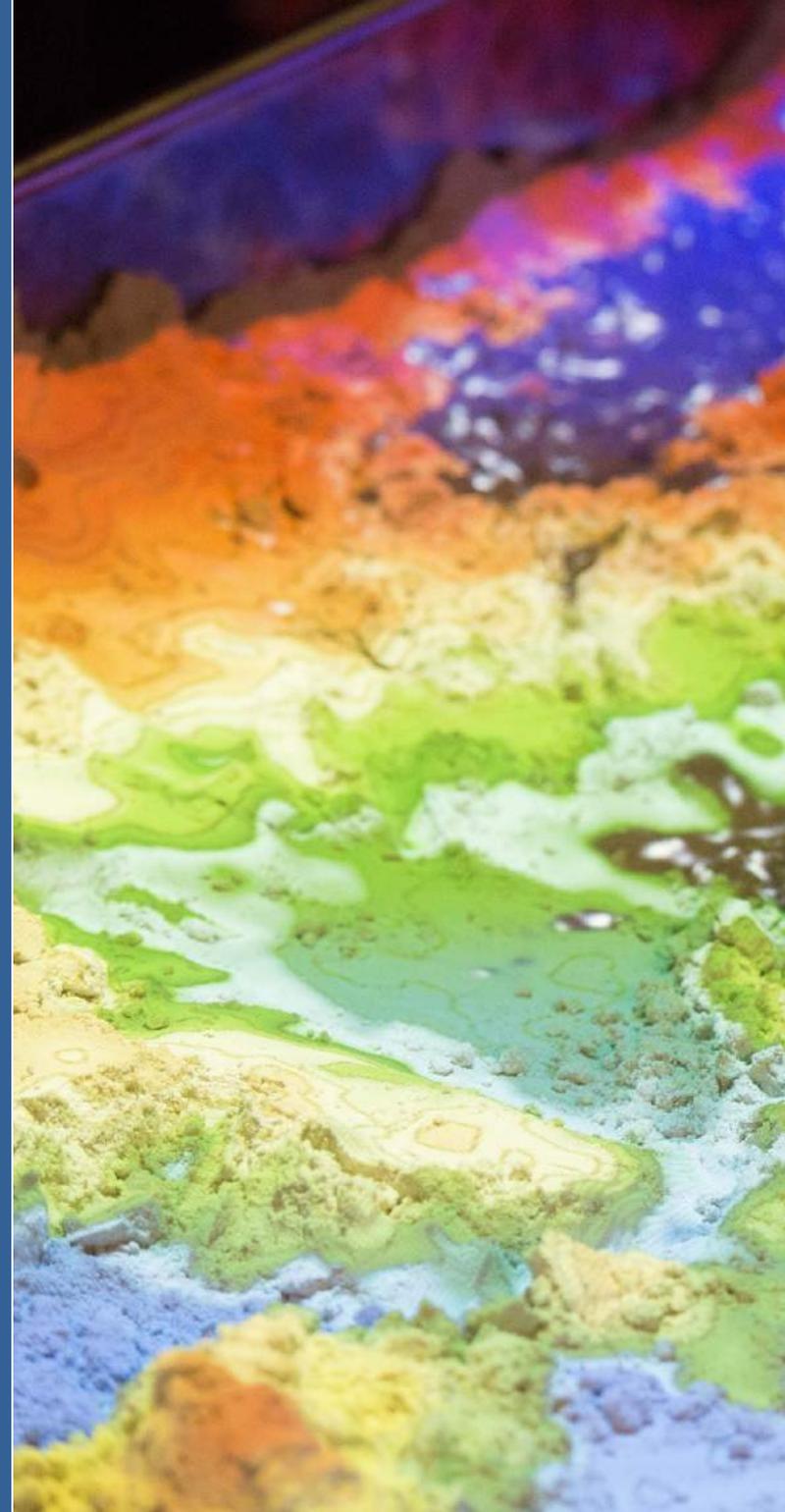


a CMA social story

What to Expect at



Children's Museum
of Atlanta





HOW WE GET THERE

- Today I am going to visit Children's Museum of Atlanta.
- We are going to drive downtown to get there.
- We will park in a parking garage or a parking lot.
- When we get there we will have to hold hands and cross the street.



OUTSIDE THE MUSEUM

- In front of the Museum, there is a big, colorful statue.
- In front of the Museum, there are big pictures of children having fun.



WE BUY OUR TICKETS IN THE WELCOME CENTER



- We walk inside and walk up to the counter in the Welcome Center to buy our tickets.
- The Museum is big with bright colors.
- There will be lots of kids and their grownups.
- It can be loud in the Museum. If I think the Museum is going to be too loud, I can borrow headphones.
- We walk past the gift shop and many colorful displays.

WE PLAN OUR VISIT

part one

- We will give our tickets to the security guard at the entrance to the Museum.
- We will review the Museum rules, “How We Play,” posted at the security desk.
- We will plan what to do in case one of us gets lost.
- If we have questions, we can ask any of the Museum staff members in a blue shirt.
- Before I start playing, I may want to go to the bathroom.



WE PLAN OUR VISIT

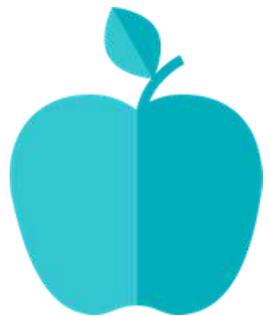
part two

- I can go to the main bathroom, which has automatic toilets, sinks and paper towels to dry my hands. Or I could go to the family restroom, at the back of the Museum. This one is more private and the toilets are not automatic.
- If I get thirsty, I can get a drink of water at a water fountain.
- If I need to take some time to myself, I can go to one of the Quiet Spaces around the Museum and relax in a beanbag chair.



LUNCHTIME

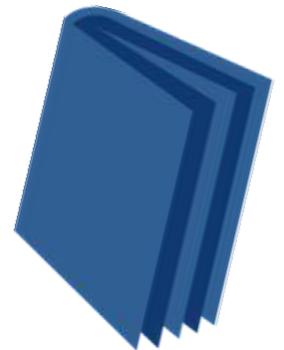
- There are places where the grownups with little children can park their strollers.
- We can go upstairs to the Lunch Tables Area and eat lunch.
- We can get snacks and drinks from one of the vending machines in the Lunch Tables Area.
- There are lots of pictures on the wall that other children have made in a place called Creativity Cove.
- There is an extra bathroom upstairs in the Lunch Area.
- There are quiet places upstairs, where I can sit in beanbag chairs.
- There are many books next to the beanbag chairs.





QUIET SPACES

- The Museum has Quiet Spaces, where I can go if I need some quiet time.
- There are bean bags and books to read in the Quiet Spaces.



FUNDAMENTALLY FOOD: THE CAFÉ

- The Café looks just like a restaurant.
- On the wall, there are pictures of the different kinds of food that is served in the restaurant.
- We sit at a table with ketchup, mustard, salt, and pepper on it.
- I see a pretend kitchen area with a refrigerator, a stove, a sink, and a drink machine.
- I take the grownups' food order.
- I walk to the kitchen area and get plates with eggs, waffles, and toast. I also get cups for coffee.
- I bring the food back to the grownups' table.
- The grownups thank me for bringing their food.





BUNN

Fruit Punch

Diet Cola

ICED TEA

Orcher

Old Navy

ORANGE Juice

FUNDAMENTALLY FOOD: THE GROCERY STORE

- In the Grocery Store, I see shelves with canned goods, juices, mustard, syrup, and other foods.
- There are shopping carts, so I can pretend I'm buying food.
- I can put my hand through holes to grab different kinds of fruits and vegetables, like apples, bananas, onions, and peppers. There is a scale where I can weigh the food that I have selected.
- In the middle of the Grocery Store, there is a big delivery truck. I can walk inside the truck and even sit in the driver's seat.
- Inside the truck, there are lots of boxes on shelves. I can roll the boxes down a track like I'm delivering food.
- At the Grocery Store checkout line, I can turn a wheel to move the food down the line.
- There's a cash register at the end of the checkout line, where I can pretend to pay for the food.





FUNDAMENTALLY FOOD: THE FARM

- There is a big cow on the Farm. Her name is Buttercup. I can pretend to milk Buttercup, but I'm not allowed to sit on top of Buttercup.
- I see a big milking machine next to Buttercup, just like the kind they use on a real farm.
- I can see a display and a video called "From Farm To Table," which shows how milk gets from the farm to the store and then to your home.
- There's a big tractor on The Farm. I'm allowed to sit in the tractor seat and turn the wheel, but I can't sit on top of the tractor.
- On a screen, I can play a game called "Plant a Seed." I can choose different things that grow, like peanuts, grass, peaches, onion, or pines.
- I see a chicken coop with holes in it, where I can place eggs.
- Another part of the "Run The Farm" game is called "Pick Your Job."
- I can choose between many different jobs on a farm, like testing soil, getting eggs, raising animals and beekeeping.
- There's a garden on the farm, where I can pretend to grow carrots.





My name is Buttercup. You can milk me and pet me but please don't climb or sit on top of me. Thank you.

... from Farm to Table
Move the glass of milk and discover the path that milk takes from the farm to you!

Meet Buttercup
Buttercup is a Holstein cow. She is a milk cow. She has black and white spots. She is a good girl. She likes to be milked. She likes to be petted. She likes to be scratched. She likes to be hugged. She likes to be kissed. She likes to be loved. She likes to be happy. She likes to be healthy. She likes to be safe. She likes to be clean. She likes to be dry. She likes to be warm. She likes to be cool. She likes to be comfortable. She likes to be happy. She likes to be healthy. She likes to be safe. She likes to be clean. She likes to be dry. She likes to be warm. She likes to be cool. She likes to be comfortable.

TOOLS FOR SOLUTIONS: THE BALL MACHINE



- I can walk into the Tools For Solutions area.
- There is a big ball machine there.
- I can load balls into a ball machine and make them move all the way around the machine.
- The balls move all around a track and up through different tubes, I can turn a wheel and make the balls go up a track around a pool of water.
- I can work a machine that picks up the balls and dumps them into a ball pit.
- I can turn a wheel that moves the balls up and onto a track above my head.

TOOLS FOR SOLUTIONS: CONSTRUCTION HOUSE & CITY BLOCKS



- The Construction House has pipes I can connect together.
- I see how electricity works and I can make a pretend toaster light up.
- I can wear a hard hat and an orange construction vest.
- There is also a pretend mailbox.
- I can learn about insulation and solar panels.
- There is an area called City Blocks where I build pretend cities out of blocks.
- In an area called Balancing Act, I make bridges and play with Legos.

LET YOUR CREATIVITY FLOW!

- I can go into the area called Let Your Creativity Flow.
- I see a big blank wall where I can paint pictures.
- Before I paint, Museum helpers will give me a vest or apron so I won't splash paint on my clothes.
- Museum helpers will give me paint and paint brushes.
- After I paint my picture, I will need to wash my hands in the sink.
- I see a big sandbox, which is filled with "moon sand."
- I sit on a stool and build things out of the moon sand.
- In one sandbox, special lights over the sandbox hang from the wall.
- When I sculpt the bottom of this sandbox, the special lights make different shapes on it.
- Museum helpers tell me that the different shapes of the bottom of the sandbox make a "topography." A "topography" is a study of the surface of the earth.
- I visit the Arts Studio and have fun doing different art projects.





GATEWAY TO THE WORLD

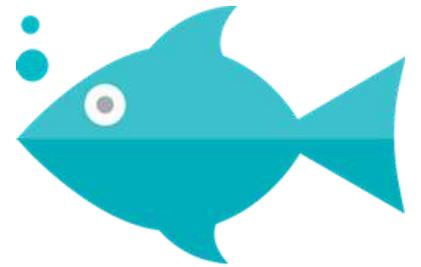
- I see a group of displays called continents. A continent is a big area of land.
- There is a different display for six of the seven continents in the world. Each display shows the different cities and animals in each continent.
- There are buttons on each display. If I push the button, the body of water on each continent lights up.
- A wheel on the South America display makes the earth shake, just like an earthquake.
- I can see a giant globe in the middle of the Museum. A globe is a model of the world.
- On the globe is a big sign that reads “Gateway to the World.”
- Underneath the globe is a spot that I can crawl into and climb up to the top.
- When I get to the top, I see out of the globe. There is a big wheel at the top.
- If I turn the wheel, the whole globe turns.





LEAPING INTO LEARNING: FISHING POND & TREE HOUSE

- Leaping Into Learning is for children ages 5 and under. You will see a bunch of pretend trees.
- When I walk in, I see a big pretend pond with fish in it.
- I put on a raincoat, so I won't get wet. After I put on a raincoat, I take a fishing pole and place the hook in the water. There's a magnet at the end of the fishing pole. The fish also are magnetic.
- When I put the magnetic hook in the water I can catch fish and pull them out.
- Grownups can sit on benches and watch us catch the fish.
- In the pond, there is a big, see-through bubble I can crawl into and look out, almost like I'm in the water.
- I see a computer screen, showing different animals that live in GA, like ponds and forests and coasts.
- Next to the pond, there's a big tree with a treehouse. The treehouse has three levels.
- I climb a rope ladder to get to the treehouse. I also walk across a bridge to go inside the treehouse.
- There are different tunnels I crawl through next to the treehouse. I climb to the very top of the treehouse and look out at everyone else at the Museum.





LEAPING INTO LEARNING: TODDLER ZONE



- In Leaping Into Learning, there is a Toddler Zone for very young children.
- The young children walk through a gate.
- In the Toddler Zone, really young children play with different shapes and toy cars.
- In the Toddler Zone, there is a pretend kitchen with a sink and a window with flowers.
- Next to the kitchen is a big bubbly water tube that can change colors.

STEP UP TO SCIENCE

- I see stairs that lead to the second floor.
- They are called piano stairs. When I walk up the stairs, each step makes a different musical sound -- It is fun to make music as I walk up the stairs!
- When I get to the top of the stairs, I can see the Step Up To Science area.
- There are many different science displays there.
- One is a light table with MagnaTiles on top to build fun structures.
- Another interactive includes fun engineering challenges using common household items like popsicle sticks.
- I see a display called “The Digestive System.” It is a display with touch screens that show me what happens to the inside of my body when I eat food.
- I see an area called the Science Bar. At the Science Bar, Professor Labcoat performs all kinds of science experiments and asks the children to help.
- Professor Labcoat makes sure I wear special gloves and goggles, to make sure I’m safe.



Science Fair

Summer Bubble Fun



CMA ON-STAGE

- I see an area at the Museum called CMA On-Stage. It is a big open area with a wooden floor. A colorful backdrop is on the wall.
- I sit down in front of the stage to watch the show. The Imaginators come out and perform a show for the children and the grownups.
- The show has singing and dancing. Many children are brought up to help out in the show.
- After the show, I tell the Imaginators how much I liked the show. All of the Imaginators are very nice to me.
- Later, the Imaginators lead a program called “Music and Movement.” They play different kinds of music and teach us to do many dances.
- They ask me to come up and dance with them, and it is a lot of fun dancing with everyone.
- The Imaginators come out later for “Storytime” and read a book.
- I sit on the floor with the other children and listen to the story.
- Then the Super Spectacular Science Show with Professor Labcoat happens complete with amazing science experiments!





TIME TO GO HOME



- It is time to leave the museum and go home.
- I say goodbye to the wonderful staff who helped us out today.
- If I need to, I visit the bathroom and the water fountain.
- As we walk out of the Museum we go past the Museum Store.
- I wave goodbye as we walk out the doors!
- I'll be back soon!

