







## SENSORY GUIDE

The Sensory Guide was designed to help inform you of the sensory processing challenges that you might face when visiting Discovery Place Science. In this guide, sensory stimuli include those that relate to sound, sight, touch and movement. Each permanent exhibit was evaluated to determine the level of sensory stimulation (low, medium and high). Please note that levels of sensory stimuli may change depending on the day and time of your visit.

This guide is organized by floor levels. The elevators or stairs will give you access to the three levels. Please use this guide to help plan out your Museum experience so that it can best fit your sensory needs.

### KEY

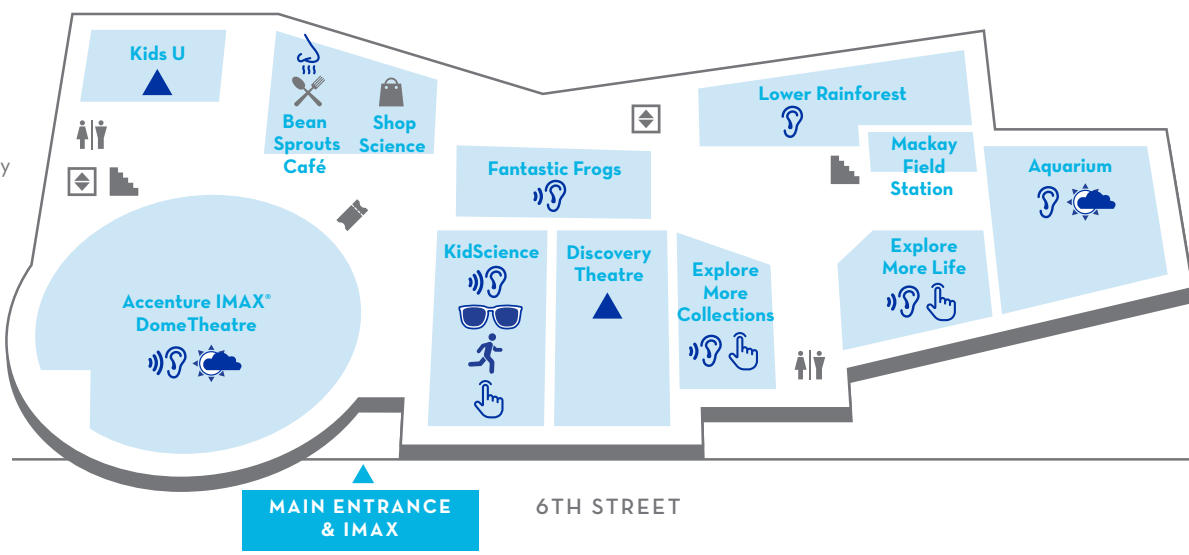
<b>Sound</b> 	<b>LOW:</b> Noise that is similar to having a conversation with someone.
	<b>MEDIUM:</b> Noise that is similar to city traffic (inside a car) and a noisy restaurant.
	<b>HIGH:</b> Noise that is similar to a food processor or sports games.
<b>Sight</b> 	<b>LOW:</b> Lighting that is low contrast and one color.
	<b>MEDIUM:</b> Different colored lighting or high contrast lighting.
	<b>HIGH:</b> A combination of lights that may be high contrast, bright, moving and flashing.
<b>Touch</b> 	<b>LOW:</b> Involves objects that have only one smooth texture.
	<b>MEDIUM:</b> Involves opportunities to interact with objects with a variety of textures.
	<b>HIGH:</b> Requires interaction with a variety of textures.
<b>Movement</b> 	<b>LOW:</b> Requires little to no movement.
	<b>MEDIUM:</b> Requires movement from only the upper or lower body.
	<b>HIGH:</b> Requires movement of the entire body. May involve intense motions, such as swinging, running, spinning, etc.



## LEVEL 1




### Map Key

- Low noise level
- Medium noise level
- High noise level/very busy area
- Low/dark lighting
- Natural lighting
- Bright and/or multi-color lighting
- Dependent on exhibit program
- Touch opportunities
- Movement opportunities
- Strong smells



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### KID SCIENCE EXHIBITION

EXHIBIT	DESCRIPTION OF THE AREA	SENSORY LEVEL	
<b>Activity Tables</b> 	Activity bins are found on tables within the exhibition. They contain various objects of a wide variety of textures. The objects can be interacted with through stacking, balancing, sorting, building, etc.		LOW
			LOW
			MEDIUM
			LOW
<b>Air</b> 	Air can be used to float balls and push textured scarves through tubes. Air force can be activated by movement, such as walking up to the tables, sitting or bouncing in the chairs. The surrounding areas are loud and can increase the noise within this area.		HIGH
			LOW
			MEDIUM
			HIGH
<b>Build</b> 	Various structures can be built within this area with giant blocks. The blocks are soft so if the structure breaks, it won't make a loud noise!		LOW
			MEDIUM
			LOW
			MEDIUM






This resource was developed by Discovery Place Museums in collaboration with Virginia Commonwealth University's Department of Occupational Therapy, and created by Marina Nguyen with support from Lauren Andelin, OTD, OTR/L, BCP.

EXHIBIT	DESCRIPTION OF THE AREA	SENSORY LEVEL	
<b>Color and Light</b> 	<p>This area is filled with multi-colored bright lights. At the Color Wall, you can move wheels up, down and turn to change lights into different colors. The Light Table is where colors from provided materials can be mixed to create unique patterns. The Light Pegs include using oversized colored pegs to create a design.</p>		LOW
			HIGH
			LOW
			MEDIUM
<b>Motion</b> 	<p>Tinkertoys of different shapes and textures are provided to build and race cars.</p>		LOW
			MEDIUM
			HIGH
			MEDIUM
<b>Sound</b> 	<p>Different objects are provided in this area to explore sound. During busier days, this area can be extremely loud.</p>		HIGH
			HIGH
			LOW
			MEDIUM
<b>NanoZone</b> 	<p>Guests ages birth to 36 months are encouraged to explore here. Exhibits include a soft play area for tummy time and mirrors to develop visual tracking skills; an Adventure Challenge Bridge with a “trail” targeting development of motor skills; and a Playhouse that incorporates a variety of textures for pretend play.</p>		MEDIUM
			HIGH
			MEDIUM
			HIGH
<b>Imaginative Play</b> 	<p>Engage in imaginative play and act out scientific roles here! The surrounding areas may be loud and may increase the noise within this space on busier days.</p>		LOW
			MEDIUM
			HIGH
			LOW
















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## LEVEL 1 KID SCIENCE EXHIBITION

EXHIBIT	DESCRIPTION OF THE AREA	SENSORY LEVEL	
 <b>Water Table</b>	<p>The place to experiment with water! The running water increases noise level in this area. You may get wet in this area. Waterproof aprons and hand dryers are available, but we recommend bringing a change of dry clothes.</p>		HIGH
			HIGH
			HIGH
			MEDIUM
















## LEVEL 1

EXHIBIT	DESCRIPTION OF THE AREA	SENSORY LEVEL	
 <b>Fantastic Frogs</b>	<p>A visual exhibition to show how frogs live and survive. Scientific videos and plenty of live frogs can be found here! Located in between high-traffic areas of the Museum so when busy, this space can be loud.</p>		MEDIUM
			MEDIUM
			LOW
			LOW
 <b>Explore More Collections</b>	<p>Allows for touchable interactions and viewings through microscopes with some of the Museum's non-living Collections! There are seating options and bathrooms that are available within this area.</p>		MEDIUM
			MEDIUM
			HIGH
			LOW
 <b>Explore More Life</b>	<p>Learn about living things and how they are all interconnected! Animals are in glass enclosures for viewing. Touch Tank gives you a chance to touch aquatic species—you will get your hands wet! During busier hours, you may have to wait in line and it might be very loud. There are sinks and paper towels within this space. Classes and programs are offered here, so if the doors are closed, the space is not open to the public.</p>		MEDIUM
			MEDIUM
			HIGH
			LOW

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## LEVEL 1

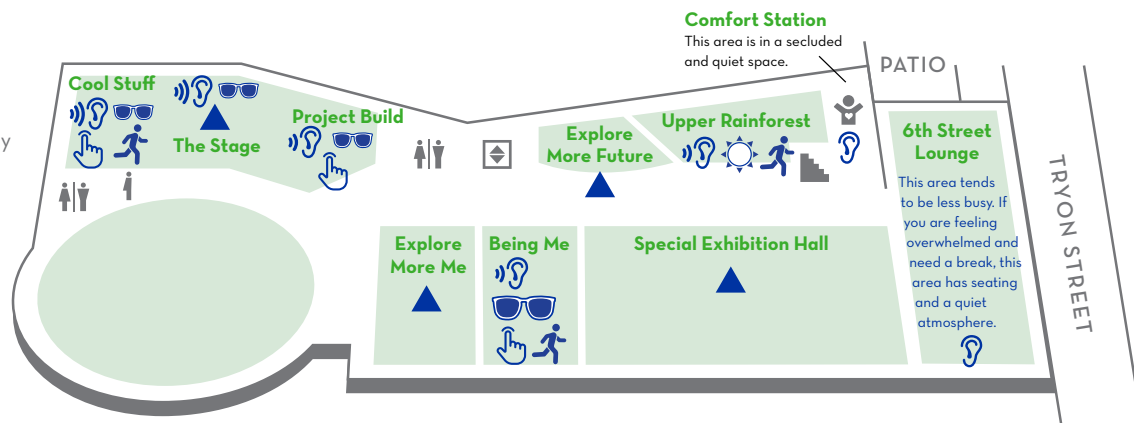
EXHIBIT	DESCRIPTION OF THE AREA	SENSORY LEVEL	
<b>World Alive: Globe</b> 	Discover the ecosystems and biodiversity around the world by viewing the interactive reader rail and globe wall in this medium-lit space!		LOW
			MEDIUM
			LOW
			LOW
<b>World Alive: Aquarium</b> 	Multiple species of coral, tropical fish and other unique species in ecosystems from around the world can be found here. There is low light within this area, seating is available and it is located on the edge of Level 1, making it a bit quieter than other exhibitions.		LOW
			MEDIUM
			LOW
			LOW
<b>World Alive: Lower Rainforest</b> 	This is where you can view the Rainforest floor through a glass window. Be on the lookout for ground-floor frogs, turtles and more!		LOW
			MEDIUM
			LOW
			LOW

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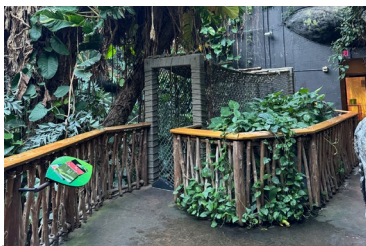
















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EXHIBIT	DESCRIPTION OF THE AREA	SENSORY LEVEL	
<b>World Alive: Upper Rainforest</b> 	In our urban Rainforest, you can see animals in their natural environment. Be on the lookout for free-flying birds, tree-dwelling reptiles, frogs, turtles and more. Like any other rainforest, it is very humid and can have increased ambient noise! Look for the live animals, but don't touch. There's also a rope bridge that you can cross!		MEDIUM
			LOW
			LOW
			HIGH
<b>Being Me</b> 	Learn all about the human body here! You can run to spin on the Big Wheel to find out the effects of exercise, use the Vein Viewer to find the vessels in your hands or take a look at human body parts.		MEDIUM
			MEDIUM
			HIGH
			HIGH
<b>Project Build</b> 	Let your design dreams come to life and make castles or forts with a variety of materials. There is an increase in ambient noise that can be heard from nearby exhibitions, making it a louder area throughout.		MEDIUM
			MEDIUM
			HIGH
			MEDIUM

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## LEVEL 2

EXHIBIT	DESCRIPTION OF THE AREA	SENSORY LEVEL	
<b>Cool Stuff</b> 	An interactive space to explore the cool science principles in our everyday life. It is heavily visited and can get very loud on most days. Live science shows are held at The Stage in this space, which includes use of different colored bright lights and a microphone. During the show, you may be seated on wooden benches, close to other people.		HIGH
			HIGH
			HIGH
			HIGH

## LEVEL 3

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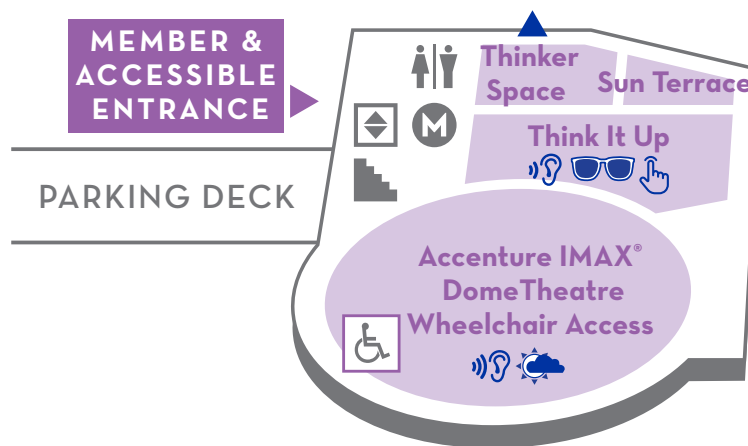







EXHIBIT	DESCRIPTION OF THE AREA	SENSORY LEVEL	
<b>Think It Up</b> 	Learn by doing! You can walk on light sensors to make music, create your own visual art piece on an LED light display, use materials to make objects and release them into Flutter Tubes and so much more. You can even create something new using recycled materials to take home. The possibilities are endless! This area has high contrast and multi-colored lights. At busier times, it can get very loud.		MEDIUM
			HIGH
			HIGH
			MEDIUM

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