



## **Please Touch Museum is excited to welcome our visitors for Play Without Boundaries!**

Please use this handy guide to prepare for what you and your family can expect during your visit to the Museum.

### **What to expect upon arrival:**

When you come up to the front door, there will be someone wearing a black shirt waiting for you. They are one of our security guards, and they will help you come into the building. They will check to make sure you have tickets. If you do, they will send you inside to wait in line to check in. If you do not have tickets yet, they will help your grown up get tickets, and then you will go inside to wait in line to check in.

Once you come into the building, you will wait in line in front of our admissions desk. People will be checking visitors in on both sides of the desk, so you may wait in front or around the back of the desk. No one can go in and start playing until they have checked in at the admissions desk. Here, someone will scan your tickets, and tell you and your adult what activities are happening for the day. They will also give you a yellow carousel wristband so that you can ride the carousel if you would like. You can wear this as a bracelet, but you do not have to- your adult can also wear it, or just hold it, and show it to the person at the carousel when you'd like to go on.

After you check in, you can explore the museum! You will start in a big, open room with a sculpture of a torch. This room is called Hamilton Hall. If you look to the right, there is a water table you can play in. If you look to the left, there is a city with a SEPTA bus, model trains, a food cart, and a construction zone. You can pick which of those you would like to visit first or walk right through them to the exhibits beyond. You can also go straight down the stairs or elevator to your left, or the ramp to your right, and start playing in any of our exhibits downstairs.



## Where to find help:

If you need help at any point, you can find someone in a blue polo. These people work at the museum and will be happy to help with whatever you need. They may address you by saying something like “hi friend!” because they are excited that you are here!

There will be people at the front desk the entire time, and you can find someone there if that is helpful. There will also be someone in both the Makerspace and Creative Arts Studio, as well as in the supermarket.

While you’re out and about, there will be someone on the main level walking around and someone on the lower level walking around; both will run some activities during your time here. There will also always be someone at the carousel. Any of these people can help you if you get lost, need help finding something, or have a question.

There are first aid kits in each exhibit, so if you need a band aid, any of these people can get you one quickly. If you need a quiet space, anyone in a blue polo would be happy to show you to a good spot to take a break.

## What to expect in our exhibits:

### MAIN LEVEL EXHIBITS

**River Adventures:** This exhibit has a water table with boats, water wheels, and a lighthouse. You can wear a yellow smock to stay dry if you would like, but you do not have to. There are clouds and a sun hanging above the exhibit. The rainbow will light up.

**Nature’s Pond:** This space is only for children who are three years old or younger, so they can play safely without running into bigger kids. This space has a slide, which may look fun, but there is a slide for all ages downstairs in Alice in Wonderland. This space also features lily pads that make sounds, a cozy tree, and books to read.



**Imagination Playground:** This space is full of large blue blocks to build with. These blocks are made of foam and soft to the touch. They are very large blocks, maybe even as tall as you are!

**Storytime Cabin:** This space is quiet and has tables and chairs for reading books. There is a pretend fire in the hearth, but it will not be hot like a real fire. It does light up and make soft sounds.

**Carousel:** This space is a big, open room, with a carousel in the middle! The lights are very bright, and the carousel spins counterclockwise when it is on. It has lots of bright lights on its top, and some mirrors around the inside so you will be able to see yourself as you ride. The inside two rows of animals go up and down, while the outside row of horses stay at the same height. There are some different animals on the inside two rows, like cats, rabbits, goats, and pigs. Horses are the only animals on the outside row.

There are also two benches on the outside row, one of which is accessible for anyone using a wheelchair or scooter. If someone in a wheelchair or scooter gets on the carousel, we will open a special gate for them and put down a metal ramp so that they can roll on. Anyone else will need to step up and down. If the step is too high, we have stools to help. The carousel ride is three minutes long.

**Roadside:** This space has a food cart, ice cream stand, SEPTA Bus, mechanic's shop, gas station, construction zone, trolley, monorail, and trains. This space has a lot of colors and can get very loud. None of the vehicles move, but the bus and the trolley do have steering wheels that turn. The train has some toy trains and tracks next to it to play with. The yellow construction zone has a conveyor belt to send gray foam blocks up, space to build, and a red chute to throw them back down.



**Temporary Exhibit, Lion Guard:** This is a big open room, with pieces on either side of you. Directly in front of you there will be a huge maze, with some different pieces to walk or climb or crawl through. On the side of that is an air cannon that you can shoot at the hyenas; it is very loud if you pull the handle as far as it can go. If you walk to the right, there's a big tree with a slide. This is a closed slide, so the space may feel a little tight, but it goes very fast and can be a lot of fun. There are also some drums for you to play with that can make lots of noise. At the far end of the room there is another tree with some fake animal tracks and droppings around the bottom, and a bridge building game with Beshte the hippo.

On the other side of the room, to the left of the door, there is a table you can lay on that tips so you can pretend to fly with Ono the egret. Past that is the "Lion Guard Lair." This is a big structure, but it does not have a roof so it does not feel very cramped. In here you can climb and play games with the members of the Lion Guard. On the outside are some games that will make Kion give a big, loud roar if you and your friends work together to complete all the challenges.

**Happy Camper:** This space is quieter, and dark. It has a pretend campsite where you can roast fake marshmallows over a fake fire. The fire does not get hot or make noise, but it does light up. If you look up, the ceiling is black with white twinkle lights like stars. There is also a black board with holes in it where you can use clear plastic pegs to make star constellations and designs.

**Rocket Room:** This space is loud! There are two rocket launchers, both to the left of the door. In the center of the room, there is a large round bin with foam rocket pieces. You need one top and one bottom to make a rocket. When you place them over a launcher, you need to press and hold the black fill button on the left. Then, you can hit the large launch button on the right. Air will push the rocket to launch it and make a loud whooshing sound. The rocket will fly in the air. Sometimes, it will hit the plastic safety shield in front of the launcher if the fill button was not held long enough — that's okay, you can just launch a new one!

On the right, there is a rocket with balls that you can crank up and watch spin down a ramp inside it. There is also a yellow panel with "Mission Control" written on it. This has buttons and switches. Many of them make lights or sounds turn on,



and some do not. The blue button on the bottom left makes a very high-pitched sound, so only press it if you want to hear that!

## LOWER LEVEL EXHIBITS

**Alice in Wonderland:** This space has a lot of bright colors. It has two mazes; one made of green fake bushes, and one made of yellow and orange walls and mirrors. You may be able to see over the top of the green maze — it is about three feet tall. You will not be able to see over the top of the mirror maze — it is about seven feet tall.

You are not allowed to climb on top of the green maze. A staff member will ask you to get down if you do. If they think you are in danger of falling or breaking the hedges, they may yell. They will only get loud like this if they are worried you are unsafe, because they want to keep you from getting hurt.

There is a large tree with a kitchen inside the trunk in the middle of the green maze. Behind it, there is a white tea party table with a statue of the Mad Hatter and the March Hare sitting in two of the five seats. To the right of the maze is a quieter more open space with some benches.

**Fairytale Garden:** This space is only for children who are three years old or younger, so they can play safely without running into bigger kids. There is a pretend boat in the middle, and a castle with a spinning wheel in it at the end. There are two magnetic apple trees to the left of the entrance, and a clothesline and cow to the right. There is a tall beanstalk pillar in the middle of the space. There is a small musical box right inside the entrance to the left, where you can push a ball up and it will hit chimes as it rolls down a ramp.

**Center Core:** This is the big open space in the middle of our lower level. It has a light table, puppet theater, blocks, reading space, and small mats to climb on. Everyone is welcome to use these mats, but they are toddler sized so may be very easy for you if you are bigger. Lots of people walk through this space.



**Creative Arts Studio:** This is an enclosed studio, with two doors: an enter door and an exit door. In here, a museum staff member will lead different art activities. This space also has a book nook with some fiction and non-fiction books about art. There are 10 wooden child height tables with wooden chairs, suitable for both children and adults.

**Albert M. Greenfield Makerspace Studio:** This is an enclosed studio, with two doors: an enter door and an exit door. In here, a museum staff member will lead different science and engineering activities. This space also has a book nook with some fiction and non-fiction books about science. There are 6 wooden adult-height tables with metal chairs, both with and without backs.

**Centennial Innovations:** This is large room and will likely be one of the quieter spaces in the museum. There is a large wooden case with a model of the 1876 World's Fair in the middle of the room. There are some digital interactives in here, as well as blocks in the back right corner. There are costumes in the back left corner. On the right front wall, there is a screen that lights up different pieces over time. Next to the block is an interactive that will turn on a fan and blow silver tinsel when you answer the questions correctly, but this fan is up by the ceiling so you will not feel the air moving from it.

**Cents & Sensibility:** This exhibit is our bank. It has a pretend ATM by the door, and a maze table with magnetic sliders and a metal ball right when you walk in. There is a balance to match larger rubber coins to equal a dollar. In the center of the room, there is a vertical plastic maze that coins can roll down, but you have to provide your own coins. When you put a coin in, it is a donation to the museum and does not come back out. If you want to watch it more than once, you need more than one coin. In the back right, there is a game board where you can drop a plastic coin and see how it falls. These can be picked up at the bottom, so you can do this maze over and over again with the same coin.



**Front Step:** This space has small pretend houses. Out front there is a plastic and rubber garden with rubber carrots and potatoes. There are also short plastic bushes with magnetic butterflies, a doghouse, and two wagons. Behind the white picket fence, there is a table with two houses. The one on the left has a kitchen and a table, and the one on the right has a couch and crib.

**Clinic:** This space has three beds and two baby doll cribs. There is a light board to look at x-rays on and Velcro body puzzles for both bones and organs. There is a toy x-ray and MRI machine, both of which have beds that slide. The MRI slides in and out, and the x-ray slides side to side.

**Food & Family:** This is the most popular exhibit and will probably have a lot of people in it. There are shopping carts and a grocery store, with food organized by type onto color coded shelves. There are four cash registers, a deli counter, meat and seafood counter, and a pizza oven and counter. There is also a large kitchen with a cake decorating station, stove, and sink. There is a park area with checkers, tic tac toe, two food stands, and two grills. None of the food in here is real, and none of the packages can or should be opened. Sometimes, there are more kids playing than carts available and you will have to wait to get a cart.

**Bathrooms:** There are bathrooms in roadside, in the café, and in the carousel room on the main level. On the lower level they are next to the market, and in the hallway between Makerspace and the Creative Arts Studio. The bathrooms between the two studios are through a darker hallway and will be the quietest. This hallway is also a space you may want to sit to take a break or enjoy some alone time.