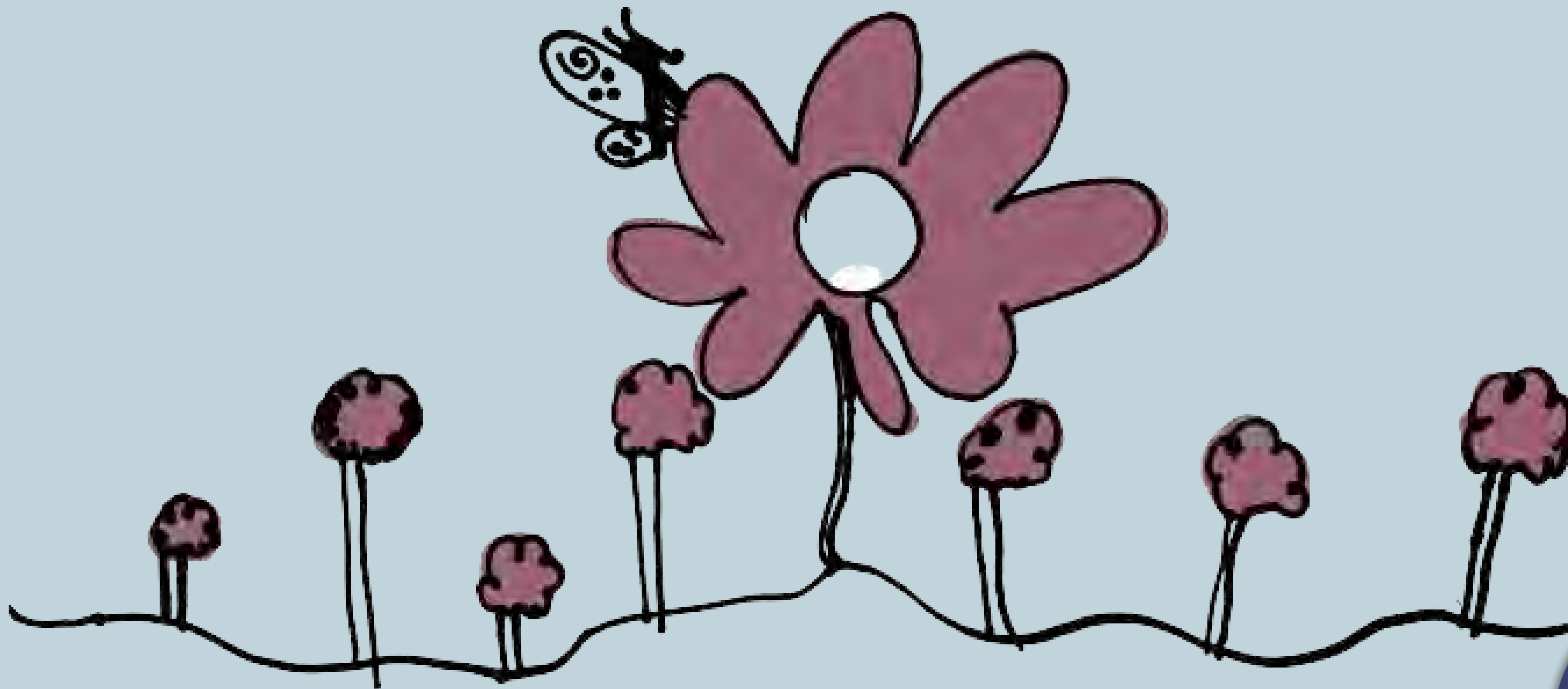


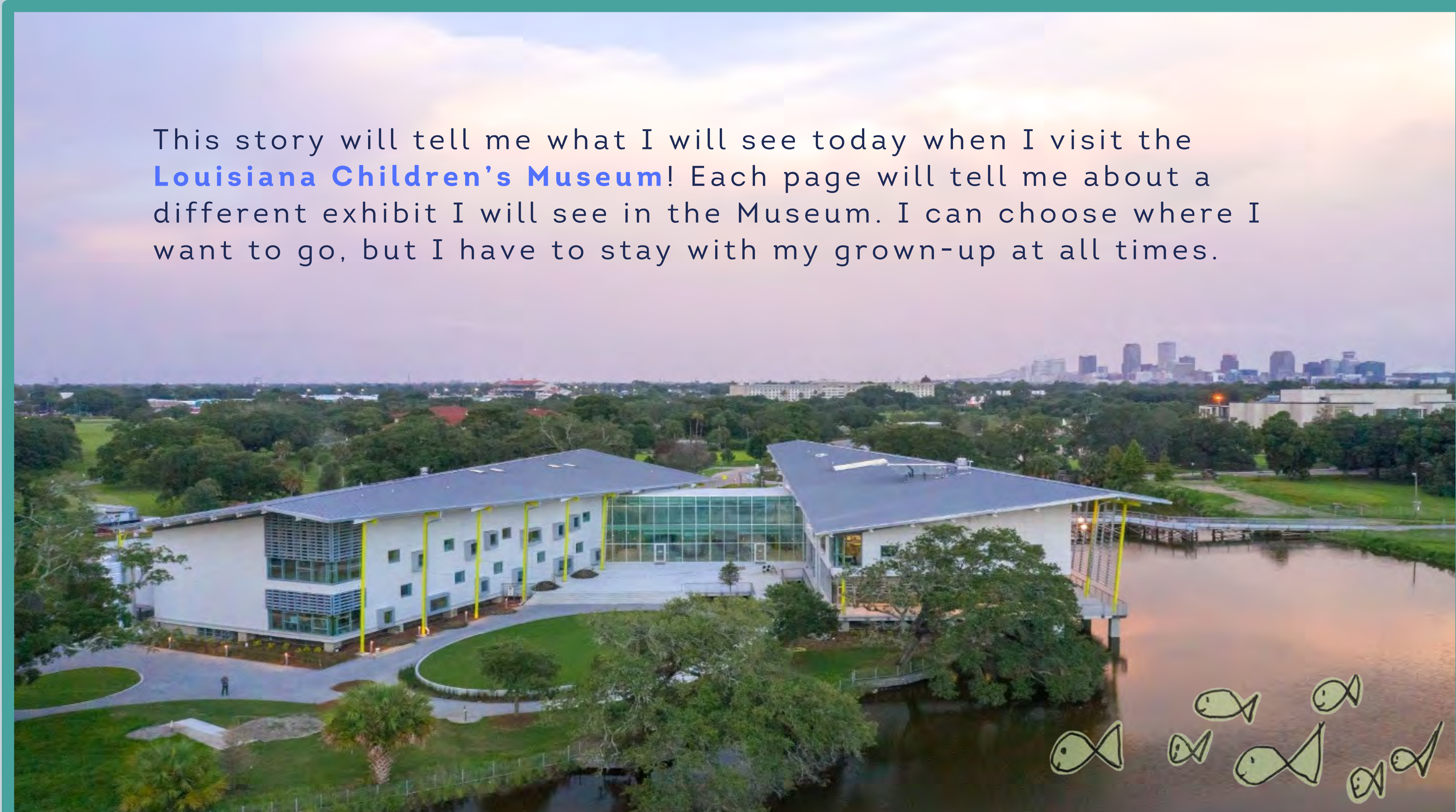
# SENSORY FRIENDLY PLAYTIME

LOUISIANA CHILDREN'S MUSEUM





This story will tell me what I will see today when I visit the **Louisiana Children's Museum**! Each page will tell me about a different exhibit I will see in the Museum. I can choose where I want to go, but I have to stay with my grown-up at all times.





When I arrive at the Museum, I will see this building.

We will park our car, and **walk** up this ramp.



I can sit in these swivel chairs, but I don't have to.





I can walk onto this bridge and see what is called a **fog installation**.

**Fog** is tiny water droplets, like mist, that can be thick or thin and difficult to see through.





Once I see this **blue** awning, I know I am headed into the museum.  
I can use the big doors, or I can walk through the door made  
just for me!





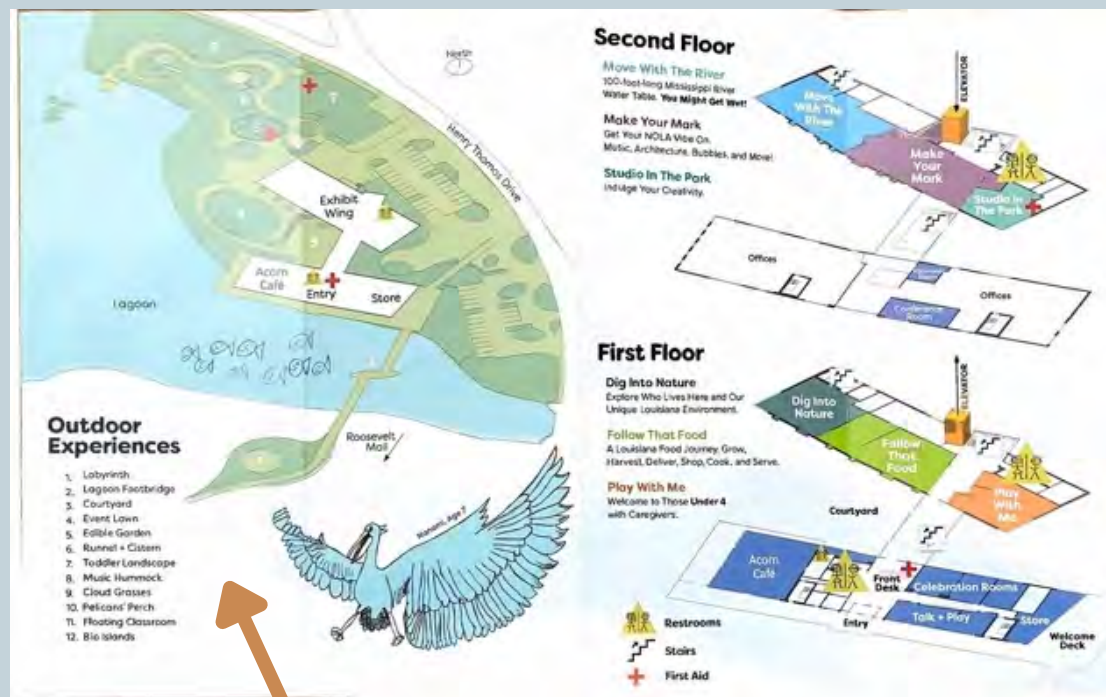
Museum staff are adults that can answer my questions or help me if I get lost.

They wear **bright blue** shirts or aprons and have a white name badge.  
This is what they look like.



When I walk into the museum, I will see this **front desk**. We will check in at the front desk and I will be handed a map of the museum.

I will wait patiently for my turn.



This is what a **map** of the museum looks like.

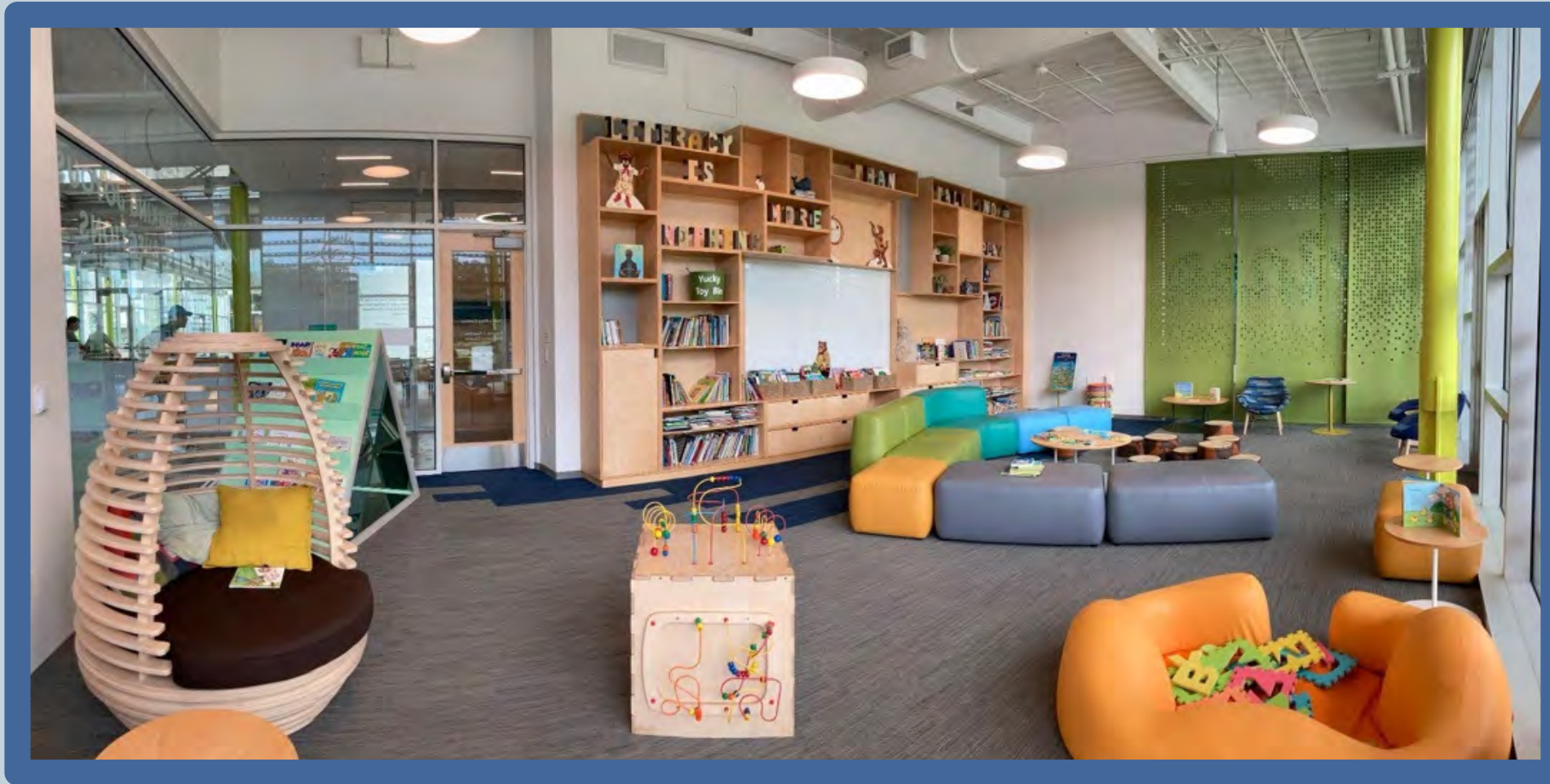




If I need to use the **restroom** or get **water**, this is where I can go. I will also have a chance in two other parts of the museum. The toilet will flush on its own. The **flushers** and the **hand dryers** can be loud.



To the right of the front desk and down the hallway is where I can go if I need some **quiet time**. This room has the lights turned down low and cozy seating for me to take a break.



**Talk and Play** has soft, colorful benches to lay on with lots of books to read, stuffed animals to snuggle with, and puzzles to do!



Once I pass the front desk, I will walk through a set of glass doors, into the **atrium**.



When I am in the atrium, I can choose to explore the **outdoor area**, **upstairs** or keep walking into the **first floor** exhibits.

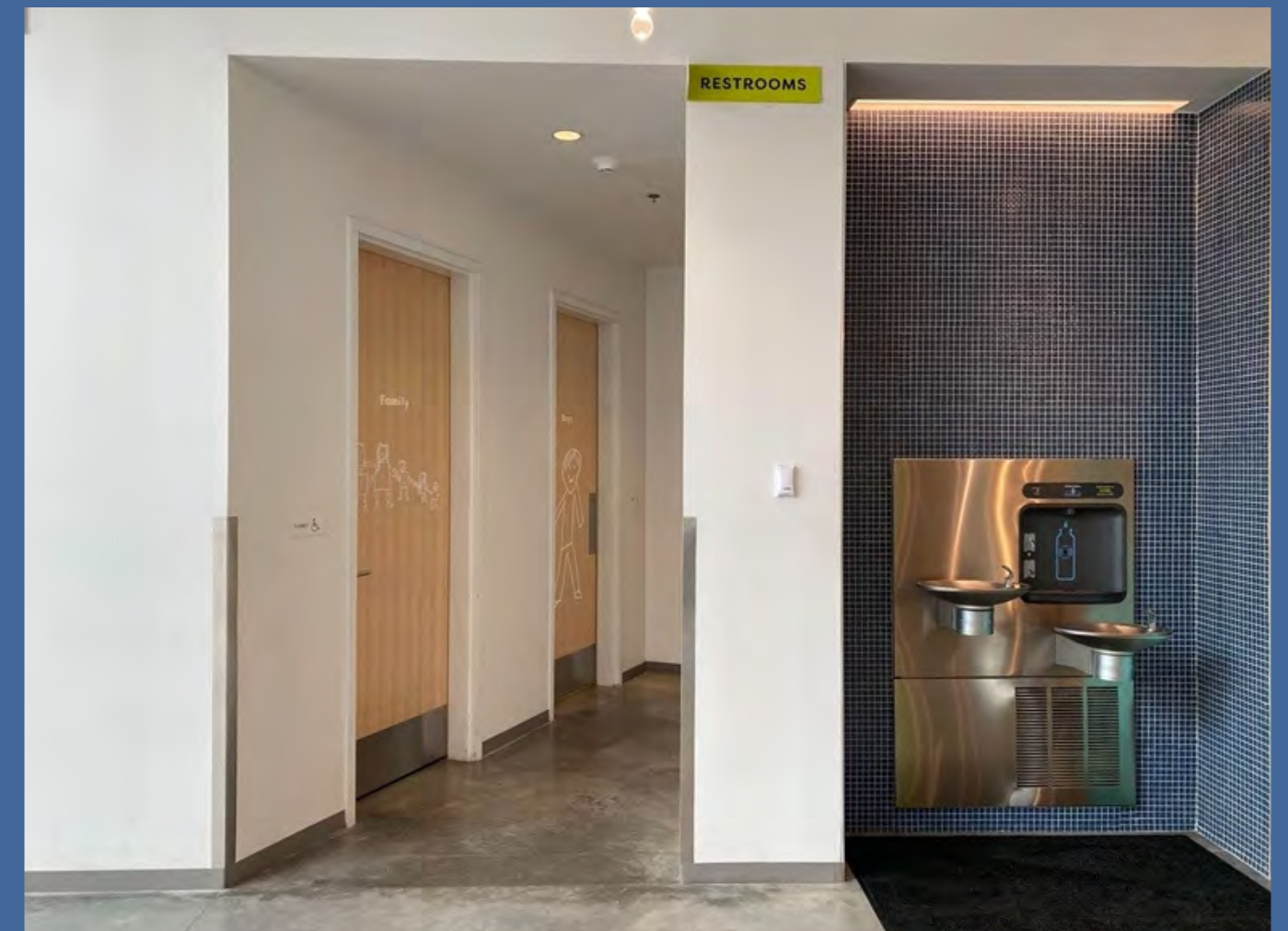
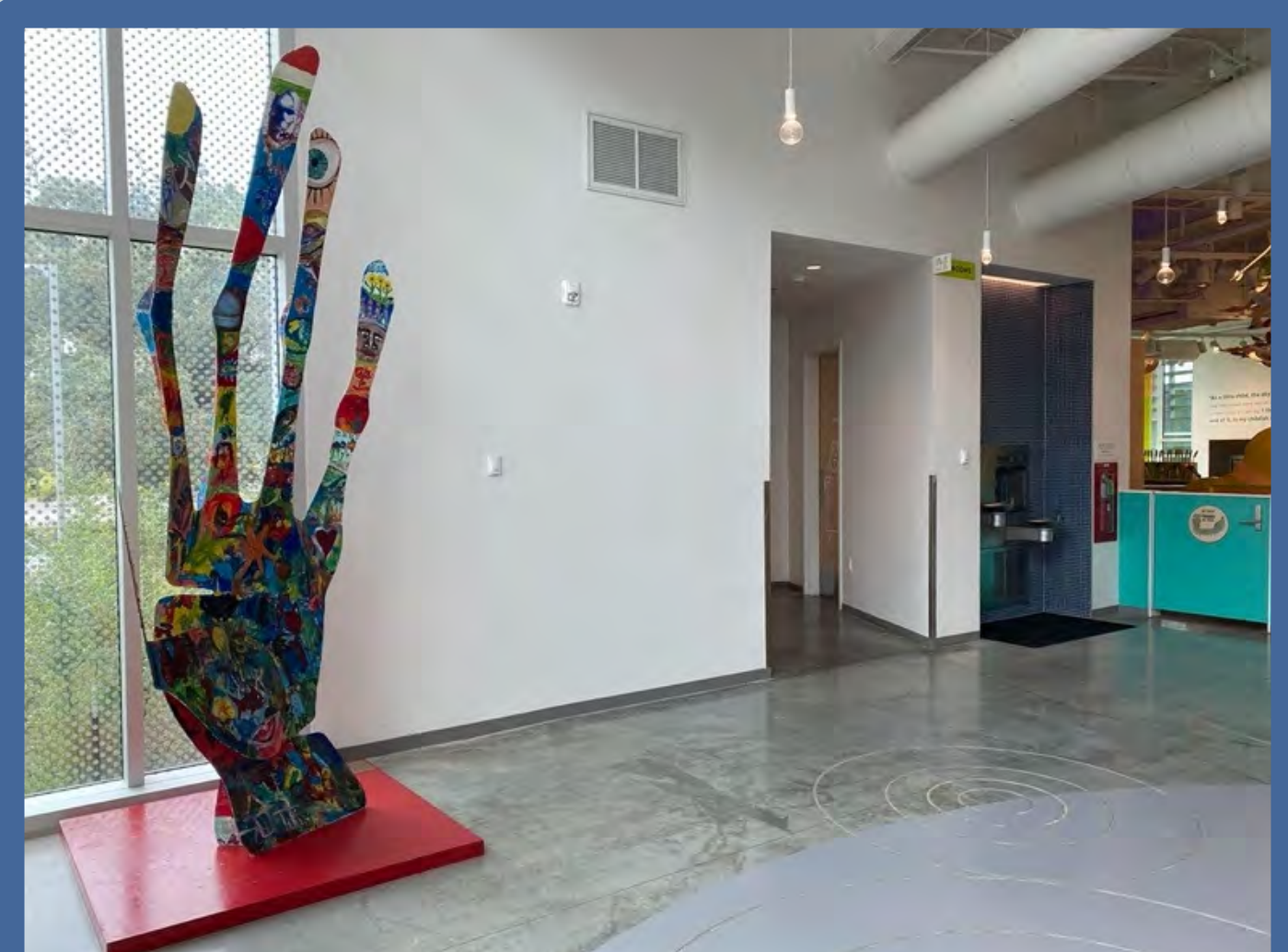


If I need to use the **restroom**, the first floor has a family restroom by the big colorful hand.

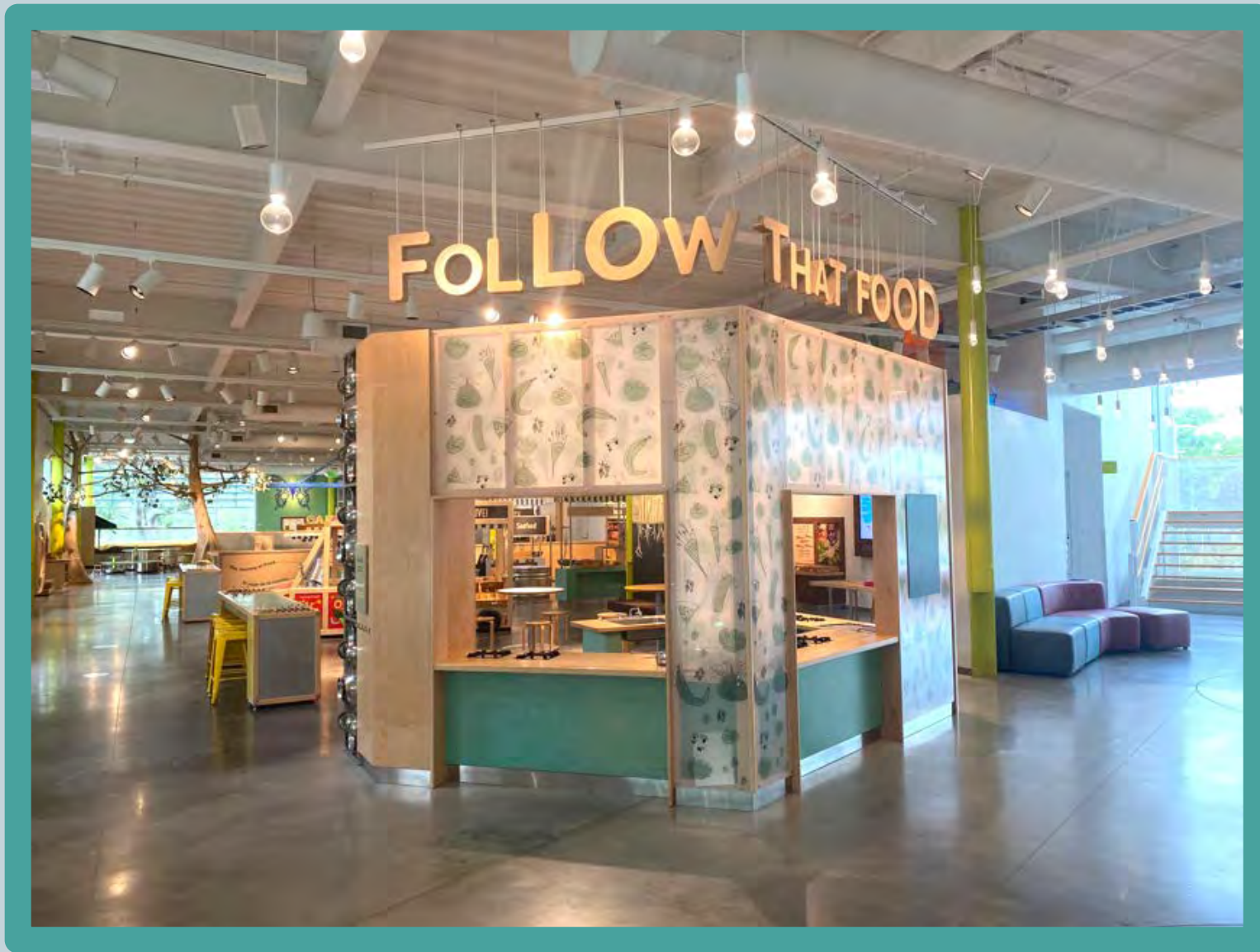
I can also use the boys' and girls' restrooms.

The toilet will flush on its own. The **flushers** and the **hand dryers** can be loud.

This spot also has a place where I can get **water** and fill my water bottle.







In **Follow That Food**, I can pretend to be all sorts of different people. I can be a chef, a server, a dishwasher, a customer, or a cashier.

When I am done playing, I can **help** in this exhibit by putting my groceries, plates, costumes, and utensils I played with back in the spot where I found them.

Mr. Okra's **food truck** is where I can pretend to drive. It may play some sounds that can be loud.





**The Bean Machine** has small black beans I can move by myself or with help from others.

I will make sure to keep only the beans in the machine and not move these beans to other parts of the museum.



**The Gear & Plinko Wall** has colorful plinkos I can spin by myself or with help from others.

Some kids like to try and get all the gears to move at the same time!



Next to the bean machine is **Dig Into Nature**.



**WHEN I AM IN THIS AREA I CAN:**

- Pretend to be in a **pirogue** and catch fish
- Build with **Magnatiles**
- **Read** a book in the nest
- Watch and create **waves**
- Be a **veterinarian**



- Examine nature under the **microscope**



- Get my hands dirty in the **Sedimentation Table**

(I can move the sediment to create, but I can't throw it out because I will make a big mess.)



# HOW DO I GET UPSTAIRS?

There are **FOUR** ways to get upstairs in the museum.

The first is through the **atrium**.

The second is in between **Play with Me** and **Follow that Food**.

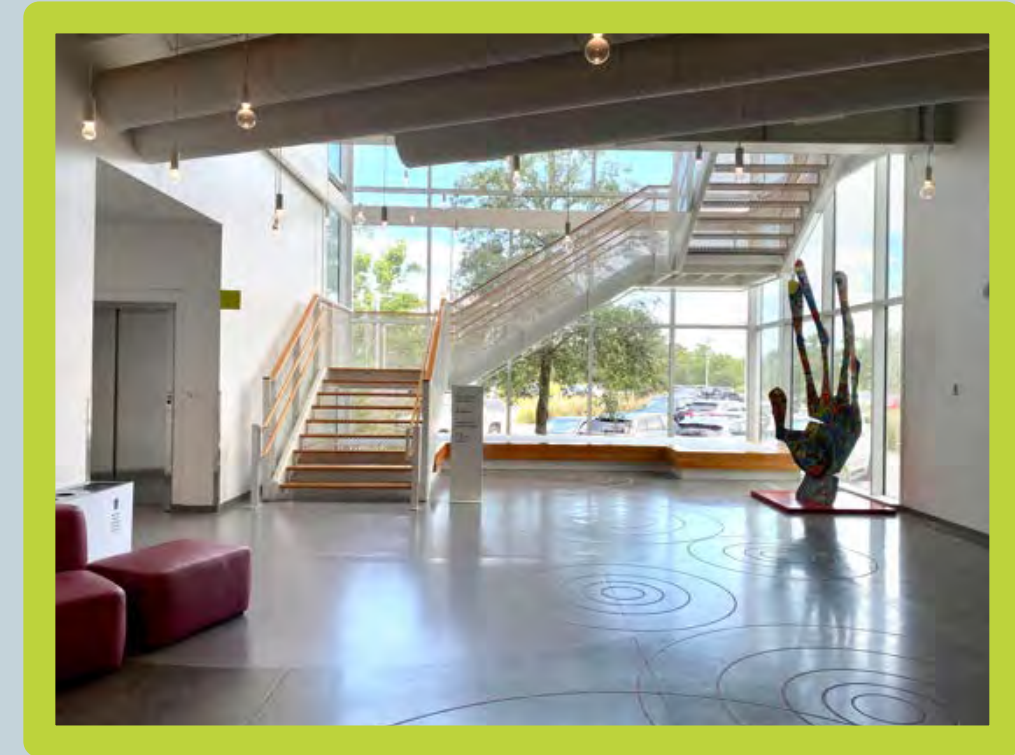
(By the big, colorful hand)

The third is in **Dig Into Nature**.  
(To the left of the reading nest)

The fourth is the **elevator**.  
(Across from the big, colorful hand)



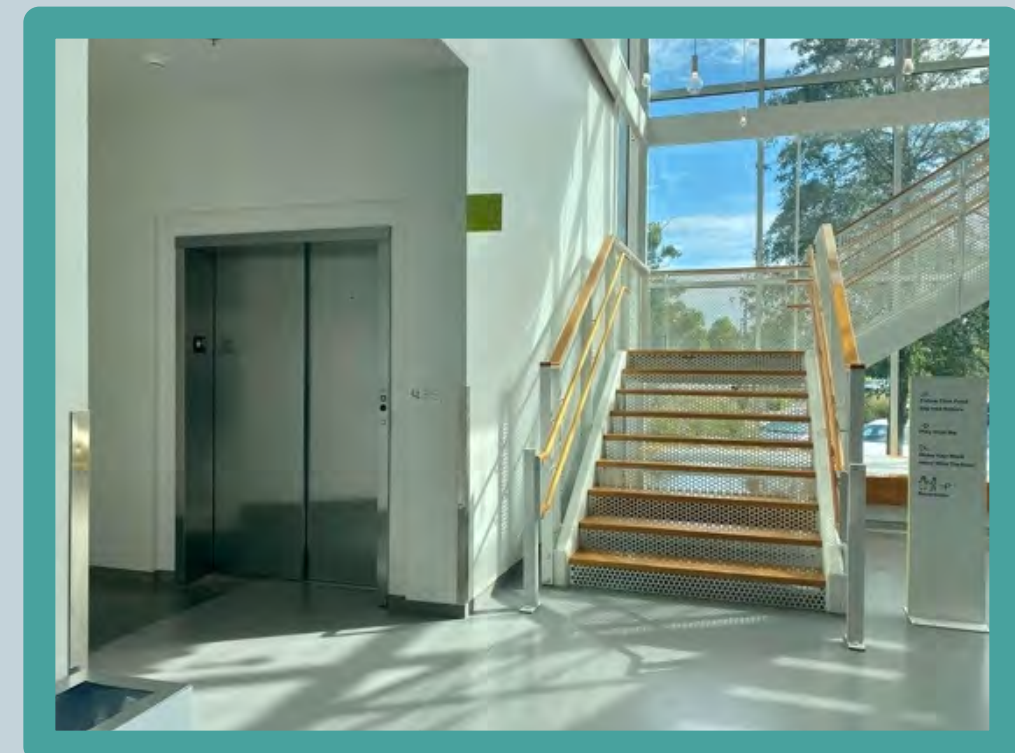
first



second



third



fourth



When I go upstairs, I will see the **Studio in the Park**. This is the place where I can create drawings on the table.



Next to the Studio, I can see the area where I can make a big **bubble**. I might have to wait in line for my turn. I have to make sure not to step in the bubbles so I don't slip and fall!

Once I am inside the square, I can pull the black rope down by myself or get help from my grown-up.







If I need to use the **restroom**, the second floor has a place to go near the bubble area. This spot also has a place where I can get **water**. The toilet will flush on its own. The **flushers** and the **hand dryers** can be loud.



Upstairs, I will see the exhibit called **Make your Mark**.

A bright and colorful New Orleans style **shotgun house** is ready for me to explore!







I can create more drawings on the **light table** with a sheet of paper, a pencil, and stencils.

I will make sure to only draw on the paper when I use my pencil.

This area also has a cozy **book nook** where I can sit or lie down to read a book!

I can engage in shadow play, build with blocks of different shapes and sizes and make my mark with special crayons to **draw** on the wall and table.

I will make sure I use the crayons only on the glass wall and white table.







Next to the book nook, I will see a piano I can play, with a wall full of different textures I can bang on. I might have to wait in line for my turn at the piano.

I can also play music and dance in the **Jammin' House**. This room can get loud. The Jammin' House has a trumpet to toot, a bass to strum and many other instruments to play.

I will be gentle with these instruments because I want other people to be able to play with them too!





In **Move With The River** I will use my **walking feet** because the floor is wet and I don't want to slip and hurt myself.

I can put on a **blue smock** so I don't get wet. If I do get wet, I can use the hand dryers. The hand dryers can get loud.

In this gallery, I can **see**, **hear** and **touch** the water flowing down to the Gulf of Mexico.







I can use the black boats and colorful cargo to move my boat **up** and **down** the river.

I can use the **grey objects** to move the water in different directions as well as use the tributaries to pump water into the river.

I can **pump** water out of New Orleans by using one of the three pumps.



# OUTDOOR ADVENTURES

When I go outside, I can explore the **outdoor areas**!

I can play with big blue blocks, run or walk through a tunnel, play on steel drums, and take a look at the wildlife around me.



## Eye Spy Stations

I can see City Park's wildlife closely through these binocular stations overlooking the lagoon.



When I am ready to leave, I will look for the **atrium**. I will exit from the same place that I came in.







**LCM**

**LOUISIANA  
CHILDREN'S  
MUSEUM**

Thank you for visiting the Museum. We hope you had a fun time!