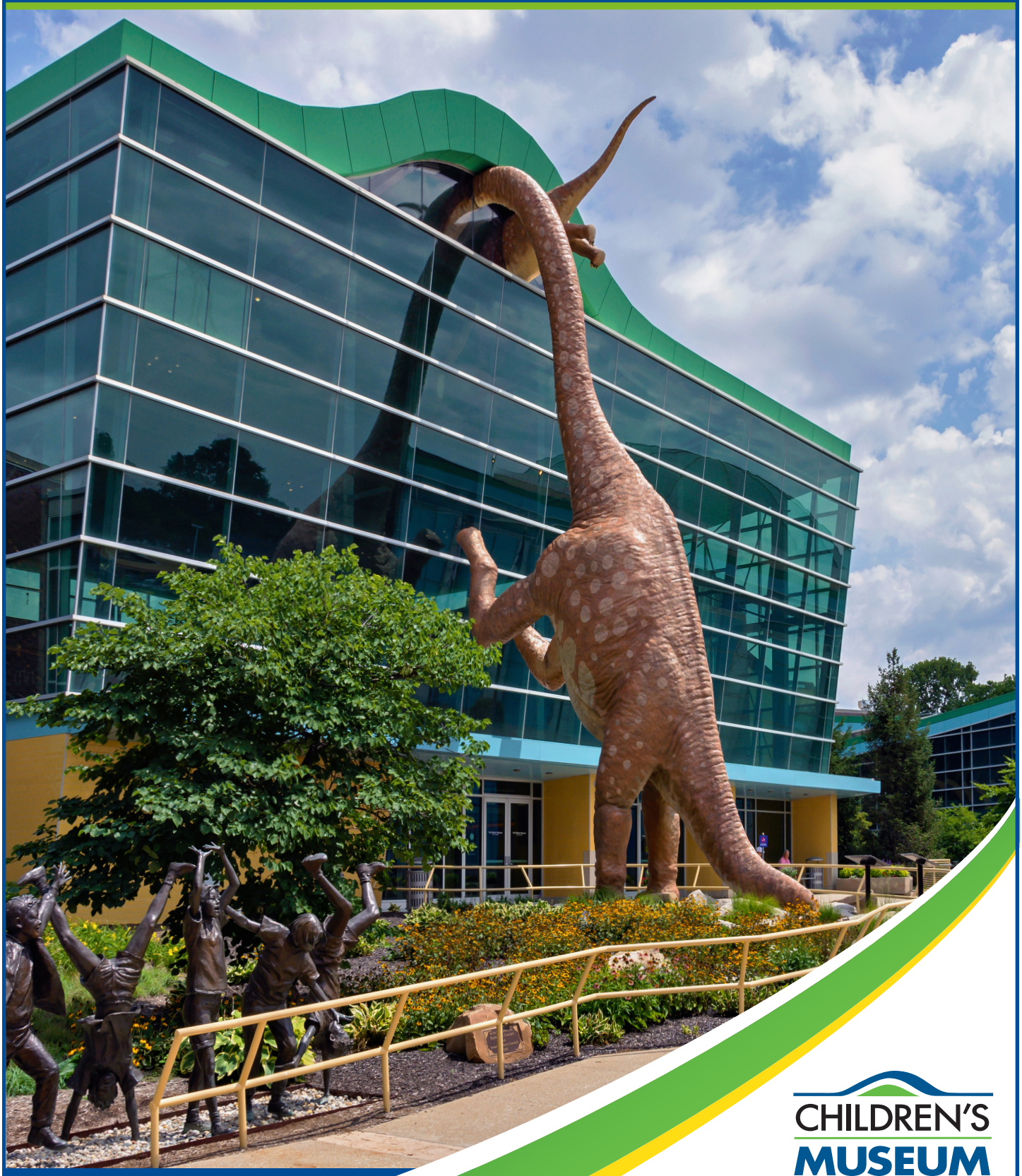
Sensory Map



April 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 $1 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 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 complementary 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
Museum and Outdoor Sports Experience
Spring (March 18–May 22, 2023)
Tuesday–Sunday, 10 a.m.–5 p.m.
Closed Mondays (except March 20 & 27, and April 3)
Closed Easter

Summer (May 23–Sept. 4, 2023)
Daily, 10 a.m.–5 p.m.

Fall (Sept. 5–Nov. 5, 2023)
Tuesday–Sunday, 10 a.m.–5 p.m.
Closed Mondays

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.
- 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 sensory-friendly time.

Main Entrance and Ramp

- 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 rock 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 4 minutes long and the live actor-interpreter show is about 6 minutes long.
- Both sound and light shows include American Sign Language (ASL) interpretation and captions.

Lower Level Dinosphere

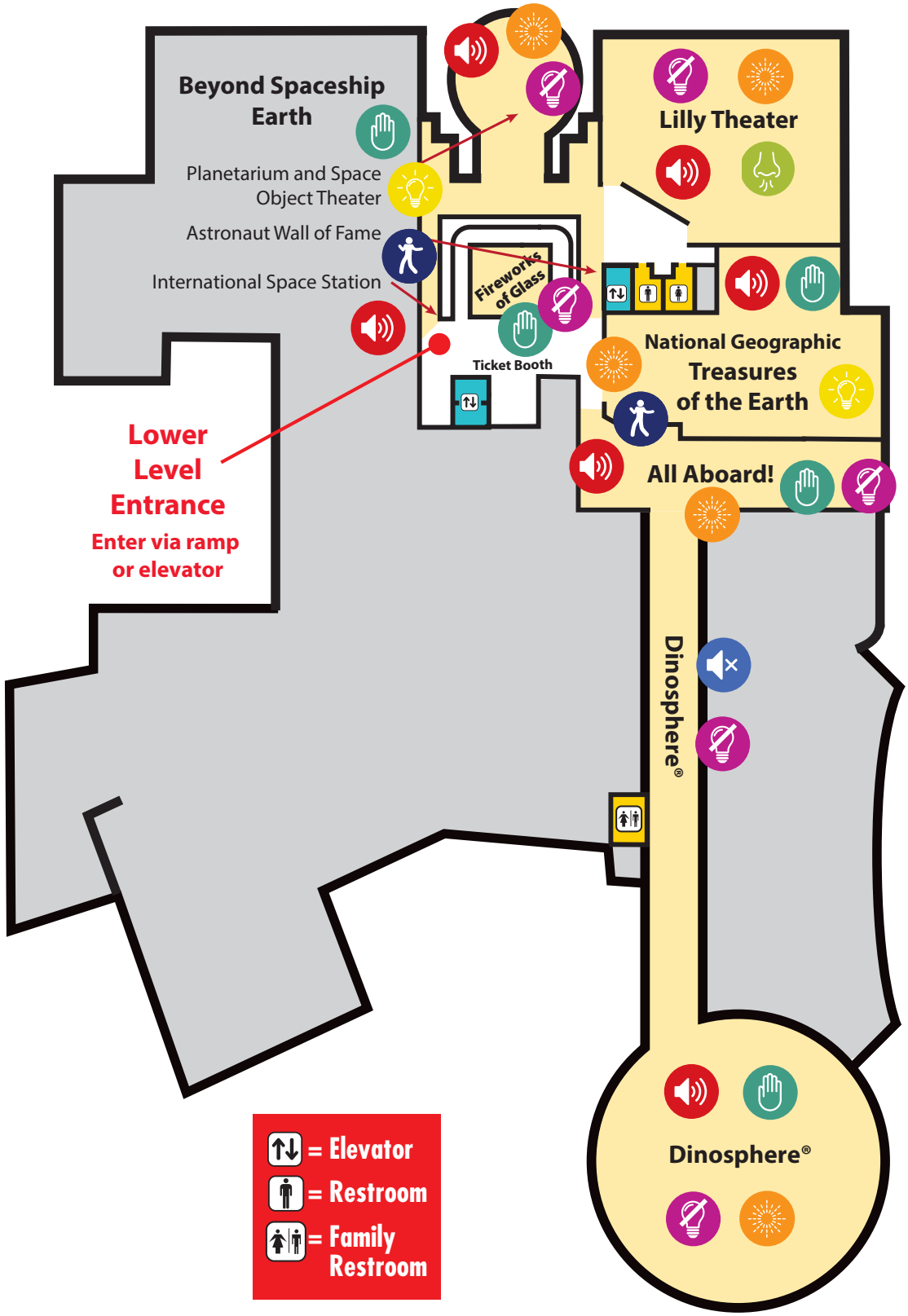
- The main area of *Dinosphere* is dome-shaped with high ceilings. It contains three displays of dinosaur fossils and casts from the Cretaceous Period. You will notice the lights in the space change as the projection on the dome transitions from day to night. You will also hear different dinosaur sounds 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.
- 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.
- There are two Family Restrooms on the Lower Level of *Dinosphere*. One of the restrooms has an adult-size changing table.

Level 2 Dinosphere and Dinosphere Art Lab

- 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.

Dinosphere® *is made possible through lead gift support from Lilly Endowment Inc., The Fehsenfeld Family, The Scott A. Jones Foundation, Eli Lilly and Company Foundation, The Enid Goodrich Educational Initiatives Fund of The Children's Museum, Polly H. Hix, Yvonne H. Shaheen,The Elliott Sogard Family, and Bob and Carol Reynolds, with major support provided by The R.B. Annis Educational Foundation, Bowen Engineering Corporation, The Dan and Rhonda Hall Family, and Seymour and Rheta Holt.*

CHILDREN'S MUSEUM INDIANAPOLIS®



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

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.

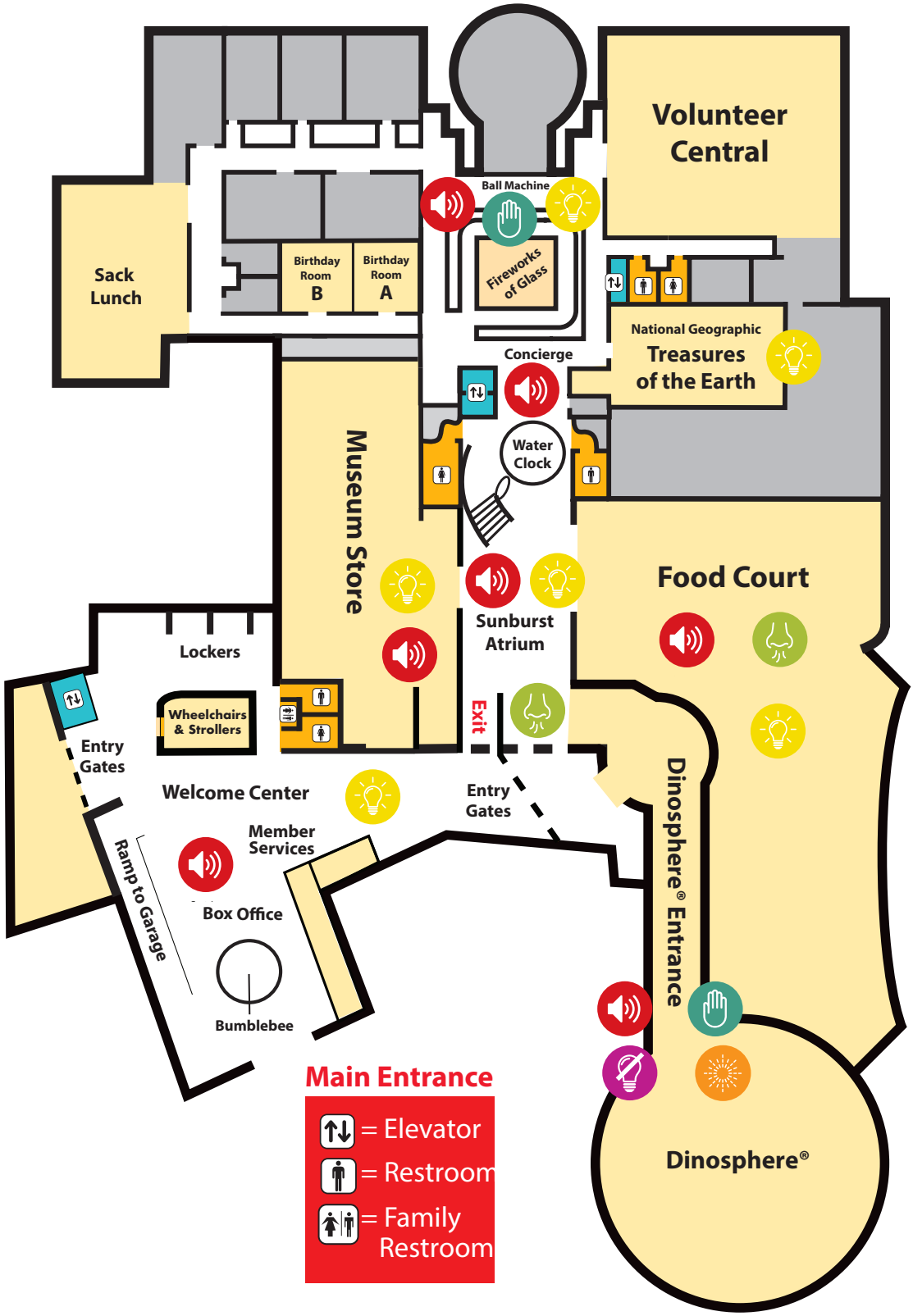
Visual
- This is a large, wide-open space.
- This is a bright space with skylights that provide natural light.
- The Water Clock is in this space. You can watch it fill up and drain throughout the day.

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.



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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, like 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

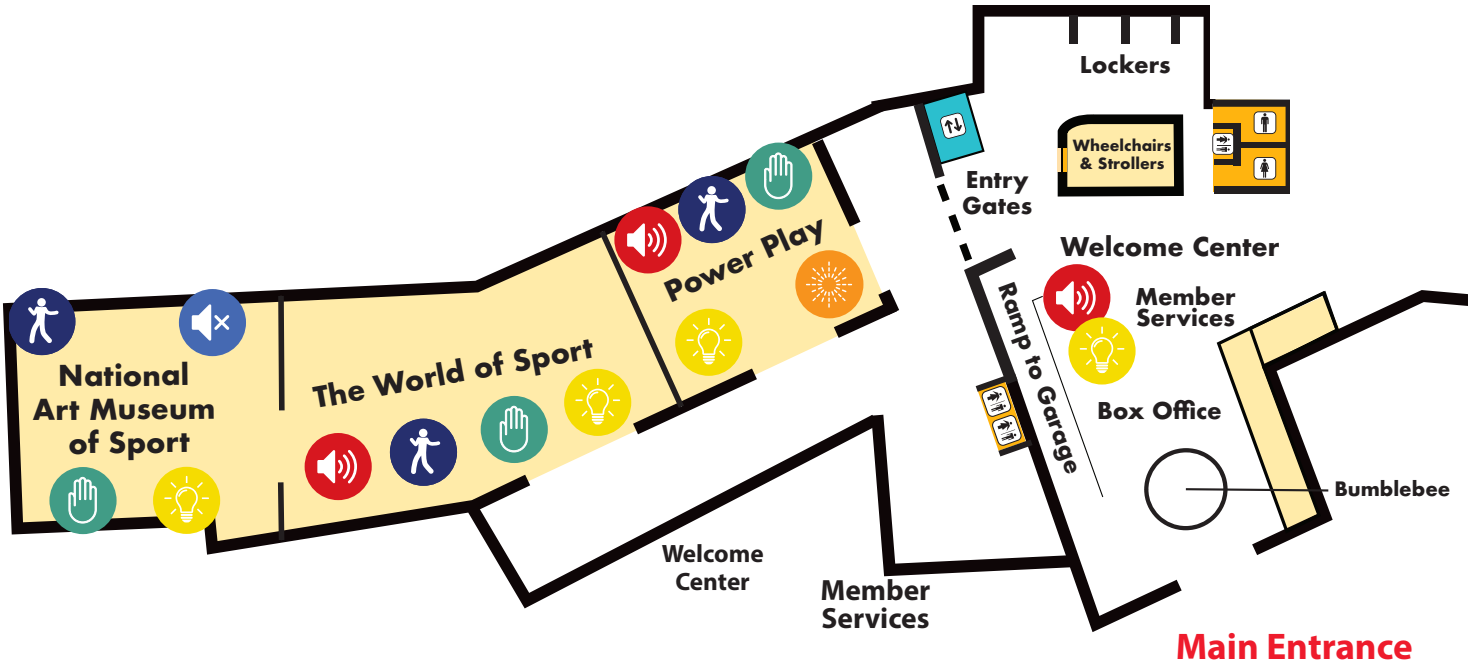
- Practice your fine motor skills by tracing, drawing, and sculpting.

Tactile

- Trace, draw, and sculpt with different materials and mini models. Recreate 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.



= Elevator
= Restroom
= Family Restroom

Contains Loud Noises
Contains Quiet Areas
Contains Movement Opportunity
Contains a Strong Smell
Contains Tactile Opportunity
Contains Bright Light
Contains Low Light
Flashing Lights/ Simulated Lightning

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.

PRESENTED BY
Riley Children's Health
Indiana University Health

SUPPORTED BY
CollegeChoice529
DIRECT SAVINGS PLAN
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Dinosaur Train: The Traveling Exhibit

Auditory
- There are many different sounds in this space, including music and audio from videos.
- You will hear a whistle and a bell coming from the train engine.

Movement
- Dance along to songs from the show!
- Climb the pretend rocks near the Big Pond and crawl through a pretend tree trunk.

Tactile Opportunity
- Sit in the nest area with soft, egg-shaped pillows.
- There are dials to turn, buttons to push, and switches to flip throughout the exhibit.
- Play a board game or use dinosaur toys to explore the play table.
- Arrange model dinosaur bones and pretend you are a paleontologist! You can also touch casts of dinosaur teeth and feel the texture of dinosaur skin.
- Use different art materials like clay and drawing tools.
- Use tools to dig and explore the Big Pond.

Visual
- This is a bright space with many bright colors, but there are no windows for natural light.
- There are videos that play throughout the exhibit.
- You will see a life-size train engine and passenger car. You can enter and explore both! There also are life-size cutouts of some characters from the show and large images of dinosaurs.
- Look at a cast skull from a real Triceratops!
- Go on a scavenger hunt to find animals that lived alongside the dinosaurs.
- Visit the leaf tent to read or take a break.

Dinosaur Train: The Traveling Exhibit was created by The Magic House in collaboration with The Jim Henson Company. © 2023 The Jim Henson Company. Jim Henson's mark & logo, *Dinosaur Train* mark & logo, characters and elements are trademarks of The Jim Henson Company. All Rights Reserved.

MINECRAFT THE EXHIBITION

PRESENTED BY F.A. WILHELM CONSTRUCTION

SUPPORTED BY ONEAMERICA

- *Minecraft: The Exhibition* may be crowded on busy days, and you may need to wait in line with other people to enter the gallery.
- There are several stations inside where you can play *Minecraft*. You may need to wait to play at one of the stations, especially on busy days.

Auditory

- There are many different sounds in this space, including sound effects from the game and characters, as well as music. You will hear these coming from the game stations, videos, interactives, and overhead speakers throughout the space.
- This exhibit is louder on busier days.

Movement

- Punch a padded, pretend tree to collect blocks of wood for resources.

Tactile Opportunity

- Play *Minecraft* using different gaming options, such as a mouse and keyboard, a tablet, or a controller.
- Arrange tiles on the crafting table to build new items.

Visual

- The lights are low in many areas of this exhibit. There are also a lot of different-colored lights.
- This exhibit contains a variety of colors and large structures for an immersive experience.
- You will follow a winding path through the exhibit, and it may be hard to see some areas because of the tall walls and large objects. There is a lot to look at in all areas, and it may feel crowded, especially on busy days.
- The lighting in part of the exhibit cycles gradually from day to night, simulating the game experience. Each cycle occurs over a 20-minute period.
- The activity that takes place inside the exhibit's program room includes some flashing lights. You can ask staff if you would like more information.
- Walk through a portal with purple LED lights into the Nether, which is a room with red lighting and a projection wall that displays a scene from the game.
- There is a motion-activated display of a creeper near the mine in the exhibit. Once activated, a subtle flashing and explosion effect occurs within its wall space.
- There are life-size "mobs," or figures of *Minecraft* characters and animals, throughout the exhibit.

Level 2

Contains Loud Noises

Contains Quiet Areas

Contains a 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. Children over the age of 5 who have special needs or older accompanying children who partake in the learning experience are welcome. 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

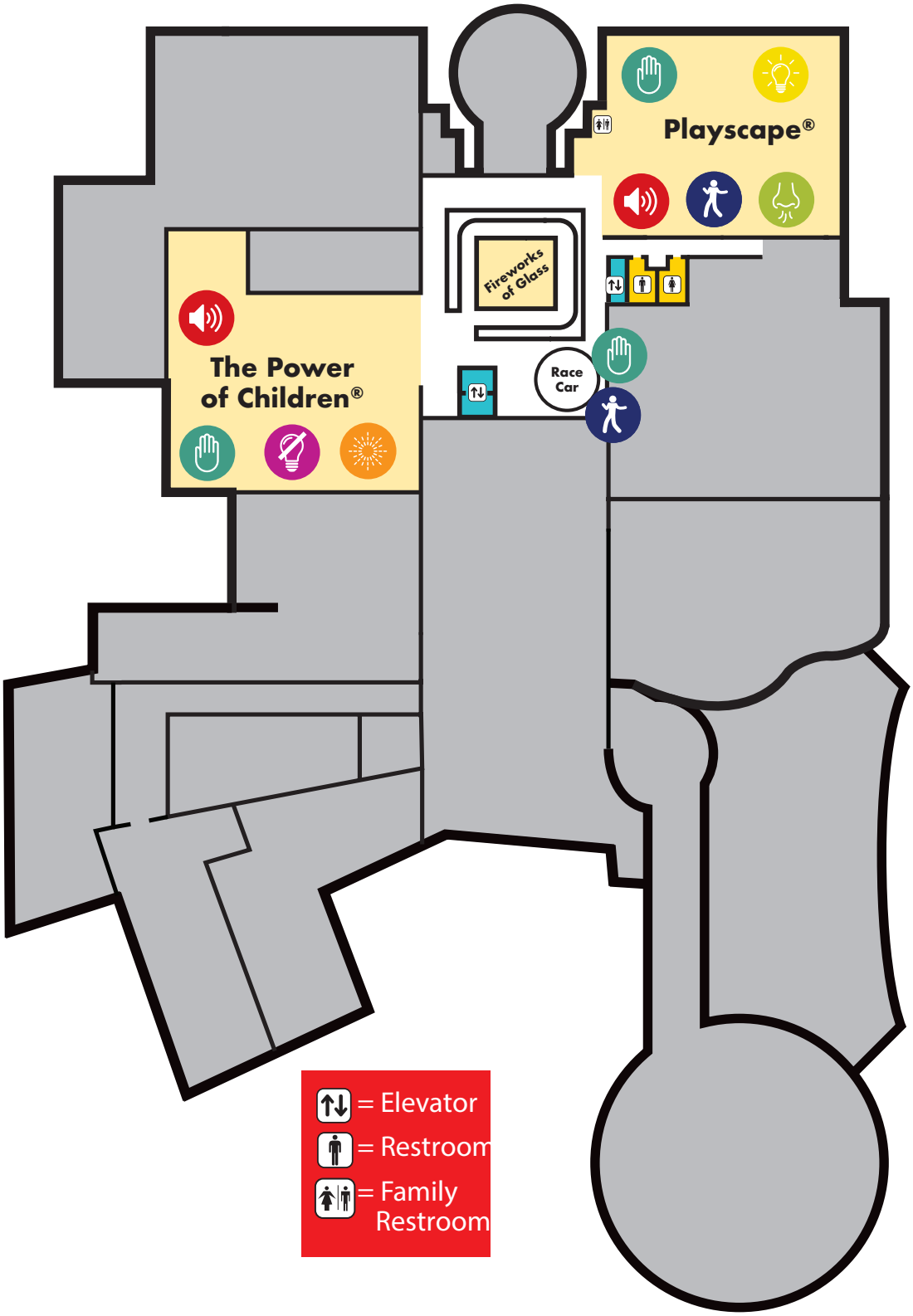
- Climb into the seat of a real IndyCar show car.
- Climb into a pretend dinosaur nest.

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 recreations 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!



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 $1 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.

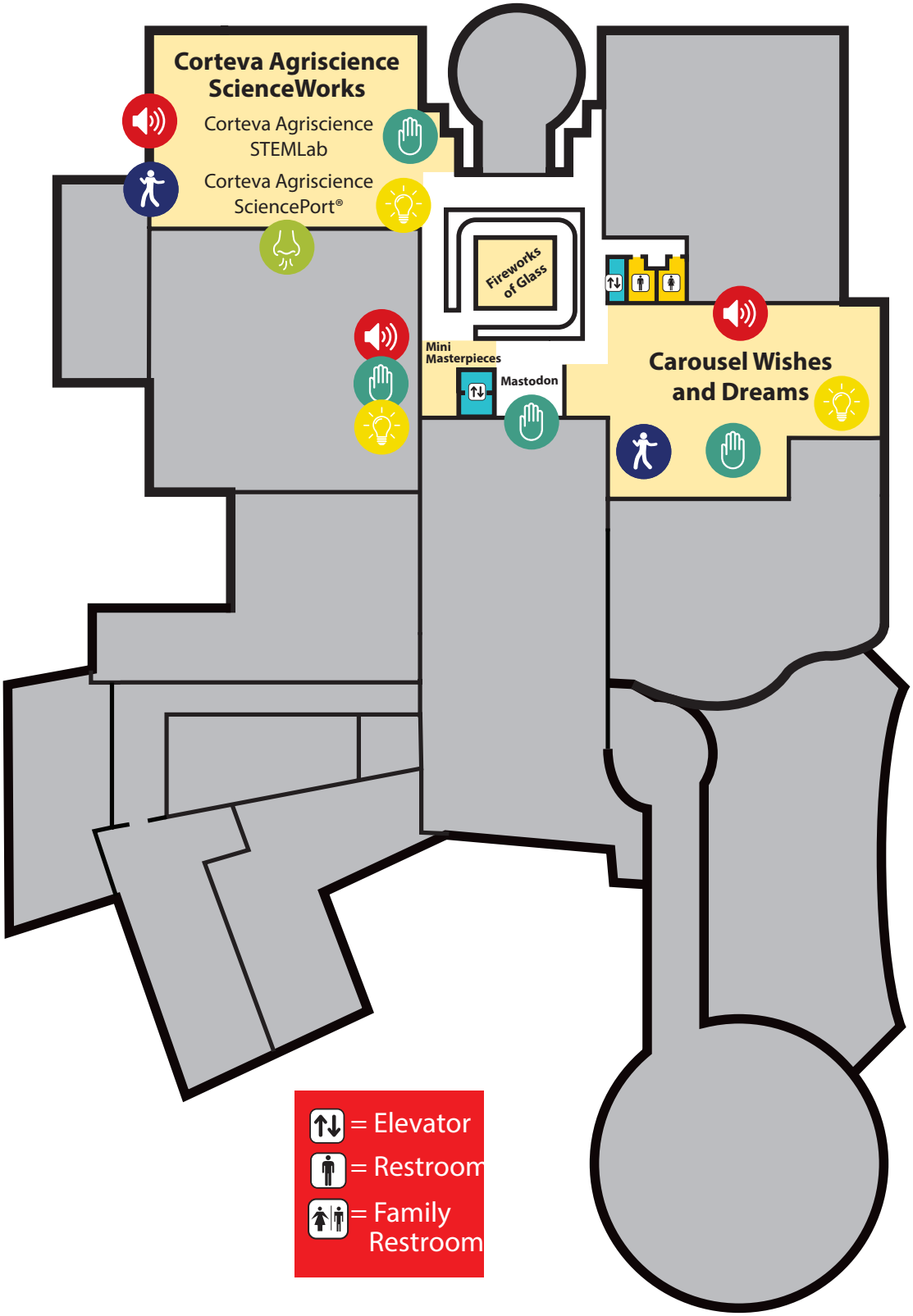
Movement
- Try the climbing wall!

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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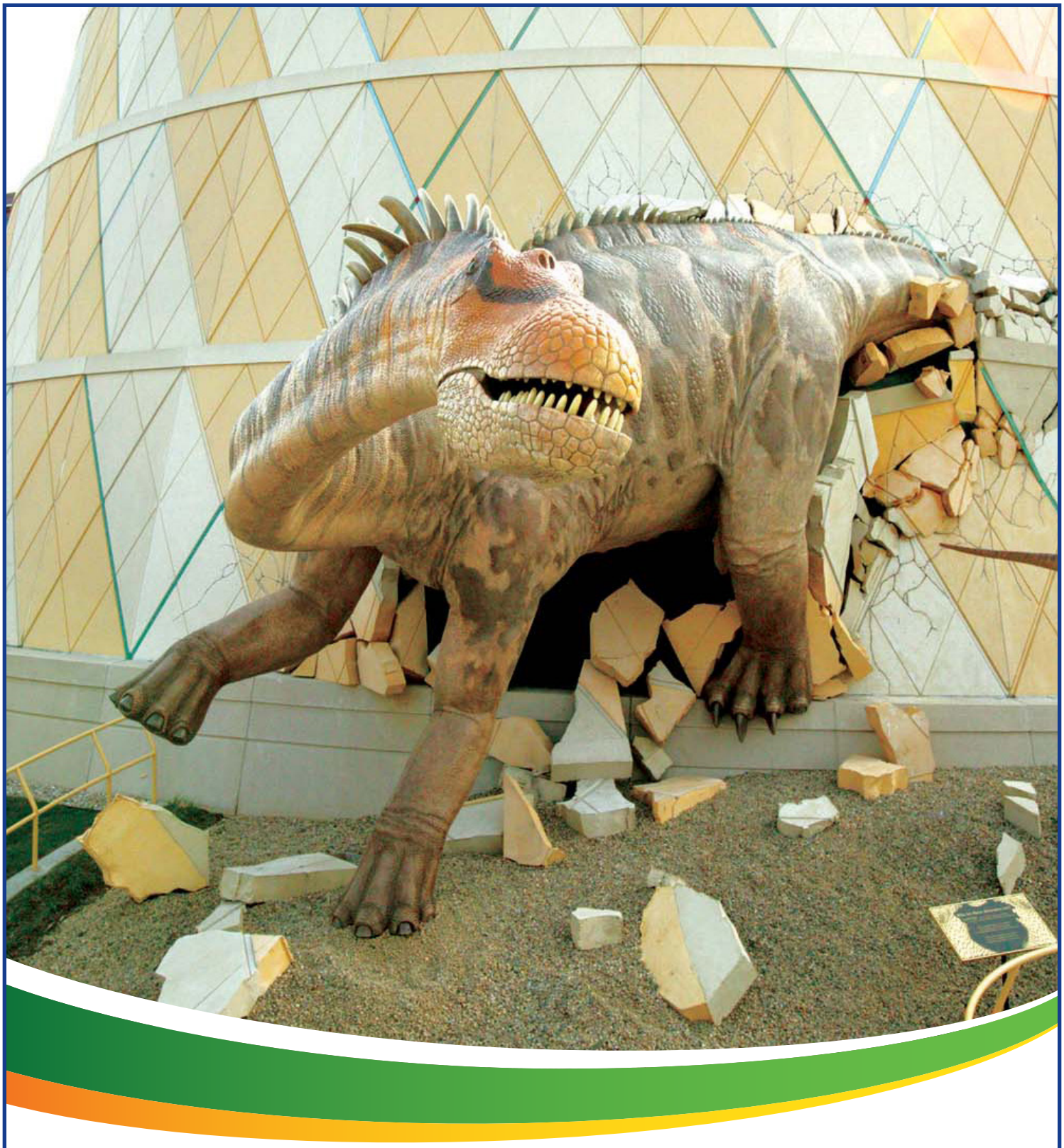

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