

My Visit to...

# GREAT EXPLORATIONS

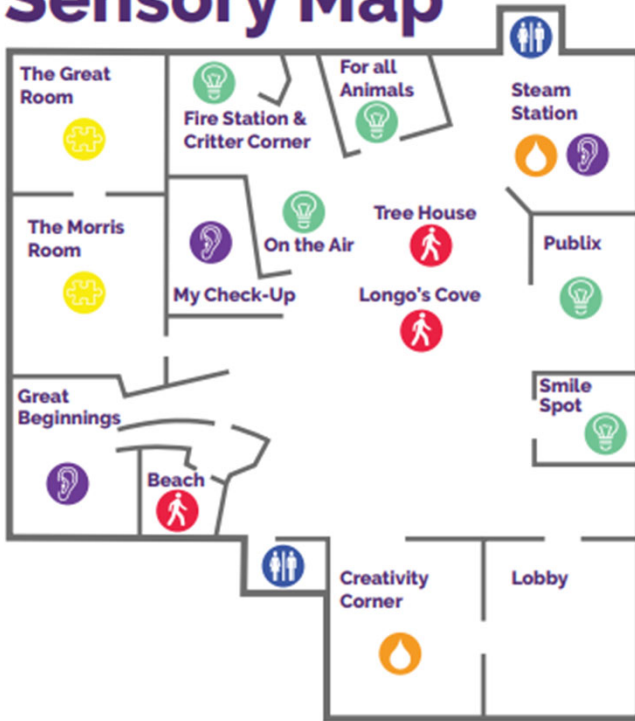
HOUGHTON-WAGMAN CHILDREN'S MUSEUM

# Notes for Caregivers

- This narrative is meant to help individuals with autism, sensory-processing differences, and/or anxiety prepare for a trip to Great Explorations Children's Museum.
- The Museum is comprised of hands-on, interactive exhibits for learning and play. It is a **high sensory** environment. Please plan accordingly if your loved one has sensory aversions.
  - Great Explorations has sensory backpacks available for check out at the Guest Services desk.
  - Great Ex hosts a monthly sensory-friendly event called Great Connections (typically the second Sunday of every month; check event calendar for confirmation)
    - Great Connections events offer a designated Sensory Room
- Admission is valid for the full day; it is permissible to leave and come back if you wish.
- No food or drinks are allowed in the Gallery, but eating/drinking is OK in the lobby.
  - There are free cubbies available for storing personal items
- There are two family/all gender restrooms in the Gallery, and larger restrooms in the lobby.
- There is a private nursing room near Great Beginnings.
- The elevator by Steam Station is for use by the preschool only; no public access to upper level.
- This guide was written in collaboration with CARD-USF. To learn more about CARD, visit: [usf.to/autism](http://usf.to/autism)



# Sensory Map



# Admission

I am going to Great Explorations  
Children's Museum!

At Great Explorations, I will  
learn and play.

First, we will stop here and get  
our tickets and a sticker.

We can read about what is going  
on at the museum that day, and  
review the museum rules.



# Rules

- The **Great Beginnings** exhibit is intended for children 4 and under. If I am older than 4, I can play somewhere else.
- The **Creativity Corner** room is usually closed. I will only play in here if I am at the Museum for a special event.
- I will use my walking feet.
- I will not use the elevator or go upstairs. The upstairs area is only for workers and students of Great Explorations.
- I will stay close to my parent or the group I came with, and listen closely to their directions.





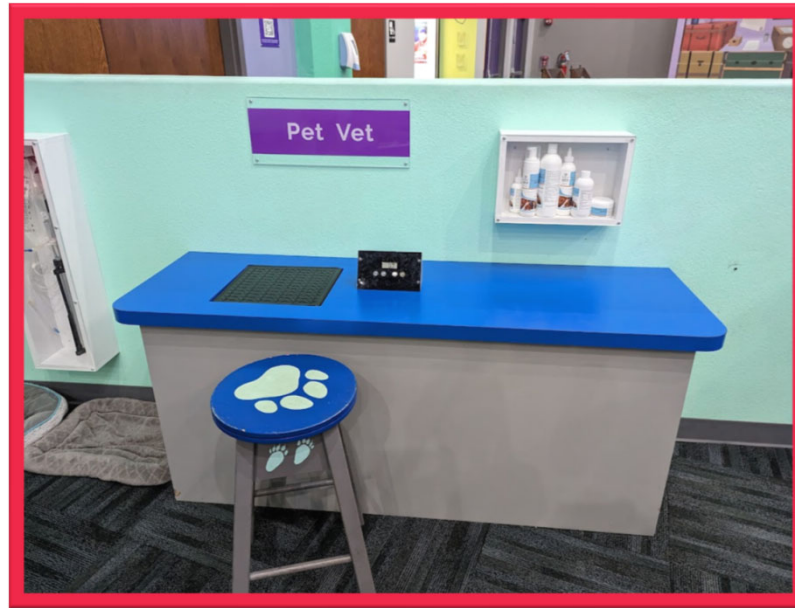
# Gallery

There are so many fun ways to use my imagination at Great Explorations!

Maybe I will get to meet **Morris!**



At **Smile Spot**, I can pretend to be a dentist, and learn about how to keep my teeth clean. At **For All Animals**, I can pretend to be a veterinarian, and learn about taking care of animals. Or, I can pretend to be a doctor at **Checkup**, and learn how to keep my body healthy.





I can pretend to work or shop at **Publix**.

I will leave all the groceries and carts in the Publix area.

I will walk with my cart.

Feel the bread – it's squishy!

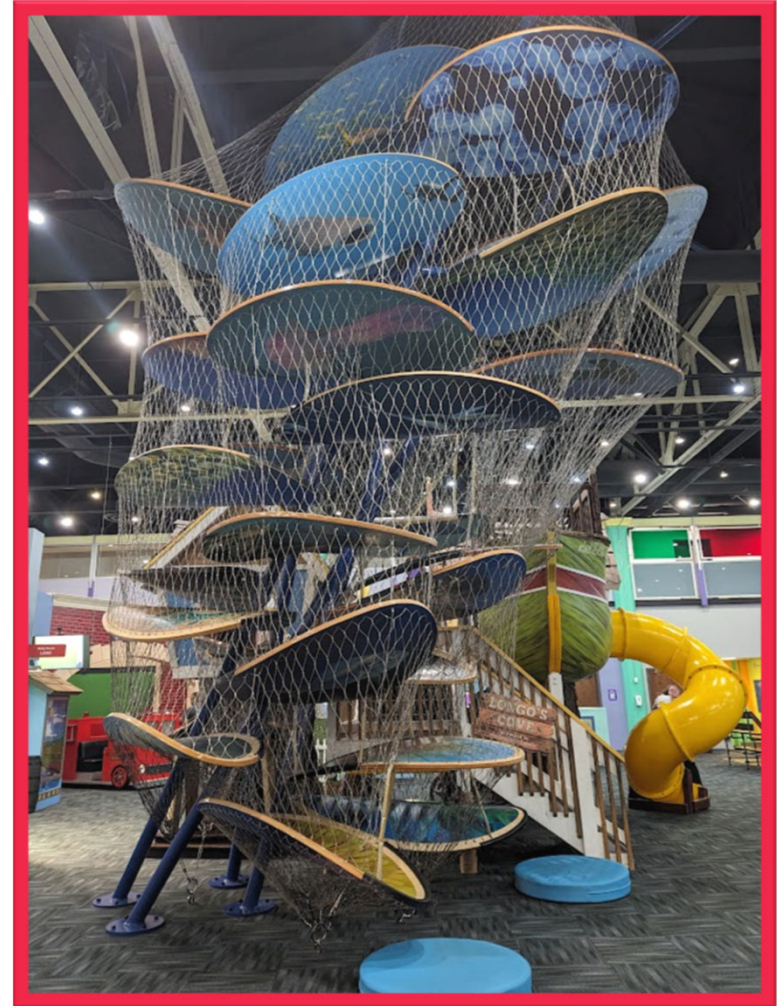
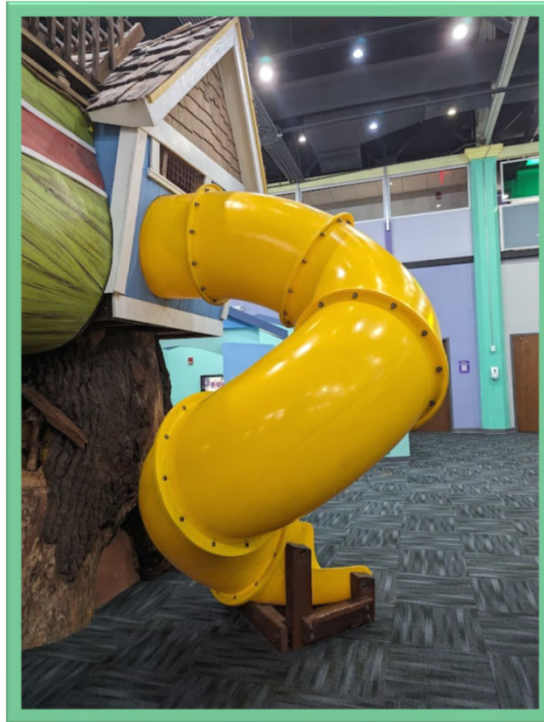


At the **Fire Station**, I can pretend to be a firefighter and learn about fire safety.



Or maybe I will explore St. Pete with Morris in **Morris Corner**!

Great Explorations also has areas where I can climb, slide, build, or play games.



Sometimes, Great Explorations  
can get busy and loud.

There are also bright lights and  
loud noises in some of the  
exhibits.

I can tell my parent or the group I  
am with if I need to use my  
headphones or take a break.







When we are done playing, we will return our sensory backpacks and say goodbye.

Thanks Morris, we had fun!





Great Explorations has been designated as an *Autism Friendly* business by CARD-USF. Please speak with a staff member about any accommodations or modifications you might need to make your experience more enjoyable. We will do everything we can to meet your requests with respect, compassion, and discretion.

**AUTISM  
FRIENDLY**



Center for Autism & Related Disabilities

**UNIVERSITY OF SOUTH FLORIDA**