

# SENSORY GUIDE

Thank you for your interest in the Discovery Center of Idaho! This guide is designed to support our visitors by identifying sensory input in spaces throughout the Center.

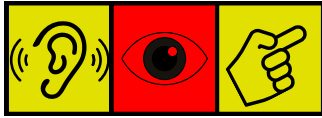


The information on page 2 and the maps on pages 3-5 show varying types of stimuli (audio, visual or tactile) and use a color/pattern legend system to indicate the level of stimulation that may be present in each section of our facility.

Please be aware that at high traffic times, activity levels and therefore stimuli all around the Center tend to be heightened.

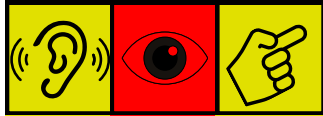
During certain times of the day, Classroom 2 (located through the hallway near the Minifig head AR station) may be used as a sensory reset zone, but that space is also used for programming so please respect the signage on the door and do not enter if it is in use.

## Gallery 1



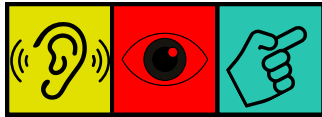
- Variety of colors and things to see
- Background sound throughout
- Limited hands-on learning
- Limited seating available

## Gallery 2



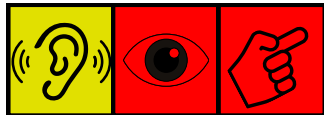
- Variety of colors and things to see
- Background sound throughout
- Limited hands-on learning
- Limited seating available

## Gallery 2.5



- Dim space with colorful video
- Limited seating available
- Background music throughout
- No hands-on features

## Young Learners



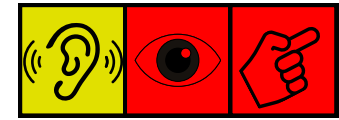
- Bright colors and lights
- Background music throughout
- All hands-on interactive activities
- Includes some buttons
- Some exhibits involve body movement
- Interactive floor projections
- Occasional loud noise from Scarf Blower

**LOW  
STIMULATION**

**MEDIUM  
STIMULATION**

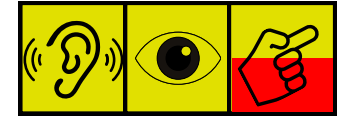
**HIGH  
STIMULATION**

## Gallery 3



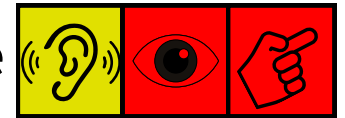
- Bright colors and lights
- Background music throughout
- Many hands-on interactive activities
- Includes some buttons
- Noise levels increase with crowds
- Often the busiest space in the Center

## Myrtle Wing



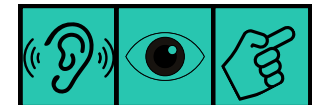
- Bright lights
- Hands-on interactive activities
- Occasional loud noise from Bernoulli Blower
- More spacing between exhibits
- Some exhibits involve body movement

## STEM Store



- Bright lights
- Variety of textures and colors
- Many toys and items on walls and shelves
- Noise levels increase with crowds
- Visitor Services desk located here
- Sensory Kits available here

## Safe Zone

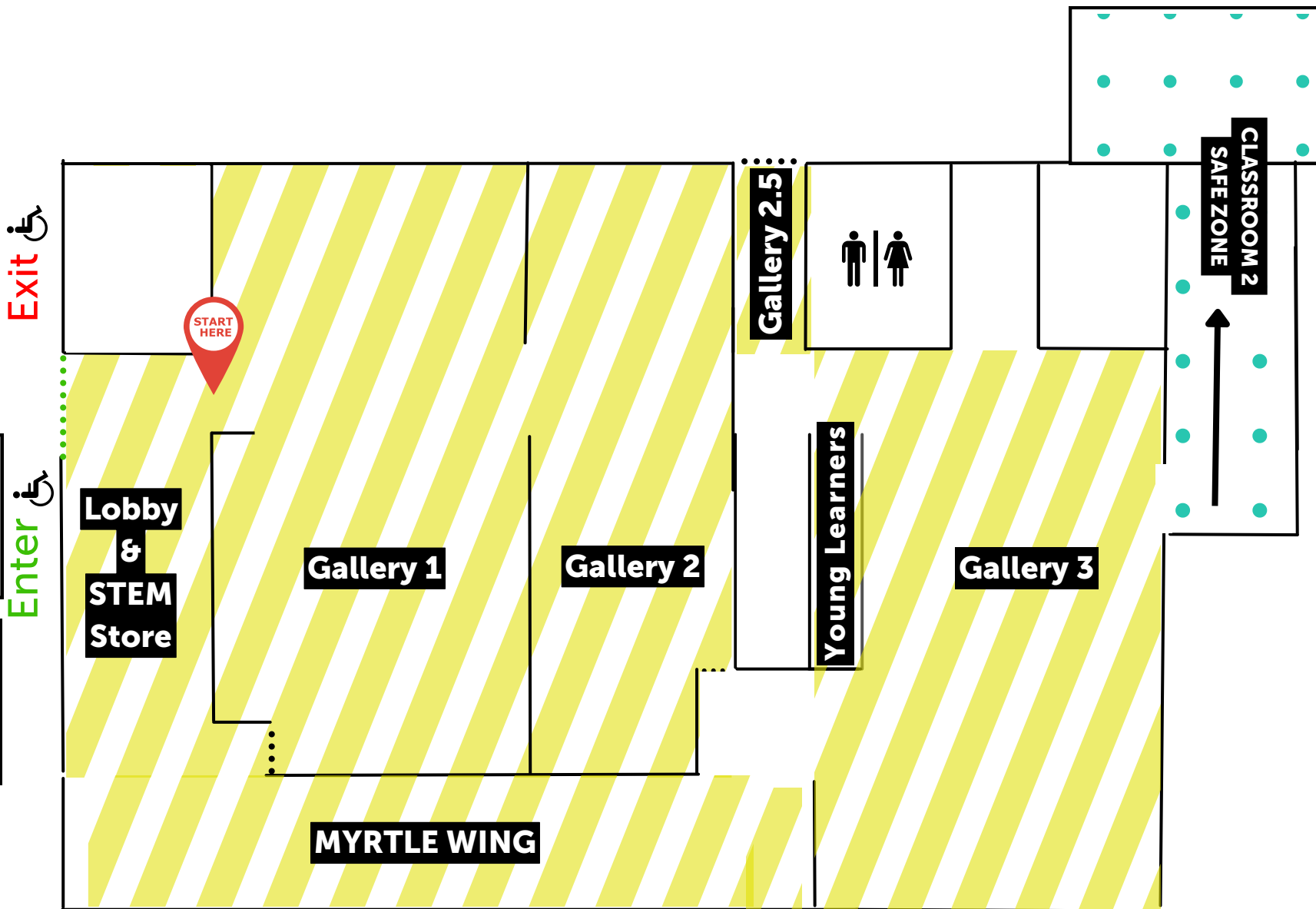


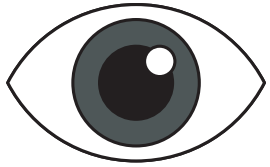
- Space in Classroom 2 (accessible past the AR screen) available during Sensory-Friendly Hours to be used as a safe space
- During regular hours, consider using Gallery 2.5 as a sensory reset area



# Auditory Stimulus Map

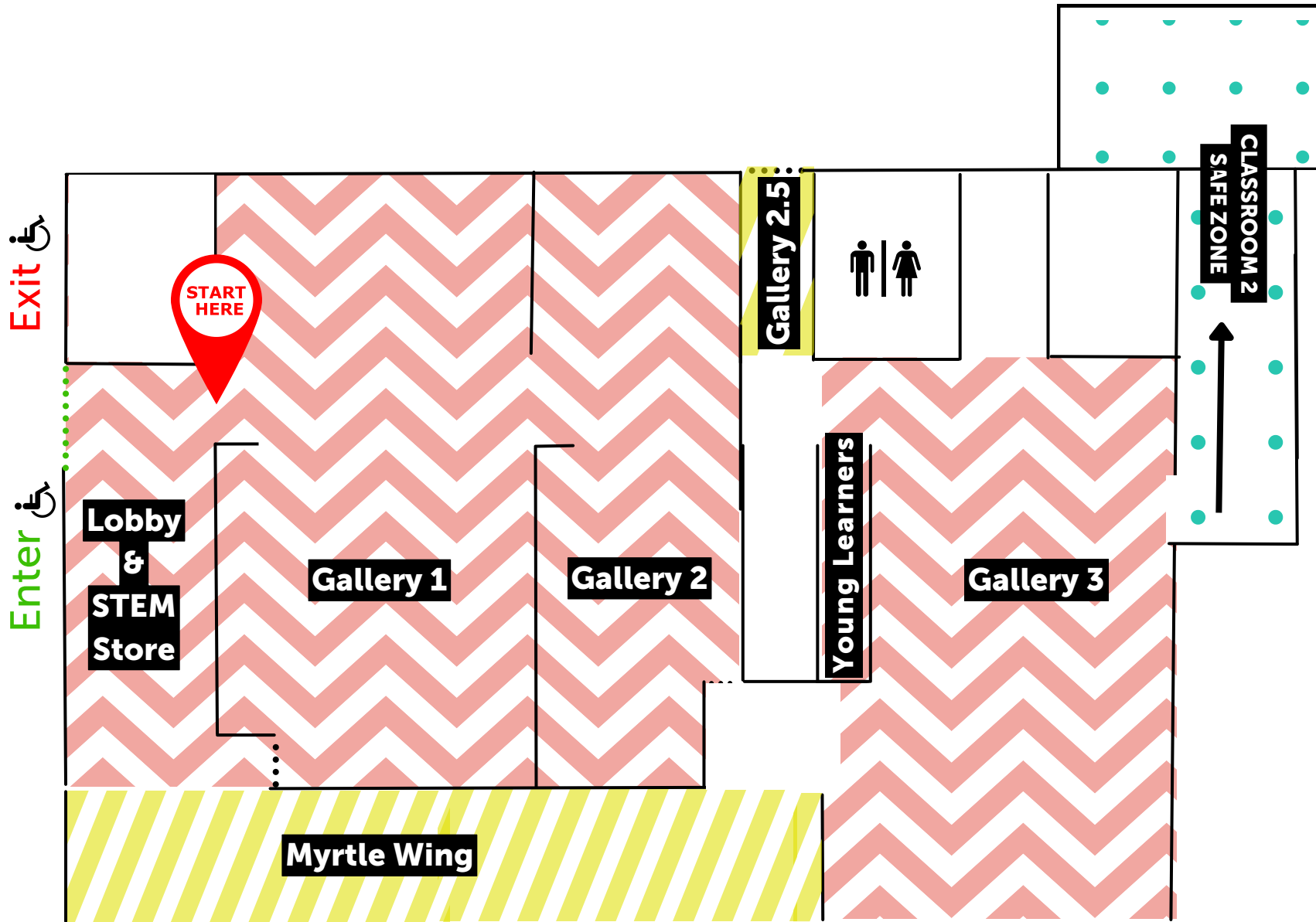
## LEGEND:





# Visual Stimulus Map

## LEGEND:





# Touch Stimulus Map

## LEGEND:

