



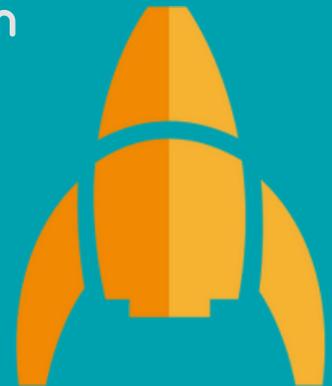
Children's Museum  
of Atlanta

# **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

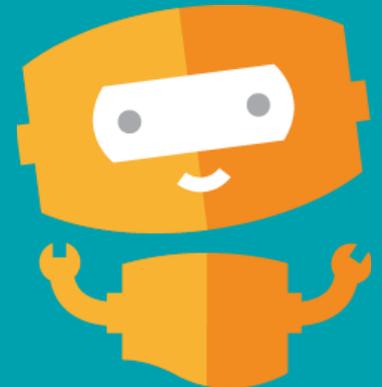
- In front of the Museum, there is a big, colorful statue.
- In front of the Museum, there are big pictures of children having fun.



# 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.
- If I need headphones, I can borrow them from the Welcome Center



# 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  
takes from the farm to you!

### Where Does Milk Come From?



- 1. Cows on a dairy farm produce milk. The milk is collected in a bucket and then pumped into a large tank on the farm.
- 2. The milk is then transported to a processing plant where it is pasteurized and packaged.
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**How is milk made?**  
Cows produce milk in their udders. The milk is collected in a bucket and then pumped into a large tank on the farm. The milk is then transported to a processing plant where it is pasteurized and packaged.

# 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

WVU

WVU

WVU

# 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: CONTINENT TABLES

- 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."





# GATEWAY TO THE WORLD: THE CLIMBER

- Next to the Globe I see the climber.
- The climber has many levels of different colors that go as high as the ceiling.
- The climber has two openings on the ground floor. I can enter and exit the climber through either opening.
- The different levels are curved and have a bumpy texture.
- I can climb up these levels and then climb back down.
- On the outside of the climber there are two screens.
- I can use these screens to take my photo and send a digital postcard to an email address.





### Climber Rules

1. This climber has a maximum capacity of 20 children at once.
2. The climber is designed for ages 3-10. Adults should not climb when using the climber.
3. Users should be sure of all items on the climber.
4. Please do not climb or swing on the slides of the climber.
5. Please do not push, pull or climb onto the climber.
6. Please do not hang feet or other items into the climber.



1. Este escalador tiene una capacidad máxima de 20 niños a la vez.
2. El escalador está diseñado para los niños de 3 a 10 años. Los adultos no deben subir cuando se utiliza el escalador.
3. Los usuarios deben estar seguros de todos los elementos del escalador.
4. Por favor, no suba ni se balancee en las rampas del escalador.
5. Por favor, no empuje, tire o se suba encima del escalador.
6. Por favor, no cuelgue los pies u otros objetos en el escalador.

### Reglas para Escalar

# 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.

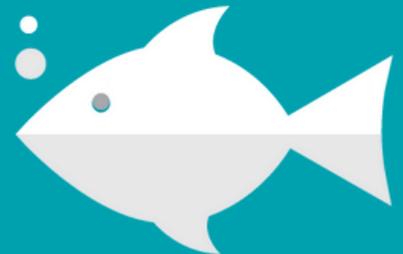


A on Stage

DANTUEDS  
PANTHERS

# 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.



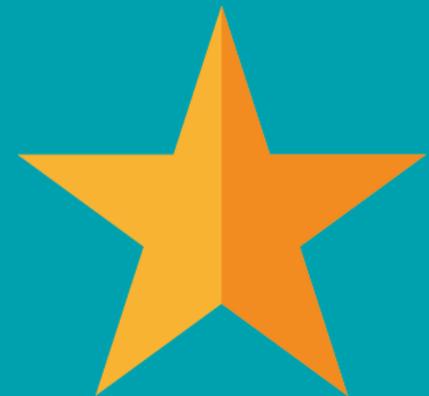


The Science Bar

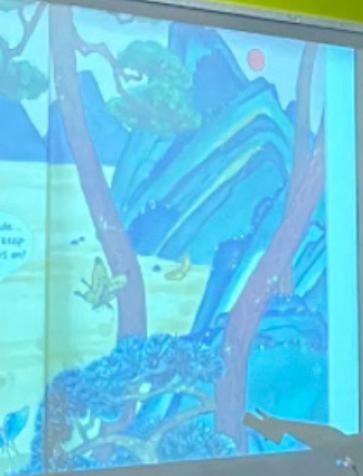
Science I

# 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.



# 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  
Imaginer



# 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!

