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

Please use this 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 ask if you are here for Play Without Boundaries. Then, they will send you inside.

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 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. If you parked in our gated lot, this person will also give your adult a free parking pass.

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 pretend city with a bus, model trains, cars, and more. 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 shirt with a Please Touch Museum logo, or a security guard. 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 also 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 and the carousel.

While you're out and about, there will be a staff member on the main level and someone on the lower level; both will run some drop-in activities during your time here. 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 shirt 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 above lights up on a timer. This exhibit is very popular, so if you do not like crowds, you may want to go here early.

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. You are not allowed to climb on the blue walls. A staff member will ask you to get down if you do. If they think you are in danger of falling or ripping the foam, 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.

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. Music will play the entire time, both while the carousel is moving and while it is still. 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. 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 bigger 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.

Temporary Exhibit, Paw Patrol: Our current temporary exhibit is based on the show Paw Patrol. It is temporary, so that means this exhibit will not be here every time you visit the museum (the last day to see this exhibit is January 3).

In this room, you can explore Adventure Bay and play in different areas that are based on each dog in the show. There are some light-up areas, but there are not a lot of things in this room that make sound. At the end of the exhibit, there is a slide you can go down. If other friends are using the slide, you might have to wait for your turn before going down.

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 is one rocket launcher, and 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 to 35. 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 not fly where you wanted it — that's okay, you can just launch a new one! Try aiming the rocket in a different way.

There are two mission control stations in the corners of the Rocket Room that have lots of buttons that light up or make low noises. Inside the spaceship, it is dark but has a big screen that shows outer space. The spaceship also has a moveable wheel and some costumes available for dress up that you can wear, but do not have to.

Café: While you are at the museum, you may want to eat a snack or get a drink. You are welcome to bring something from home, and eat in our café, our main lobby, or the room with the carousel. If you want to buy food or drinks, we have a café on site. They have lots of options like juice, milk, applesauce, pizza, and more.

To get cold food, you can go right up to the big cooler and pick it out yourself. To get hot food, you have to wait in line. Someone who works in our café will make it for you, and hand it to you. You should not grab at the things you see on this counter, as they are very hot and you could get hurt. Please wait for an adult who works here to hand it to you. You or your adult will need to tell them what you want: you make speak, point, or show them a picture. If you are getting more than one thing, you may want to take a tray to help carry it all.

Once you have all your food, you will go to the cash register to pay. Your adult can pay with cash, a credit card, or their phone — whatever works best for your group. Behind the cash register, you will see two glass doors; these lead out to the garden. You can eat out here in the spring and summer, but not in the winter when it is cold.

If you go behind the cash register, there is a shelf with forks, knives, spoons, straws, ketchup, mustard, and napkins. You can take whatever you need to enjoy your food and keep walking down the short hallway to sit in our café eating space. You can also turn around and eat in the main lobby or the space where the carousel is. You cannot eat in any space with carpets on the floor.

When you are all done eating, you can throw your trash away in any of the trash cans. In all the eating areas, there are square trash cans with a door on the front and a solid top. You can put your tray on this top if you have used one, and our staff will come collect and clean all the trays they see.

LOWER LEVEL EXHIBITS

Alice in Wonderland: This space has a lot of bright colors. It has two mazes; one made of fake green 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.

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, a puzzle table, and a reading space. 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 wooden child-height tables with wooden chairs, suitable for both children and adults. In this room, you are allowed to paint on one window or on canvas. We have smocks you can put on over your clothes so that they do not get dirty, but you do not have to wear them. When you are done, you should clean up and put away all of your materials and wash your hands before you leave this space.

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. When you are done, you should clean up and put away all of your materials and wash your hands before you leave this space.

Centennial Innovations: This is a 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 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 air 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, but can only be entered from a short flight of stairs.

The 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 Independence Blue Cross Carousel House 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.