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 toy kits and noise-reducing headphones are available to check out at the Concierge Desk on Level 1.

- Most restrooms have automatic-flush toilets. All restrooms have automatic sinks and soap dispensers, as well as automatic paper towel dispensers.

- Some galleries have sound and light shows that play throughout the day. These areas are marked with signage indicating the times of the shows.

- Look for these symbols on the museum map to help guide you through your visit:
There are two family restrooms located in Dinosphere®. These restrooms include child-size, manual-flush toilets. The changing stations in these restrooms are affixed to the counters.

<table>
<thead>
<tr>
<th>Quiet areas: Look for this symbol.</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Fireworks of Glass (on slower days)</td>
</tr>
<tr>
<td>• Outside of Lilly Theater</td>
</tr>
<tr>
<td>• Hallway between Dinosphere and All Aboard!</td>
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</tbody>
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### All Aboard!

**Auditory**
- This space can be loud on busy days.
- 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.
- The lights are low in this space.
- Enjoy the repetitive motion of the trains.
- There is a video that plays inside the tool car.

### Dinosphere: Now You’re in Their World

**Auditory**
- The main exhibit area can be loud at times, with periodic thunderstorms. You will hear dinosaur noises and nature sounds.

**Olfactory**
- You may smell pine and magnolia.

**Tactile**
- There is a dig site* where you can search for pretend dinosaur bones.
- There are touchscreen monitors to use to interact with the exhibit.
- You can touch a real dinosaur bone at the Paleo Lab window!

**Visual**
- The sky projected on the dome changes and there are periodic thunderstorms, including flashing lights, which are meant to look like lightning.
- The lights are low in most of the exhibit.
- The colors of the lights change throughout the exhibit.

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

### Lilly Theater

**Auditory**
- Performances include music. Sometimes the performances can be loud.
- The area outside of the theater can be a quiet space to take a break.

**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.
- Sometimes the actors may come out into the aisles during a performance.

### National Geographic Treasures of the Earth

**Auditory**
- This is a loud space.
- There is music playing in this space.

**Visual**
- There are many bright colors.
- There are flashing lights 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.

**Tactile**
- There is a dig site* where you can search for pretend Terra Cotta Warriors.
- You can recreate a Terra Cotta Warrior.
- There is a replica shipwreck site where you can play with pretend dive gear.
- There are touchscreen monitors to use to interact with the exhibit.

*On busy days, the dig site is a good place to practice waiting in line. It is also a good place to practice taking turns.
The Sunburst Atrium restrooms include child-size, manual-flush toilets. The changing stations in these restrooms are affixed to the counters.

The Welcome Center restrooms include child-size, manual-flush toilets. There are hand dryers in these restrooms. The changing stations in these restrooms fold out from the walls. There is one family restroom in the Welcome Center.

**Quiet areas:** Look for this symbol.
- Hallway between the Museum Preschool and Volunteer Central
- Alcove outside of the Food Court, near the entrance to Dinoshpere®

**Food Court**
*Auditory*
- This is a loud space.

*Olfactory*
- There are many different food smells in this space.

*Visual*
- This is a bright space.
- There are windows to look through and there is natural light in this space.

**Alcove outside of the Food Court, near the Dinoshpere entrance**
*Auditory*
- This is a quiet space.

*Olfactory*
- There are many different food smells in this space.

*Visual*
- The lights are low in this space.

**The Children’s Museum Store**
*Auditory*
- This can be a loud space.
- There is music playing.

*Olfactory*
- There are many bright 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 plays to introduce 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.

**School Arrival/Sack Lunch**
*Auditory*
- This can be a loud space. When it is not being used, it is a good opportunity for a quiet space if you need a break.

*Olfactory*
- There are many different food smells in this space.

*Visual*
- This is a bright space.
- There are windows to look through and there is natural light in this space.

**Sunburst Atrium**
*Auditory*
- This is a loud space.
- There is music playing.

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

*Visual*
- This is a large, wide-open space.
- There are 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.

Make sure to pick up a museum map when you arrive.

*Auditory*
- There is music playing.
- This can be a loud space.

*Visual*
- There is a giant toy robot. Sometimes he may talk. His name is Bumblebee.
- Sometimes there are items hanging from the ceiling.
- This is a bright space.
- There are windows and natural light.
- There are signs to read.
There are two family restrooms located on this level, outside of Take Me There®: China. These restrooms have automatic-flush toilets. The changing stations in these restrooms fold out from the walls.

**Big, Bad, & Bizarre and Dinosaur Art Gallery**  
**Auditory**  
• This is a quiet space.  
**Tactile**  
• There are materials to use to practice drawing dinosaurs. There is putty to use to sculpt models.  
**Visual**  
• There are windows and natural light in this space.  
• There is an overlook area that looks down into the Dinosphere exhibit.

**infoZone**  
There is an automatic hand dryer in the restroom in infoZone.  

**Auditory**  
• This is a quiet space.  
**Tactile**  
• The TechZone has computers you can use if you are an Indianapolis Public Library cardholder.  
**Visual**  
• There are many bright colors in this space.

**MiniMasterpieces**  
There are ledges along the walls that you can stand on to see into the displays. These ledges also make good seats if you need a place to take a break.  

**Auditory**  
• This can be a quiet space.  
**Visual**  
• The lights are low in this space.

**Polar Bear**  
There is a giant stuffed polar bear. His name is Martimus.

**Quiet areas:** Look for this symbol.  
• Dinosphere® overlook  
• Stories from Our Community  
• MiniMasterpieces  
• Big, Bad, & Bizarre and Dinosaur Art Gallery

**Stories from Our Community**  
This is a space that is out of the way, in a corner of the building. There are benches if you need to sit and take a break.  

**Auditory**  
• Stories are read aloud through speakers.  
• This can be a quiet space.  
**Tactile**  
• There are iPads you can use to interact with the exhibit.  
**Visual**  
• There are windows and natural light in this space.

**Take Me There: China**  
**Auditory**  
• This is a loud space.  
• There are musical instruments to try.  
**Movement**  
• There are opportunities to learn kung-fu.  
• There are opportunities to practice dressing like a Chinese Opera performer.  
**Tactile**  
• There are pretend pandas to care for.  
• There is a teahouse where you can prepare and serve pretend tea.  
• You can practice using chopsticks and writing Chinese calligraphy.  
**Visual**  
• This is a bright space.  
• There are many bright colors.  
• There are videos that play throughout the gallery.
There are two family restrooms located in Playscape®. These restrooms include child-size, manual-flush toilets. The changing stations in these restrooms are affixed to the counters and are accessible for older children who have special needs.

**Playscape**
Children over the age of 5 who have special needs are welcome in Playscape.

This is a good space to practice waiting in line and taking turns.

**Auditory**
- This is a loud space.
- You will hear the sound of water.
- There are musical instruments to try.
- The art studio is a quieter space within the gallery.

**Tactile**
- Playing in the sand can be a soothing sensory experience.
- Playing in the water can be a soothing sensory experience.
- There are blocks to use for building.
- There are opportunities to create art.
- You can launch balls through the Reaction Contraption.

**Movement**
- There is a climbing structure.

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

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

**Quiet areas:** Look for this symbol.
- Hallway between Playscape and the Take Me There® China overlook
- The Power of Children® exhibit

**Race Car**
There is a real IndyCar show car to sit in.

**The Power of Children**

**Auditory**
- This is a quiet space.
- There are voice recordings that play throughout the exhibit.
- The sound and light shows can be loud. There are signs in the exhibit that tell you what time the shows play.

**Tactile**
- There are computers to use to interact with the exhibit.

**Visual**
- The lights are low in this space.
- There are videos that play throughout the exhibit.
Level 4

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

The galleries on Level 4 are good spaces to practice waiting in line and taking turns.

**Carousel Wishes and Dreams**
There is a real carousel you can ride. Carousel rides are $1 per person; members ride free. Children under 44 inches tall must be accompanied by a paid adult rider. The carousel is wheelchair accessible.

You can also ride Sandy the mechanical horse; rides are 5 cents each.

There is a walk-through maze that can be disorienting. There are small “escapes” to crawl through.

**Auditory**
- This is a loud space.
- There is music playing.

**Tactile**
- There is an ice cream shop where you can serve pretend food.
- There are vintage video games to play.

**Visual**
- There are bright lights.
- There are many bright colors.

**Ball Dollhouse**
- This can be a quiet space.

**Auditory**
- There is a loud space.

**Tactile**
- There are wooden dollhouse pieces to play with.

**ScienceWorks**
There is a tall staircase that leads to SciencePort®. An elevator is available—just ask a staff member for assistance.

There are crawl-through tubes that can be dark and disorienting. Children enter and exit the tubes in different locations.

There are hand dryers in the Dock Shop area.

**Auditory**
- This is a loud space.

**Movement**
- There is a rock climbing wall. Tickets are required. A limited quantity of free tickets are available outside of the gallery.
- There are exercise opportunities in Health House.

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

**Tactile**
- Playing in the water at the Dock Shop can be a soothing sensory experience.
- There is pretend food to play with in Health House.

**Visual**
- There is a pond where you can see water, plants, and live animals.
- There is a ball machine to watch.
Sensory Map