

A VISIT TO

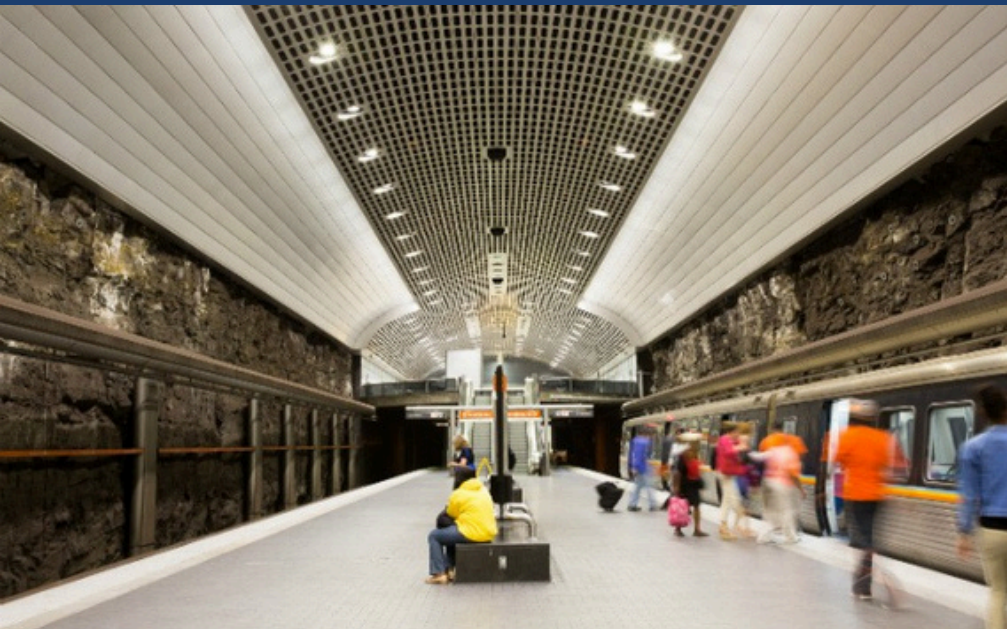


CHILDREN'S MUSEUM OF ATLANTA



HOW WE GET THERE

- We are going to drive downtown to get the Museum, and we will park in a parking garage or a parking lot.
- We may take public transportation called MARTA. This means we will ride a train or a bus to get downtown. Then, we will walk a short distance to the Museum.
- As we walk 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.
- We will walk in the entrance on the side of the Museum.



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.
- We will make sure we have our tickets ready.



WE GET READY TO PLAY

- If I get thirsty or hungry, I can purchase a drink or snack in the Museum Store.
- I can eat and drink in the Snack Stop next to the Welcome Center.
- It can be loud in the Museum. I can ask a Museum staff person to borrow a sensory pack. This has headphones, sunglasses and sensory toys.



WE GET READY TO PLAY



- 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 down the hall.



QUIET SPACE

- The Museum has a Quiet Space, where I can go if I need some quiet time. It is located in Leaping into Learning. The Quiet Space is also called The Resource Room.
- If someone else is using the Resource Room, I may have to wait my turn to take some quiet time.



FUNDAMENTALLY FOOD: THE CAFÉ

- The Café looks just like a restaurant.
- We can 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. There are also costumes I can wear if I want.
- I can take the grown-ups' food order.
- I can walk to the kitchen area and get plates with eggs, waffles, and toast.
- I can bring the food back to the grownups' table. The grownups thank me for bringing their food.



FUNDAMENTALLY FOOD: THE GROCERY STORE

- In the Publix Grocery Store, I can see shelves with canned goods, juices, household goods, and other foods.
- There are shopping carts and baskets, 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 need 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. Inside the truck, there are lots of boxes on shelves. I can roll the boxes down a track, like I'm delivering food.
- I can also see that the Grocery Store has a sub station and a bakery, where I can pretend to order sandwiches and pastries.
- At the Grocery Store 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 near Buttercup just like the kind they use on a real farm. It is in the corner near the overalls, which I can wear if I want.
- 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.



FUNDAMENTALLY FOOD: THE FARM

- On a screen, I can play a game called “Plant a Seed.” I can choose different things that grow, like peanuts, grass, peaches, 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 celery, cauliflower, broccoli, strawberries, and eggplants.



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 an area called City Blocks where I build pretend cities out of blocks.

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.





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.





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.



JANE'S INNOVATION STATION

- I will see Jane's Innovation Station upstairs.
- Jane's Innovation Station has tables where I can work and a supply shelf.
- I can do the projects that are available.
- I can read a book and sit in the Reading Nook.
- I can race cars on a track.
- I can play with gears on the wall.



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!



SENSORY FRIENDLY PLAYTIME

- This will be on a Sunday morning from 9 AM until 11 AM.
- During this time, Buttercup the cow and the Piano stairs will be turned off.
- During this time, there will not be any stage programming. There will be a Storytime. No microphones will be used or music played for story time.
- If I feel the Museum is too loud, I can borrow some headphones.