



Science
Museum
of Minnesota®

**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.

Purchasing Tickets



Sun	Mon	Tue	Wed	Thu	Fri	Sat
28	29	30	31	1	2	3
4	5	6	7	8	9	10
		MUSEUM ADMISSION, FEATURING MAYA: HIDDEN WORLDS REVEALED	MUSEUM ADMISSION, FEATURING MAYA: HIDDEN WORLDS REVEALED	MUSEUM ADMISSION, FEATURING MAYA: HIDDEN WORLDS REVEALED	MUSEUM ADMISSION, FEATURING MAYA: HIDDEN WORLDS REVEALED	9:00AM MEMBER LOUNGE
		OMNITHEATER: 10:00AM JANE GOODALL - REASONS FOR HOPE	OMNITHEATER: 10:00AM STELLAR TOURS: A STAR IS BORN	OMNITHEATER: 10:00AM STELLAR TOURS: A STAR IS BORN	OMNITHEATER: 10:00AM STELLAR TOURS: A STAR IS BORN	MUSEUM ADMISSION, FEATURING MAYA: HIDDEN WORLDS REVEALED
					OMNITHEATER: 11:00AM	OMNITHEATER: 10:00AM

I will purchase my tickets prior to arrival using the online ticketing portal at smm.org/tickets.
 If I cannot get them ahead of time, I can buy tickets at the desk in the Lobby.

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.

Welcome to the Science Museum of Minnesota



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. There is also a *T. rex* skull exhibit where I can move the jaws.

The Lobby

The Explore Store

Loudness rating: 2



The Explore Store is on the left side of the Lobby. The store has books, T-shirts, toys, rocks, and many other things.

The Lobby

Ticketing Station

Loudness rating: 3



I can purchase tickets or borrow a Sensory Kit from staff members at the ticketing station. I will scan my tickets using the laser under the signs.

Exhibit Entrance

Loudness rating: 3



The sliding doors open for me when I walk toward them.

Riverway Stairs: Musical Stairs

Loudness rating: 3



To the left 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.

Our Exhibits

Mississippi River Gallery, Level Five

Loudness rating: 2

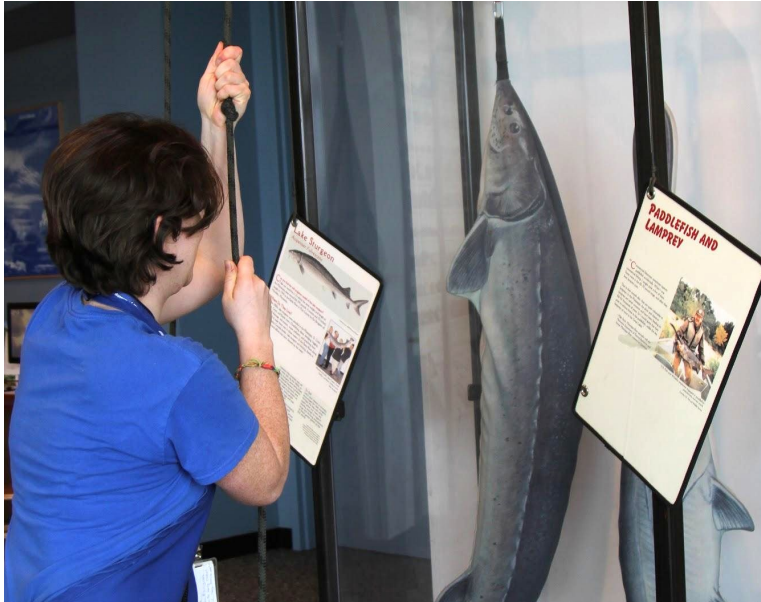


I will walk through the sliding doors and into the Mississippi River Gallery. I can look at exhibits that are about the river and animals and rocks. I can play with exhibits on weather. I can visit the Collectors' Corner to see lots of rocks, shells, and bones.

Our Exhibits

Mississippi River Gallery, Level Five

Loudness rating: 2



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 components about the human body.

Our Exhibits

Human Body Gallery, Level Four

Loudness rating: 3



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

Our Exhibits

Human Body Gallery, Level Four

Loudness rating: 3



I can see a real Egyptian mummy from 2,000 years ago. Part of its wrappings have been removed to reveal one side of the 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.

Our Exhibits

RACE: Are We So Different?, Level Four

Loudness rating: 2



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 in the neighboring exhibit is a fun, hands-on activity.



Also in the *We Move and We Stay* exhibit, there is a real 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.

Our Exhibits

Dinosaurs and Fossils Gallery, Level Three

Loudness rating: 2



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) chimes intermittently and at varying volume levels to represent the vibrations of earthquakes in other parts of the world.

Our Exhibits

Experiment Gallery, Level Three

Loudness rating: 4



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

Our Exhibits

Experiment Gallery, Level Three

Loudness rating: 4



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.

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.

Our Exhibits

Math Moves, Level Three

Loudness rating: 4



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



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



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

Our Exhibits

Sportsology, Level Three

Loudness rating: 4

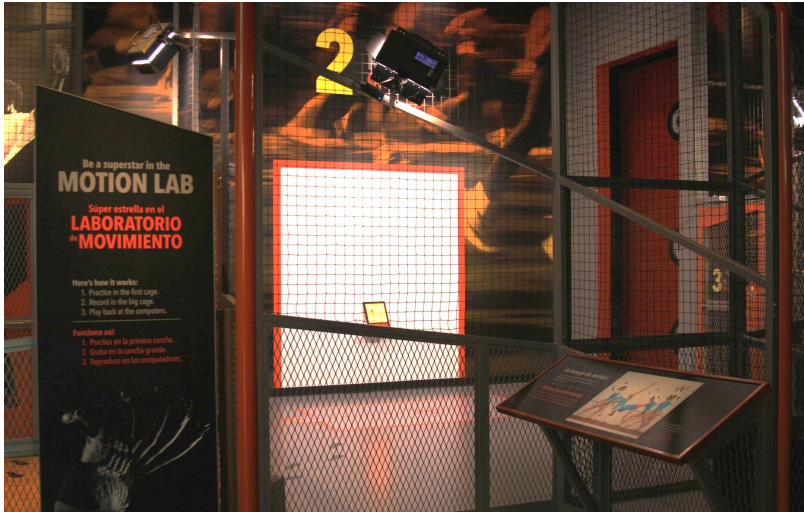


I can run, jump, and throw balls in the *Sportsology* exhibit.

Our Exhibits

Sportsology, Level Three

Loudness rating: 4



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

Our Exhibits

Sportsology, Level Three

Loudness rating: 4



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



In the Throw section, 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 can help me. There will be at least one person on each floor in the Galleries. I can also talk to the staff at the Lobby desk.

During your visit

Is there a place to escape the crowds and noise?



The back hallway of the *RACE* exhibit on Level Four (near the all gender and family restrooms) is quieter and away from the gallery floor. Restrooms and drinking fountains are located nearby.



There is also a quiet area on Level Three in the hallway in the back of the Experiment Gallery (past the dermestid beetles).



The Wellness Room is a calm place to sit. It is located in the back of the *We Move and We Stay* exhibit on Level Four (to the right of the bison skeleton).

During your visit

Is there a place to store my stuff?



Yes. Lockers are located in the Lobby on either side of the Explore Store. They are available to rent for \$2-\$3 from the nearby kiosk. The kiosk only accepts cards for payment.

During your visit

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 at the back of the *RACE* exhibit.



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



An adult changing station is available on Level Four in the Wellness Room near the *We Move and We Stay* exhibit.

During your visit

Are there any sensory tools to borrow?



The Science Museum offers noise dampening headphones on a first-come, first-served basis. Please speak to a staff member about borrowing a pair for your visit. You can also ask to borrow a Sensory Kit, which contains headphones, sunglasses, gloves, and fidget toys.

During your visit

Where can I eat?



If I am hungry, I can get food at the cafes in the Lobby or on Level Six. I can buy coffee drinks, pastries, and lunch foods here. I will take my food to the tables in the Lobby or the dining area on Level Six to eat. I can also sit in these areas to eat food that I bring with me.

During your visit

How do I get into the Omnitheater?



I can go to the Omnitheater and scan my ticket 15 minutes before the movie I want to see starts. I will wait for the seating announcement before entering the Omnitheater. If I want to take the elevator instead of the stairs, I can ask a staff member to help me.

Leaving the Science Museum



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

Feedback about this social narrative is welcome! Please contact Ronda Maurer at rmaurer@smm.org with suggestions, comments, or questions.