

# SCIENCE MUSEUM OF MINNESOTA SOCIAL NARRATIVE



## GENERAL EXPECTATIONS

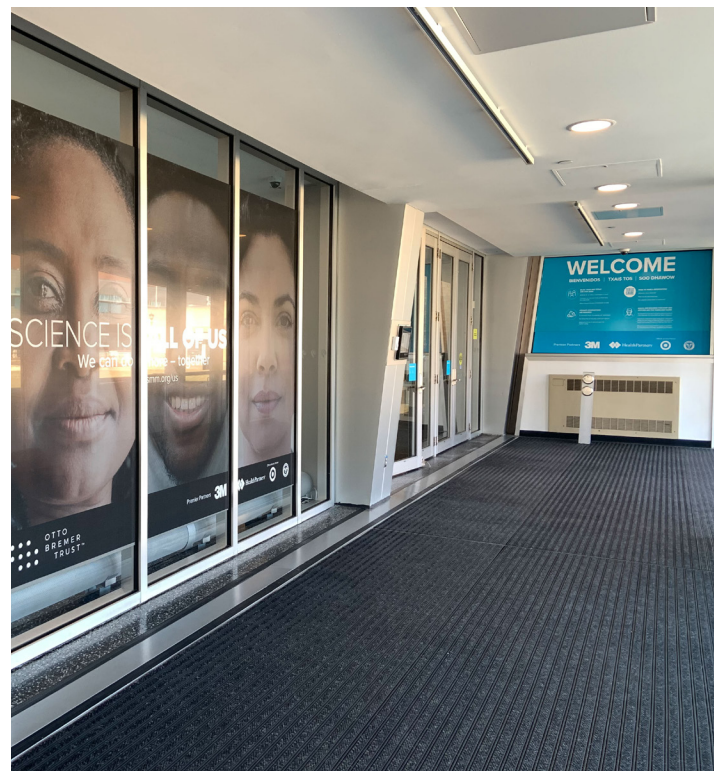
- I will use my indoor voice when I am in the exhibit galleries and the Omnitheater.
- I will walk while I am in the museum.
- I will stay with my group while I explore the exhibits.
- I will take turns and share the exhibits with other people.



# WELCOME TO THE SCIENCE MUSEUM OF MINNESOTA



If I enter the Science Museum from the front, I will see the Science Museum's sign and a lot of windows.



If I enter from the parking ramp, I will take an elevator to the Lobby level and enter the Science Museum through a hallway.



# THE LOBBY | LOBBY EXHIBITS

Loudness rating: 3



In the Lobby, I will see the Ping Pong Ball Launcher. I can use a lever to pump up the launcher. It makes a sudden noise when a ball is launched.



I will also see a *Tyrannosaurus rex* skeleton. And there is a *T. rex* skull exhibit where I can move the jaws.



We will scan our tickets on a smartphone or from a print out at the scanners before the exhibit entrance.



## THE LOBBY | THE EXPLORE STORE

Loudness rating: 2



The Explore Store is at the front of the museum. The store has books, t-shirts, toys, rocks and many other things.

## THE LOBBY | RIVERWAY STAIRS: MUSICAL STAIRS

Loudness rating: 3



To the right of the Lobby, I can see the Musical Stairs between levels five and six. If I step on the stairs, I will hear different sounds.



# THE LOBBY | EXHIBIT ENTRANCE

Loudness rating: 2



After we scan our tickets, the sliding doors open for me when I walk toward them.

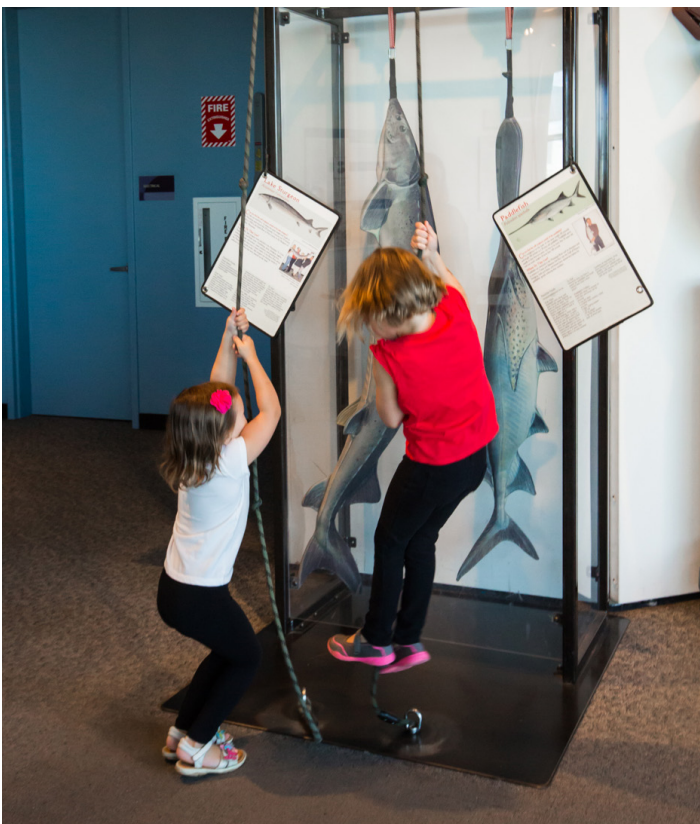


# OUR EXHIBITS | MISSISSIPPI RIVER GALLERY, LEVEL FIVE

Loudness rating: 2



I walk through the sliding doors and into the Mississippi River Gallery. I can look at exhibits that are about the river and animals and rocks. I can play with exhibits on weather. I can visit the Collectors' Corner to see lots of rocks, shells, and bones.



I can pull on a rope to lift a toy fish and find out how much it weighs.



The Collectors' Corner has many rocks, fossils, shells, and skulls to see and touch.



# OUR EXHIBITS | HUMAN BODY GALLERY, LEVEL FOUR

Loudness rating: 3



I will see exhibits about the human body, old medical devices, and several different types of microscopes.



I can open the small door of the Sneezer and a spray of water will come out of the picture of her mouth. It will make a little noise when the water comes out.



I can see a real Egyptian mummy from 2,000 years ago. Part of its wrappings been removed to reveal one side of the have body. The mummy is behind a gray wall, so I can choose to see it or not.



I will see the Bloodstream Superhighway over the middle of the exhibit gallery. It wiggles a lot and makes a continuous pumping sound.



The bridge that connects this gallery with the *RACE* exhibit has many automata that move when the buttons are pushed.



# OUR EXHIBITS | *RACE: ARE WE SO DIFFERENT?*, LEVEL FOUR

Loudness rating: 2



I can open the doors to walk into the *RACE* exhibit. This exhibit is about race in America. I can also get to the Native American exhibit, *We Move and We Stay*, which is a little farther back.



This exhibit relies heavily on its powerful multimedia components. This means that many videos are playing at the same time, offering a lot of auditory input. It will sound like many people are talking at the same time.



## OUR EXHIBITS | WE MOVE AND WE STAY, LEVEL FOUR

Loudness rating: 2



The Star Quilt interactive and the People's Loom in the neighboring *We Move and We Stay* exhibit are fun, hands-on activities.



Also in this exhibit, there is a real bison hide to touch and a bison skeleton to look at.



# OUR EXHIBITS | DINOSAURS AND FOSSILS GALLERY, LEVEL THREE

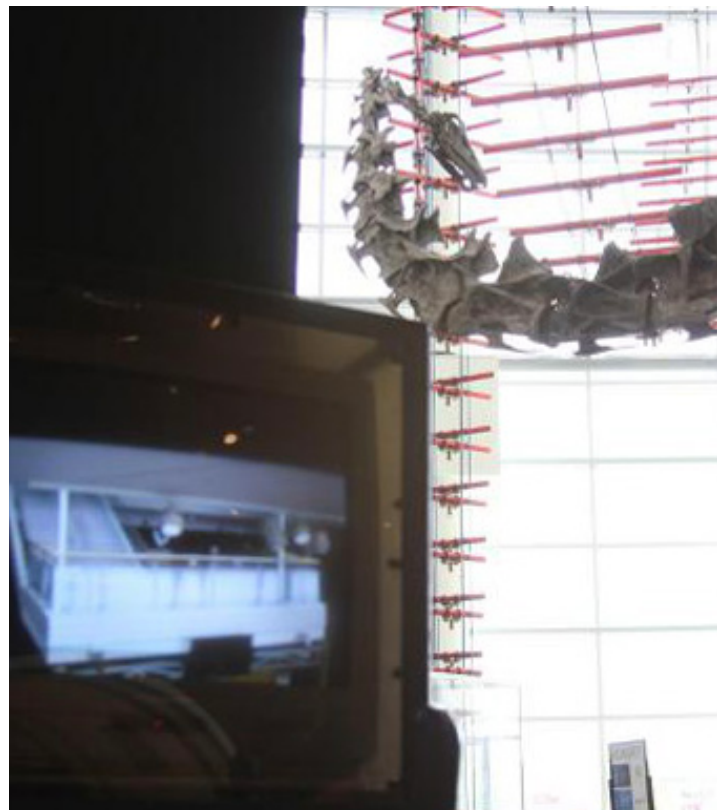
Loudness rating: 2



I can see a lot of big and small fossils in the Dinosaurs and Fossils Gallery.



The fossils are in cases or behind other barriers so that I can look at them safely.



The Dino Cam helps me see what the museum looks like from up high like the *Diplodocus*.



## OUR EXHIBITS | DINOSAURS AND FOSSILS GALLERY, LEVEL THREE

Loudness rating: 2



The *Diplodocus* “stomach” is a large barrel that several people can sit in at a time.



The Seismofon (the xylophone-like sculpture hanging from the ceiling in Chomp) chimes intermittently and at varying volume levels.



# OUR EXHIBITS | EXPERIMENT GALLERY, LEVEL THREE

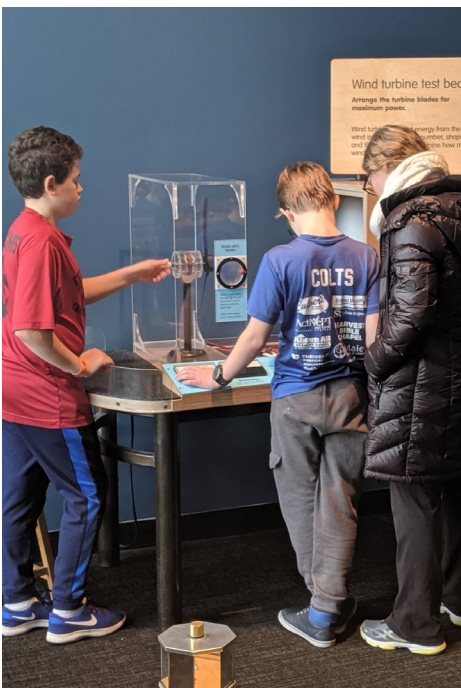
Loudness rating: 4



I will see exhibits on wind, weather, electricity, and sound in this exhibit.



The Gyro Platform is a good whole-body experience.



The Musical Ratios exhibit features a keyboard that can be loud and/or high-pitched.



The Waves on a String component features a cello.

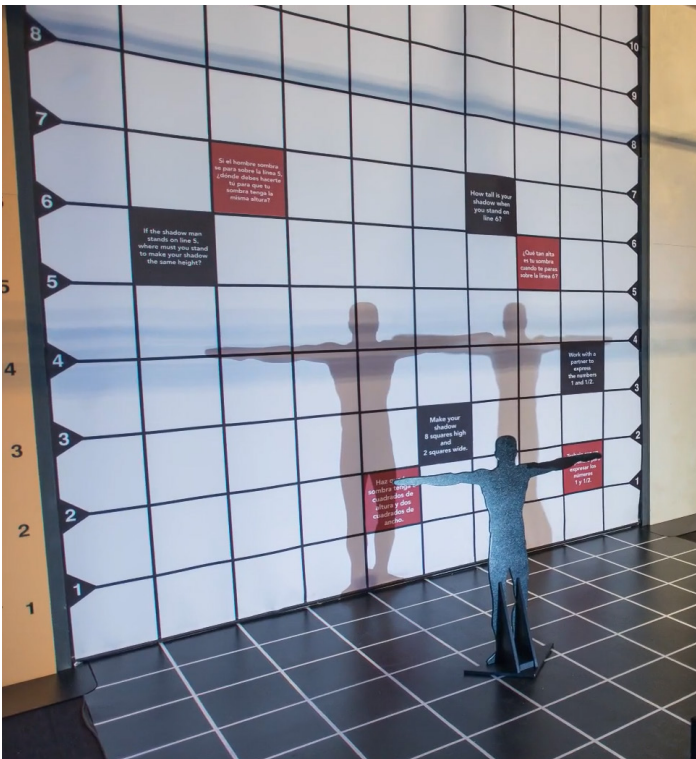


I can test different materials at the wind tubes, which have fans blowing air through them.



# OUR EXHIBITS | MATH MOVES, LEVEL THREE

Loudness rating: 4



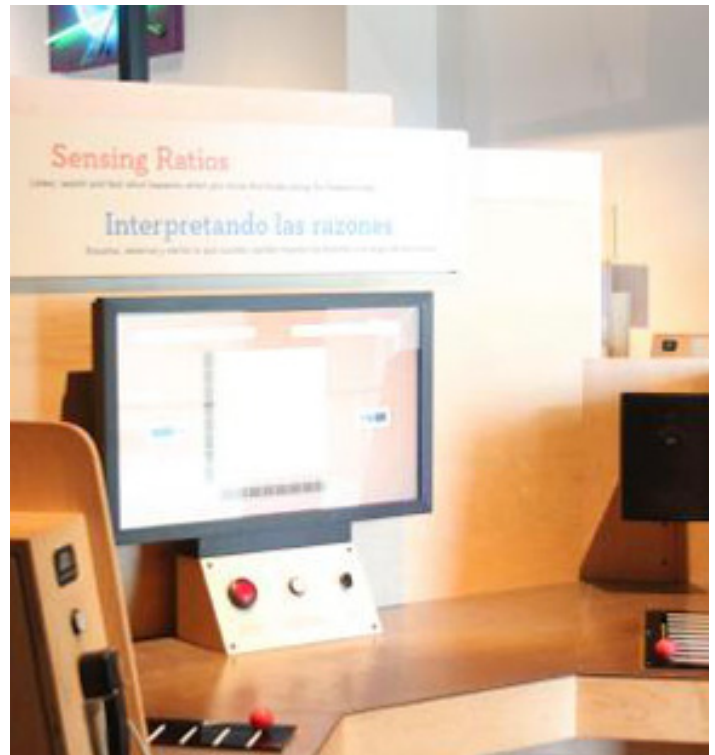
I can play with a lot of different materials and even use my whole body to learn about math.



I can change the speed of the loud clicking sounds at the Comparing Frequencies exhibit.



Motion Math uses a ticking sound (like a clock) to help me count the time between my steps.



Sensing Ratios features knobs that can be loud and/or high pitched when moved.



## OUR EXHIBITS | SPORTSOLOGY, LEVEL THREE

Loudness rating: 4



I can run, jump and throw balls in the *Sportsology* exhibit.



In the Motion Lab, I can film myself throwing a ball or doing other actions.

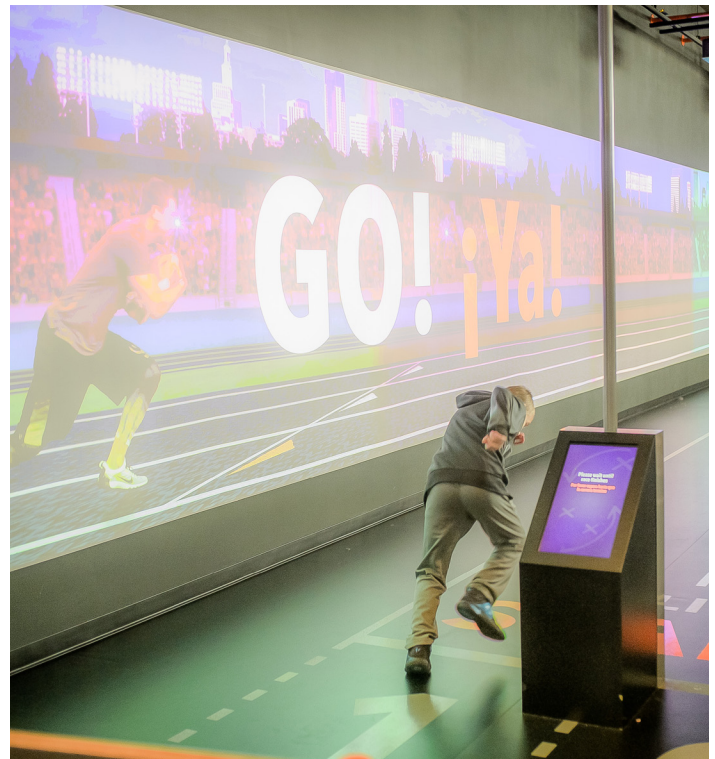


## OUR EXHIBITS | SPORTSOLOGY, LEVEL THREE

Loudness rating: 4



Then, I can see myself in slow motion and also see athletes in action. There are three different parts to this activity, so I will need to follow the signs and audio instructions.



In the Run component, I can race against jumps and measure them against local athletes, TC Bear, or a *T. rex*!



At Throw, I can throw a ball through both stationary and moving circles.



At the Jump exhibit, I can practice my jumps and measure them against soccer goals, volleyball nets, basketball hoops, and more.



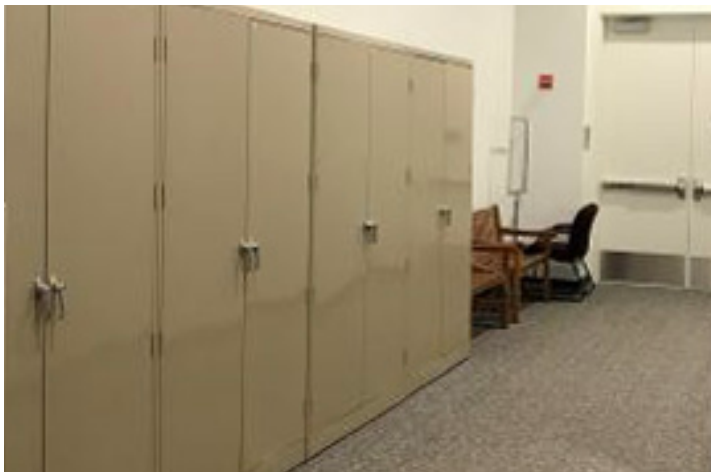
## DURING YOUR VISIT

### WHAT IF I HAVE A QUESTION OR NEED ASSISTANCE?



Science Museum staff will be happy to assist you. There is at least one person in each gallery and you can also talk to the staff at the lobby desk, the exhibit entrance and at the Omnitheater entrances.

### IS THERE A PLACE TO ESCAPE THE CROWDS AND NOISE?



Yes. The back hallway of the *RACE* exhibit on level four (near the all-gender and family restrooms) has seating and is quieter and away from the gallery floor. Restrooms and drinking fountains are located nearby.



There is also quiet seating on level three in the hallway behind the Experiment Gallery (past the brown bear), or in the Wellness Room on level four near the *RACE* exhibit. The Wellness Room is available on a first-come, first-served basis. This room is equipped with a baby changing station. An adult changing facility is also available. Please speak to staff for assistance.



## DURING YOUR VISIT

### IS THERE A PLACE TO STORE MY STUFF?



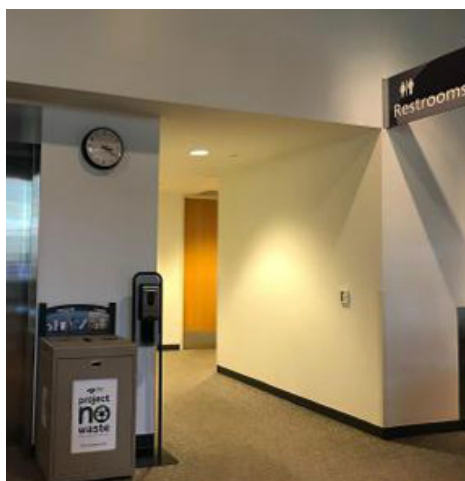
Yes. Lockers are located in our lobby and vary in cost from \$3 to \$2. Lockers are electronic and accept a code for access—payment by credit card only at a nearby kiosk.

### WHAT ARE THE RESTROOMS LIKE?

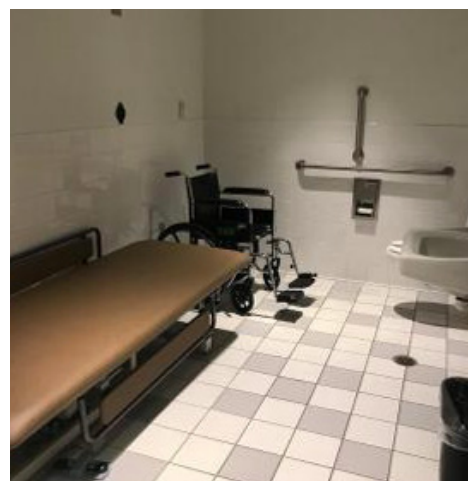
All restrooms are equipped with automatic soap dispensers, faucets, and paper towel dispensers, as well as handle-flush toilets (only the lobby restrooms have sensor-flush toilets).



All gender and family restrooms are located on level four near the *RACE* exhibit.



Infant changing stations are located in the restrooms near the Exhibit Elevators on each floor.

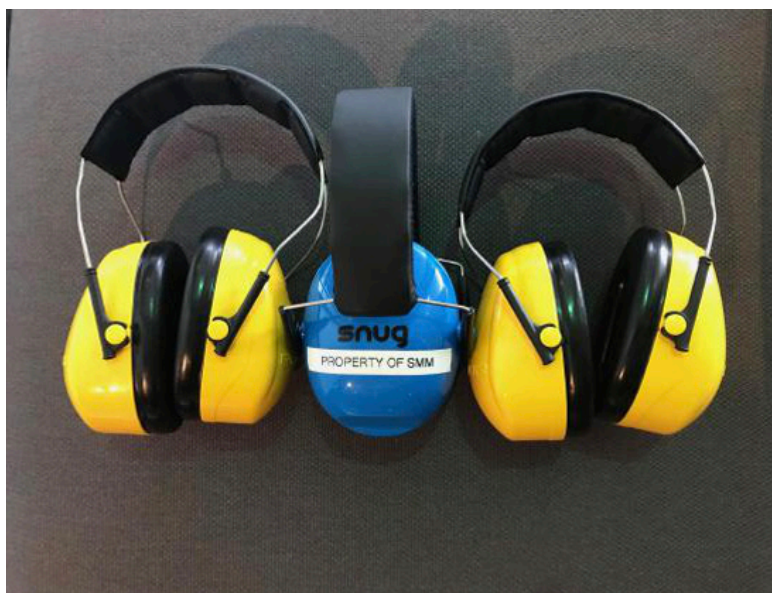


An adult changing station is also available on level two upon request, ask a staff member for assistance.



## DURING YOUR VISIT

### DOES THE SCIENCE MUSEUM HAVE NOISE-DAMPENING HEADPHONES?



We have a variety of tools available to help our visitors with sensory issues have a fun and fulfilling visit. At the exhibit entrance, ask our staff for sound-dampening headphones, a timer, or a kit containing headphones, fidgets, gloves, and sunglasses.

## WHERE TO EAT



If I am hungry, I can get beverages and snacks at GINKGO Coffee Bar & Deli on level five. There are tables, chairs, and free water where I can enjoy my food on level six.

I can also sit in the dining area on level six to eat food that I bring with me.



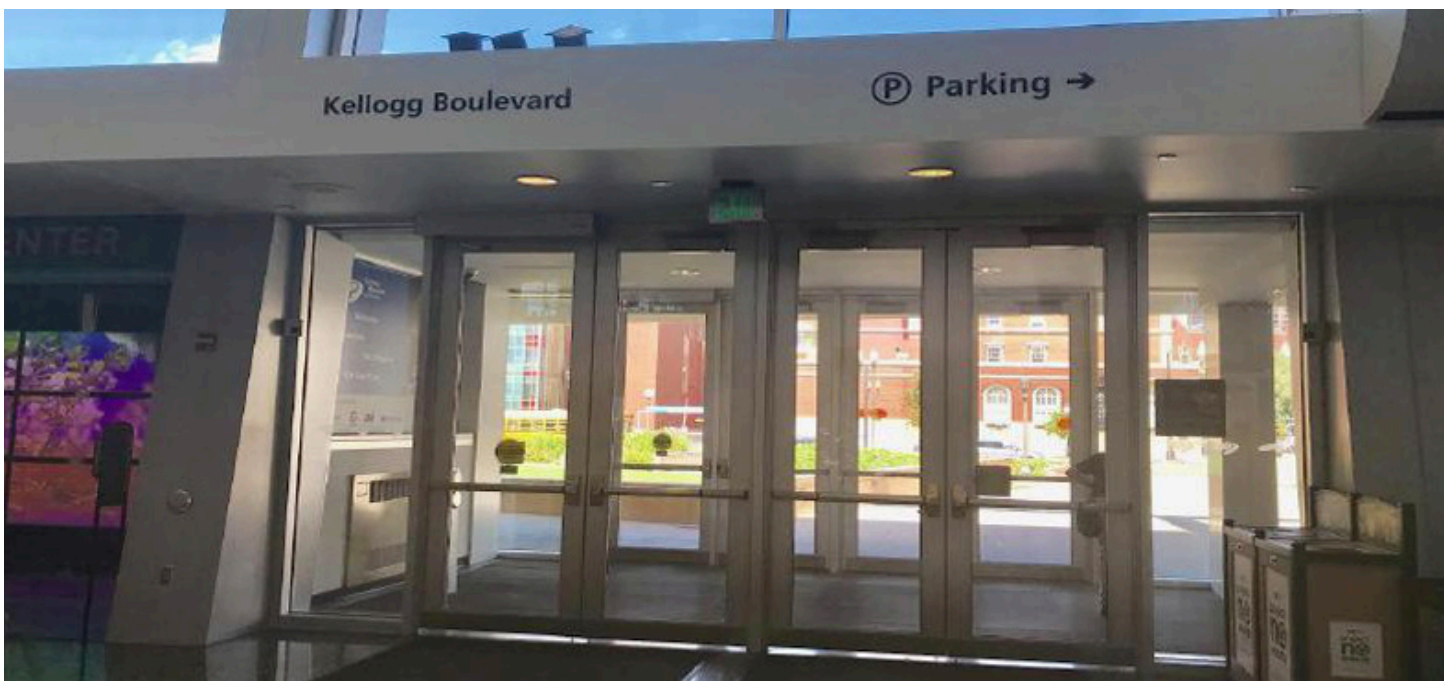
## DURING YOUR VISIT

### HOW DO I GET IN TO THE OMNITHEATER?



I can wait for my movie to start at the entrance to the Omnitheater on level five. If I don't feel comfortable in the lobby, I can ask the Omnitheater staff to use the wheelchair accessible entrance on level six.

## LEAVING THE SCIENCE MUSEUM



When I leave the Science Museum, I will walk out through the front doors in the lobby.