



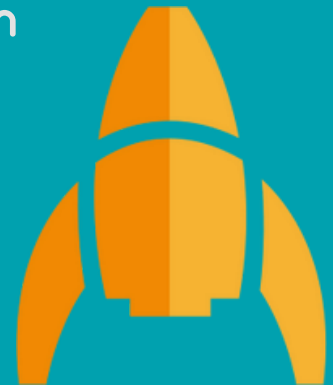
Children's Museum
of Atlanta

A VISIT TO CHILDREN'S MUSEUM OF ATLANTA



WE BUY OUR TICKETS ONLINE

- We will buy our tickets online, before we go to the Museum.
- The Museum is big with bright colors.
- We will have our tickets printed or on our phone.
- We are buying tickets for one session – when the session is over, we will leave the Museum
- There will be lots of kids and their grown-ups.
- It can be loud in the Museum. If I think the Museum
- is too loud, I can borrow headphones.



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 close to the Museum, we may 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.



WHEN WE ARRIVE



- We will be greeted by a Museum staff person and will check in at the Welcome Center. The staff person will be wearing a Children's Museum t-shirt.
- We will enter through the Museum Store with many colorful displays.
- If we arrive before our session begins, we may have to wait outside until it is our turn to go into the Museum.
- We will make sure we have our tickets ready.



WE PLAN OUR VISIT



- We will check in at the Welcome Center, and make sure we have our tickets ready.
- We will scan our tickets at the Security desk.
- We will review the Museum Rules, "How We Play", posted on the Security desk.
- We will plan what to do in case one of us gets lost.
- If we have questions, we can ask any Museum staff person wearing a Children's Museum of Atlanta t-shirt.
- Before I start playing, I may want to go to the bathroom.

WE PLAN OUR VISIT

- I can go to the main bathroom, which has two types of toilets, automatic and manual, and it has 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 purchase a drink in the Museum Store.
- If I need to clean my hands while I am playing, there are hand sanitizer stations and sinks in the Museum.
- If I need to take some time to myself, I can go to the Resource Room and relax.



QUIET SPACE



- The Museum has a Quiet Space, where I can go if I need some quiet time. The Quiet Space is called The Resource Room
- If I need to take a break in the Resource Room, my family and I can find a Museum staff person and ask them to let us into the room.
- If someone else is using the Resource Room, I may have to wait my turn to take some quiet time.



SENSORY SESSION

- This will be on a Sunday.
- This will be the first session of the day.
- During the first session, Buttercup and the Piano stairs will be turned off.
- During the first session, there will not be any stage programming.
- If I feel the Museum is too loud, I can borrow some headphones.



FUNDAMENTALLY FOOD: THE CAFÉ

- The Café looks just like a 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 grown-ups' 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.





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. If I can't find a cart, it may be being played with by someone else and I will have to wait my turn.
- I see bins on the wall with 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. I can pretend to deliver the food.
- 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.
- 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, broccoli, and cauliflower




Farm to Table
the glass of milk and
the path that milk
from the farm to you!


Where Does Milk Come From?



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1. Cows are raised with incredible care on farms. They are fed a special diet of grass, hay, grain, and other healthy food. They are also kept clean and healthy.
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2. The milk from the cow is collected and taken to a processing plant. There it is filtered to remove the fat and is then pasteurized.
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3. From the plant, the milk is shipped out to be sold. It's then delivered to the processing plant where it's tested for quality and safety.
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4. Once the milk is processed, it's packaged and ready for delivery to the store.



Milk!
Milk is a healthy drink for everyone. It's full of vitamins and minerals that help your body grow strong. Milk is also a good source of calcium, which helps build strong bones. So drink up, because milk is the way to a healthy life!

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, the crane, 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 hardhat.
- I can learn about insulation and solar panels.
- There is also a pretend mailbox.
- 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!:

PAINT WALL

- 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, my grown-up can help me put on a smock so I won't splash paint on my clothes.
- Paint and paint brushes will be on a cart for me to use.
- After I paint my picture, I will need to put my paint, paint brush, and smock into a container and wash my hands in the sink.





PARDON OUR
PROGRESS

WE'RE WORKING HARD
TO MAKE SURE YOU
HAVE THE BEST EXPERIENCE



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LET YOUR CREATIVITY FLOW!:

SANDBOXES

- I see two big sandboxes, which are filled with sand.
- I sit on a stool and play with the 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 Staff 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.





GATEWAY TO THE WORLD

- I see a group of displays called continents. A continent is a big area of land.
- There is a different table for six of the seven continents in the world. Each table 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.”



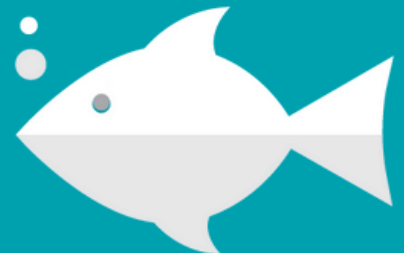


LEAPING INTO LEARNING: FISHING POND

- 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 smock, so I won't get wet. After I put on a smock, 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 the 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 the habitats of different animals that live in Georgia, like ponds and forests and coasts. A habitat is like a home.

LEAPING INTO LEARNING: TREE HOUSE

- 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.



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! On Sensory Sundays the stairs are turned off to help make the Museum quieter.
- 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.
- I see an area called the Science Bar.
- At the Science Bar, a Museum staff person will hand out supplies for the activities.



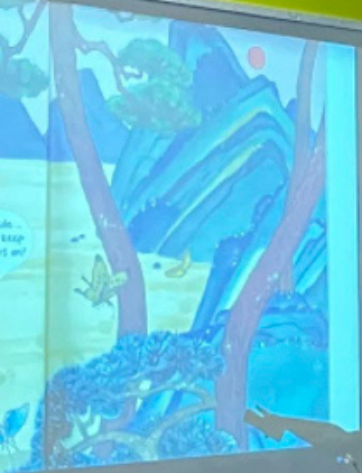


CMA ON STAGE

- I see an area of the Museum called CMA On-Stage.
- It is a big open area with a wooden floor.
- If I visit on Sensory Sunday, the stage will have no programming.
- If I visit on a regular day, a Museum staff person will lead “Storytime” and read a book. I sit on the floor with the other children and listen to the story.
- My family and I sit in one of the family squares in front of the stage to enjoy the programs.



on Stage



JANE'S INNOVATION STATION

- I will see Jane's Innovation Station.
- Jane's Innovation Station has many tables where I can work and a supply shelf.
- I can do the projects that are available.
- A Museum staff person will tell me about the project and where I can find supplies.
- If my project is a design the needs testing, I can test it with the Mueum staff person.
- If I'd like I can improve on my design!



**Innovation
Station**
Dream! Design! Build!



Engineering
Design Process
Process de Design
de Ingénierie



Imagine
Imagine



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.
- As we walk out of the Museum we go through the Museum Store.
- I wave goodbye as we walk out the doors!
- I'll be back soon!

