To keep the health and safety of our visitors, staff, and volunteers a top priority, we have made changes to all of our exhibit experiences, including the closure or removal of many high-touch exhibit elements. As a result, information contained in this map may not reflect elements currently offered in the museum’s exhibits. We apologize for any inconvenience, and we will continue to make adjustments as necessary.

If you have questions or need assistance with anything during your visit, please ask a staff member or visit the Concierge Desk located on Level 1.

June 2020
Updated Health and Safety Procedures
- Advance tickets are required for all visitors, including members and donors.
- Everyone is expected to follow social distancing requirements.
- Face masks are required for all visitors ages 2 and older (unless medically unable to wear a mask).
- Cashless purchases are encouraged.
- If you are not feeling well, please stay home. We will gladly exchange your ticket for a day when you feel better!

Admission for Members
Present your membership card with a photo ID at the museum entrance gates. A named cardholder must accompany guests.

ATM
Located on Level 1 in the Welcome Center.

Baby Care
Diapering facilities are in restrooms on all levels. A quiet nursing area is located in Playscape on Level 3. Emergency baby supplies available at the Concierge Desk on Level 1.

Carousel and Sandy Rides
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. Carousel line closes daily at 4:45 p.m. Sandy rides are 5 cents each.

Concierge Desk
Located on Level 1 near Fireworks of Glass. The Concierge can provide city information, directions, visit planning, and more!

Coat Check, Strollers, Wagons, Wheelchairs, Hand Sanitizers
Available on Level 1 in the Welcome Center. Hand sanitizers available on all levels.

Hours
March 14–May 22
Museum and Sports Experience: daily 10 a.m.–5 p.m.

May 23–Sept. 7
Museum: daily, 10 a.m.–5 p.m.
Sports Experience: daily, 10 a.m.–6 p.m.

Sept. 8–Nov. 1
Museum and Sports Experience: Tuesday–Sunday, 10 a.m.–5 p.m.
Closed Mondays except Oct. 12 and 19.

Nov 2–Jan. 4
Museum and Indoor Sports Experience galleries: Tuesday–Sunday, 10 a.m.–5 p.m.
Outdoor Sports Experience: Closed for the season

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

Lockers
Level 1 in the Welcome Center behind Coat Check. Cost is 75 cents, $1, or $1.25 per locker.

Lost and Found
Located on Level 1 at Security Check-In by the Sports Experience entry gates or the Concierge Desk near Fireworks of Glass.

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! If you have questions, call 317-334-4000 prior to your visit. A limited number of complimentary wheelchairs are available for checkout at the Coat Check. For assistance during your visit, ask any staff member or go to the Concierge Desk on Level 1.

Volunteer Services
For information, call 317-334-4817.

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!
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.

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

- Please check the monitors outside galleries for information about the day’s programs.

- 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:

  - **Bright Area**
  - **Low Lights**
  - **Loud Area**
  - **Quiet Area**
  - **Tactile Opportunities**
  - **Movement Opportunities**
  - **Strong Smells**
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.

**Quiet areas:** Look for this symbol.
- Fireworks of Glass (on slower days)
- Hallway between Dinosphere and All Aboard!

### All Aboard!

**Auditory**
- This is a loud space, 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 will be loud at times, with periodic thunderstorm sounds. You will hear dinosaur noises and nature sounds.
- You will hear insects and other nature sounds as you walk down the ramp into Dinosphere.

**Movement**
- Slide a scanner panel to discover more about a Gorgosaurus and her skeleton.
- Lift flaps to reveal cool dinosaur facts.
- Crawl into a small cave and look up through a dome to pretend you are in a dinosaur habitat!

**Olfactory**
- You may smell pine and magnolia.
- Use scent stations to smell what T-Rexes smelled!

**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.
- There are many objects to touch, including drawers to open, levers to pull, and buttons to push.
- You may be able to touch a real dinosaur bone at the Paleo Lab window!
- You will see full-size dinosaur skeletons!

**Beyond Spaceship Earth**

**Auditory**
- This is a loud space.
- There are many different sounds in this space, 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!
- There are touchscreen monitors to use to interact with the exhibit.
- You can dress up like an astronaut!
- There is an interactive that lets you test how to control a robotic arm.

**Visual**
- The sky projected on the dome changes and there are periodic pretend 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.
- You will see full-size dinosaur skeletons!

*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.

### 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.
- There are touchscreen monitors to use to interact with the exhibit.

**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.
- Sometimes the actors 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.

**Tactile**
- There is a dig site* where you can search for pretend Terra Cotta Warriors.
- You can re-create 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.

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

*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.

### 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.
- You will see objects that relate to the show in cases as you walk in.

*Some shows include rumbling sounds and slight movement of the seats, to simulate what it is like to be in a spacecraft.

### Opportunity

**Movement**
- You will follow a straight path through most of the exhibit. This is so you can see what it is like to be in the space station.

**Auditory**
- The sliding doors that lead into the Planetarium make a loud swooshing sound that can be startling to some visitors.
- Mechanical sounds.

**Tactile**
- There are many different sounds in this space, 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.
- There are many objects to touch, including drawers to open, levers to pull, and buttons to push.
- You can dress up like an astronaut!

**Visual**
- There is an interactive that lets you test how to control a robotic arm.
- You will follow a straight path through most of the exhibit. This is so you can see what it is like to be in the space station.

### Loud Area

**Movement**
- The pattern on the floor is made to simulate the floor in the space station.

**Tactile**
- There are many objects to touch, including drawers to open, levers to pull, and buttons to push.
- You can dress up like an astronaut!

**Visual**
- The lights are low in most of the exhibit.
- The colors of the lights change throughout the exhibit.
- You will see full-size dinosaur skeletons!

*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.

### Bright Area

**Movement**
- The pattern on the floor is made to simulate the floor in the space station.

**Tactile**
- There are many objects to touch, including drawers to open, levers to pull, and buttons to push.
- You can dress up like an astronaut!

**Visual**
- The lights are low in most of the exhibit.
- The colors of the lights change throughout the exhibit.
- You will see full-size dinosaur skeletons!

*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.

### Lower Level
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.

**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 Dinosphere entrance**
*Auditory*
- This is usually a quiet space.

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

*Tactile*
- There is a cast of a dinosaur skeleton on the wall that you can touch!

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

**The Children’s Museum Store**
*Auditory*
- This is a loud space, on busy days.
- There is music playing.

*Visual*
- This is a bright space.
- 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 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.
- 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 is a loud space, on busy days. 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.
- Sometimes there are performances in this space. They are loud and may have 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.
- 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.

*Auditory*
- There is music playing.
- This is a loud space, on busy days.

*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.
- There are windows and natural light.
- There are signs to read.
First & Goal

Auditory
• This is a loud space. You will hear a lot of different sounds at the same time, like instructions from videos, music, footballs being kicked, crowd noise and cheering, and running feet.
• You will hear blocks tumbling when you complete the nutrition puzzle.

Movement
• See how fast you can complete the 10-yard dash!
• Try kicking a virtual field goal like a pro.*
• Participate in drills similar to those that players try to master at the NFL Combine.
• Show off your best dance moves as you and Blue celebrate with a touchdown dance!

Tactile
• Touch a piece of turf and learn what a football field feels like.
• There are touchscreen monitors to interact with the exhibit.
• Place puzzle pieces in the right order to create a balanced meal for a football player.
• Try on gear and feel like you’re in the action as a referee, player, or cheerleader!

Visual
• There is a life-size Blue (Colts’ mascot) figure at the entrance to the exhibit.
• This is a bright space.
• There are large lights that chase across the wall at the 10-yard dash. The lights change color as they move.
• You will see different types of trophies and memorabilia and learn about the history of football and the Colts.
• See how you compare in size to real football players!
• There are videos that play throughout the exhibit. Some of these are on screens that hang on the wall.

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

National Art Museum of Sport

Auditory
• This is a quiet space, but there is some sound that carries from the neighboring The World of Sport exhibit. There is music that plays in the exhibit.

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

Tactile
• There are materials to use to practice tracing and drawing. You can move mini models around and draw the shapes they make.
• There is putty to use to sculpt your favorite athlete or sports equipment.
• There is a touchscreen monitor to use to interact with the exhibit.

Visual
• This is a bright space.
• There are many pieces of art to look at and enjoy and there is a lot of information to read.

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 pitstop 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 your body in different ways.
• The rowing challenge is a good place to practice arm and leg movement—and teamwork!
• See if you can master the balance beam like a legendary gymnast.

Visual
• There are many pieces of art to look at and enjoy and there is a lot of information to read.
• 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 brightly painted walls.
• There are neon lights and a wall-mounted stopwatch in the motorsports garage.
• There are videos that play throughout the exhibit.
• 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 pitstop challenge is a good place to practice waiting in line. It is also a good place to practice taking turns.

Quiet areas: Look for this symbol.
• National Art Museum of Sport

There are two family restrooms located in the Efroymson Pavilion near the entry gates to the Riley Children’s Health Sports Legends Experience®. One of the restrooms has a changing station and it is affixed to the counter. The toilets in these restrooms are automatic-flush.

The Security desk is located near the restrooms.

There is a large video screen in the hallway between the galleries. It plays audio. You can have your picture taken and show up on the Fan Cam!

There are large windows that let in lots of natural light in the hallway outside the galleries.

Opportunity

Movement
• Practice some of the fundamentals of basketball at the passing and shooting challenge.
• Use your hand-eye coordination at the hockey goal-blocking challenge.
• Try out your pit crew skills at the pitstop challenge.* Move from one part of the car to another using tools to complete all the necessary tune-ups.

Tactile
• There are touchscreen monitors to use to interact with the exhibit.
• Try on jerseys from your favorite sport.
• Try out equipment from different sports, including rowing oars and basketballs.
• There is a mini race car you can sit in.
• 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!
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Movement
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• The rowing challenge is a good place to practice arm and leg movement—and teamwork!
• See if you can master the balance beam like a legendary gymnast.

Visual
• There are many pieces of art to look at and enjoy and there is a lot of information to read.
There are two family restrooms located on this level outside of *Take Me There*: Greece. These restrooms have automatic-flush toilets. The changing stations in these restrooms fold out from the walls.

**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**
- There are touchscreen monitors to use to interact with the exhibit.
- You can play with a toy pirate ship, a farm, and a castle.
- There are large fabric story books to flip through.
- You can try on trends from the 1960s–1990s.
- Take turns designing the next big fashion trend while you dress mini mannequins!
- You can use magnets to add patches to clothes on the wall display.
- Try drawing a superhero!

**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 brightly painted walls and a lot of wall graphics.
- There are videos that play throughout the exhibit.
- There is an overlook area that looks down into the exhibit.
- You can push a button and watch a rotating display of cowboy boots.

**Big, Bad, & Bizarre and Dinosaur Art Gallery**

**Auditory**
- This is a quiet space. It is a good place to sit and read books about dinosaurs.

**Tactile**
- There are materials to use to practice drawing dinosaurs.
- There is putty to use to sculpt models.
- You can touch a cast of *Dracorex hogwartsia*’s skull and a real femur fossil!

**Visual**
- You will see a large replica of a T. rex head, so you can imagine what feathered dinosaurs might have looked like!
- There are windows and natural light in this space.
- There is an overlook area that looks down into the *Dinosphere* exhibit.
- You will see fossil casts of *Pteranodon* hanging near the windows.

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

**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**
- 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.

**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 is a quiet space, on slower days.

**Tactile**
- There are tablets you can use to interact with the exhibit.

**Visual**
- There are windows and natural light in this space.

**Take Me There*: Greece**

**Auditory**
- This is a loud space.
- You will hear music and environmental sounds like traffic and birds 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**
- Uncover, measure, and recover pretend sea turtle eggs.
- Pull a lever, turn a wheel, and push a button to help make pretend olive oil!
- Pretend catch fish with poles and then carry them to the dock to weigh them.
- 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**
- There are touchscreen monitors to use to interact with the exhibit.
- Help care for pretend sea turtles and use tools to measure pretend sea turtle eggs and record your data.
- There are pretend pastries to bake in the bakery and Greek foods you can make and serve!
- Go shopping and pick up fruits and vegetables you would find in Greece.
- Feel the patterns used in ancient Greek designs.
- Try on traditional Greek costumes!

**Visual**
- This is a bright space and there are many bright colors.
- There are no windows for natural light.
- 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. You can sit in a seat and watch a video welcoming you to Greece! You will feel the seat rumble to simulate what it feels like to be in an airplane.
- There are videos that play throughout the exhibit.
- See icons and religious symbols that are important to Orthodox Christians.
- Look at photos that show what life is like for families in different areas of Greece.
- See how ancient Greek art and fashion inspire the art and fashion of today!

**Temporary Exhibit Galleries**
The exhibits in these galleries change often. Reference the provided insert or see a staff member for more information.
Auditory
- There is a video that plays at the entrance to the exhibit. This video features footage of severe storms. You will hear storm sounds during the video.
- This is a loud space. You will hear a lot of different sounds at the same time, like storm sounds, sound effects (such as clicks, dings, and buzzes), weather forecasts, and music. The sounds will change as you move through the space.
- The tornado simulator is loud both inside and outside of the simulator. You will hear fans blowing to sound like strong wind gusts.
- The Spin a Cloud interactive makes a loud knocking sound as it spins.

Movement
- See how hard you can dance in the Dance Up a Storm space and watch as weather effects intensify the more energetically you dance.
- You can crawl through a pretend snow tunnel.
- Move through the cottage to search for supplies.
- You can open cabinets and a refrigerator door during your search.

Tactile
- There are touchscreen monitors to use to interact with the exhibit.
- Test your weather knowledge and press buttons to answer quiz questions.
- Step inside a tornado simulator and feel winds up to 75 mph.
- Participate in a hands-on experiment to create a mist tornado.
- Touch models of different types of hail.
- Spin a giant wheel to investigate different types of clouds.
- Turn over tile pieces in a snowflake matching game.
- You can learn about wind chill by placing your hands in two transparent boxes and comparing how they feel. You will feel wind blowing across one of your hands!

Visual
- There is a video that plays at the entrance to the exhibit. This video features footage of severe storms. You will hear storm sounds during the video.
- This is a bright space.
- There are no windows for natural light.
- There are videos that play throughout the exhibit. Some videos show intense depictions of the dangers of severe weather. Some videos have lightning flashes.
- There is a darkened room with a projection wall where you can see your silhouette on the screen (Dance Up a Storm). As you dance, weather effects such as wind, flashing lights/strobe effects simulating lightning, thunder, heat, and pretend snow activate. The more energetically you dance, the more intense the weather effects become.
- The Take Lightning for a Spin interactive features flashing lights that at times look similar to strobe lights.
- You will see a large 3D sculpture of a tornado made out of metal. You can take your picture and it will display on the monitors around the sculpture. Your picture will fly between monitors like it is blowing in a storm.
- Have your picture taken with a pretend hurricane in the background.
- You will see life-size cutouts of weather researchers with projections that help explain their jobs.
- Inside the tornado simulator you will see images of flying debris and other tornado dangers. There is also a flashing light inside the simulator.

Wild Weather is developed and produced by Science North in partnership with the Ontario Science Centre.
American POP Stories from Our Community

Temporary Exhibit Gallery

Wild Weather
March 14, 2020–Jan. 10, 2021

Big, Bad, & Bizarre

InfoZone

Light Area

High Area

Strong Smells

Movement Opportunity

Quiet Area

Low Light Area

Tactile Opportunity

Greece

Stories from Our Community

Take Me There®

Access to Skywalk is via Level 1 only

= Elevator

= Restroom

= Family Restroom

Low Light Area

Bright Area

Quiet Area

Loud Area

Tactile Opportunity

Movement Opportunity

Strong Smells

Minifigures

Firework

Lifts

Atrium

Sunburst

= Elevator

= Restroom

= Family Restroom

Low Light Area

Bright Area

Quiet Area

Loud Area

Tactile Opportunity

Movement Opportunity

Strong Smells
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. There are hand dryers in Playscape.

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

**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.
- You will hear musical instruments.
- The art studio is a quieter space within the exhibit.

**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.

**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.

**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.

**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, including inside the Tree of Promise.
- 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 is no natural light.
- There are videos that play throughout the exhibit.
**Level 4**

**Carousel Wishes and Dreams** is a good space to practice waiting in line and taking turns.

There are hand dryers in Corteva Agriscience ScienceWorks.

There is a ball machine on Level 4. You can see how it works and watch the balls as they travel through the machine. It is loud and makes mechanical and bell sounds.

**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.

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.
- There is music playing.

**Movement**
- There is a walk-through maze. It can be disorienting. There are small “escapes” to crawl through.
- Climb to the treehouse.

**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, but no natural light.
- There are many bright colors.

**Mastodon**

Take a look at a full-size mastodon skeleton from Indiana!

**Tactile**
- Touch a real mastodon skull.
- Feel what a mastodon tusk is like.

**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.
- You will hear what sounds like thunder. There are pretend thunderstorms throughout the day at the water table.

**Movement**
- Try the climbing wall!

**Olfactory**
- A fog machine is used in the space to simulate weather conditions.
- Lift flaps to smell water at different stages of the treatment process.

**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.
- Feel what a cave wall feels like.

**Visual**
- This is a bright space.
- There are pretend thunderstorms at the water table, which include flashing/strobe lights that are meant to look like lightning. A fog machine is also used.
- Areas such as the farmhouse or the cave are smaller spaces within the exhibit and may be comforting for some children.
- There are videos that play throughout the space.
- 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. It is also a good place to practice taking turns.