

# Thinkery's Sensory Friendly Pre-visit Guide

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Intermediate Social Story

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# About Thinkery

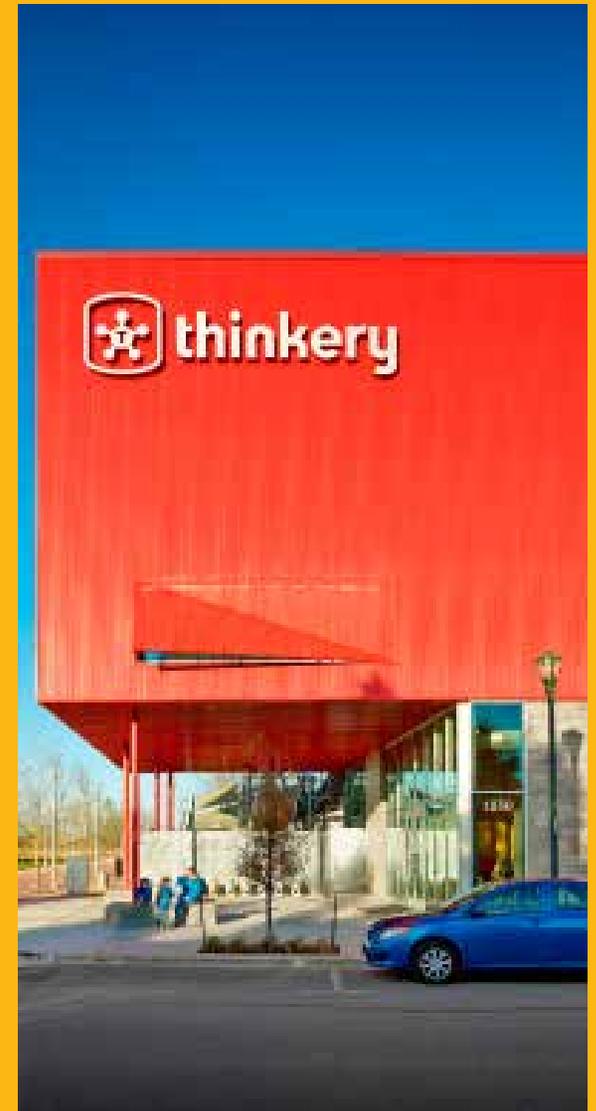
Thinkery is the name of Austin's children's museum.

There are many places to explore and lots of things to discover during a visit.

I can read about Thinkery in this booklet and I can also look at these websites to find more information.

[thinkeryaustin.org](http://thinkeryaustin.org)

[mystatesman.com/interactive/thinkery](http://mystatesman.com/interactive/thinkery)



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# Inside Thinkery

When I first walk inside, I will see the **Admissions Desk** on the left and Thinkery Shop on the right.

The **Admissions Desk** is where my grownup will pay for me to go inside Thinkery.

Sometimes there is a line, so we may have to wait a few minutes.



Admissions Desk



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I can come back to the Admissions Desk and ask for a pair of **Ear Defenders** if any of the exhibits are too noisy for me.



Ear Defenders

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**Thinkery Shop** is across from the Admissions Desk.

There are many interesting toys to look at in **Thinkery Shop**.

My grown up must buy a toy if I want to take it home with me.

It is okay if I don't buy anything from the shop.



Thinkery Shop



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People who work at Thinkery are called **Staff**.

**Staff** wear red shirts and name tags. Sometimes they wear tan aprons that say "Thinkery."

If I have a question or need help, I can ask anyone wearing a red Thinkery shirt or tan apron.

If I get separated from my grown up, I can ask a **staff** member to help me find them.



Staff

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This is the **Faces Mosaic**.

I can take a picture of myself and then look for it on the picture wall.



Faces Mosaic Wall

This is the picture wall. If I take a picture of my face, it will show up here.



Faces Mosaic Wall

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This the **Train Table**.

It is okay to play with the trains at the **Train Table**.

Other kids will also be playing, so I will remember to take turns and share.

There are lockers near the train. My grownup may want to put things in a locker so we don't have to carry them.



Train Table



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This is ***Innovators' Workshop***.

I can play with circuits and other interesting things here.

It is okay to touch and play with things in ***Innovators' Workshop***.

There might be a lot of other kids here, so I have to remember to share.

This space might be noisy.



*Innovators' Workshop*



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**Paint Wall** is a piece of glass that I can paint on.

I may get messy if I paint, and that's okay.

There are aprons I can wear so my clothes don't get paint on them.

There are sinks where I can wash my hands if they get dirty.



Paint Wall



In ***Spark Shop***, I can play with air.  
I can also design and test a paper airplane or paint with wax.



*Spark Shop*

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If I make an airplane in *Spark Shop*, I can launch it in the **Projectile Range** and **Wind Lab**.

I do not have to launch my airplane if I don't want to.

There might be loud noises from the machines that launch the planes, but I shouldn't worry because they can't hurt me.

Projectile Range and Wind Lab



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In ***Light Lab***, I can play with light and shadows.

I can pick up colorful pegs and put them in holes to make a light picture.

It will be a little dark in ***Light Lab***, but there's nothing dangerous.

I do not have to go inside if I don't want to.

If there are other children playing, I will remember to share.



*Light Lab*



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**Frozen Shadows** is a small room inside *Light Lab*.

After I push a button inside **Frozen Shadows**, a countdown will begin.

At the end of the countdown, there will be a bright flash of light.

When the light flashes, it takes a picture of my shadow that will appear on the wall behind me.



Frozen Shadows

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This is the **Café**.

If I get hungry, this is where I can sit down and eat.

I can bring a snack from home or, if my grownup says it's okay, I can buy a snack from the vending machine.

The **Café** is the only place where I can eat at Thinkery.



Café

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If the weather is nice, I might go outside to ***Our Backyard***.

There is a water feature called the **Springs**.

If my grownup says it is okay, I can put my hands in the **Springs**.

It's not ok to splash, walk or swim in the **Springs**.



*Our Backyard* and the Springs



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The **Climber** is a climbing structure that is very tall.

I might want to play on the **Climber**.

I can go all the way to the ball on the top if I want to, but I don't have to climb to the top.

If I start feeling scared, I can climb down or ask for help.

I will be careful of other children who are also on the **Climber**.



The Climber



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I can go **upstairs** by using the elevator or the stairs.

If I take the elevator, I will come out near ***Kitchen Lab***.

If I take the stairs, when I get to the top, I will see a water exhibit called ***Currents***.



Upstairs



*Kitchen Lab*



*Currents*

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***Kitchen Lab*** is like a kitchen and science lab mixed together.

I can do science experiments in ***Kitchen Lab***.

I might get messy in ***Kitchen Lab***.

I don't have to touch if I don't want to.

If I do touch, I should wash my hands at the sink before leaving.



*Kitchen Lab*



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In **Currents**, I can play with water and music.

Sometimes it is loud in **Currents** because there are water drums.

And sometimes it is loud because of hand dryers.

That's okay because it is fun to play with water.

If I do not want to play with the water, that is okay. I can stand and watch other kids play in the water.



*Currents*

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This is **Story Nook**.

A staff person rings some bells to let everyone know when it's story time.

There may be a lot of other children in **Story Nook**.

It's okay to tell my grown up if I don't want to stay.

When story time is over, **Story Nook** can be a nice place to sit quietly and read a book.



Story Nook



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This is **Fresh! Farmers' Market**.

In **Fresh! Farmers' Market**, I can play with pretend fruits and vegetables.

**Fresh! Farmers' Market** has a play kitchen where I can pretend to cook a meal.

There are eggs in the chicken coop and pretend chickens too!



Fresh! Farmers' Market



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**Move! Studio** is a place where I can move in lots of different ways.

I can run, jump, and climb.  
I can even hula hoop in **Move! Studio**.

Sometimes there are special events like yoga.



Move! Studio



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There is an area called **Bloom** that is only for babies, toddlers and their grown ups.

If I am three years old or older, then I cannot go into **Bloom**.

Children younger than three can play in **Bloom**.

Everyone who enters **Bloom** must take off their shoes.



Bloom



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There are **bathrooms** upstairs and downstairs.

Some of the **bathrooms** have just one toilet, and other **bathrooms** have stalls.

The sound of the flushing toilet and the hand dryers can be loud.



Downstairs bathrooms



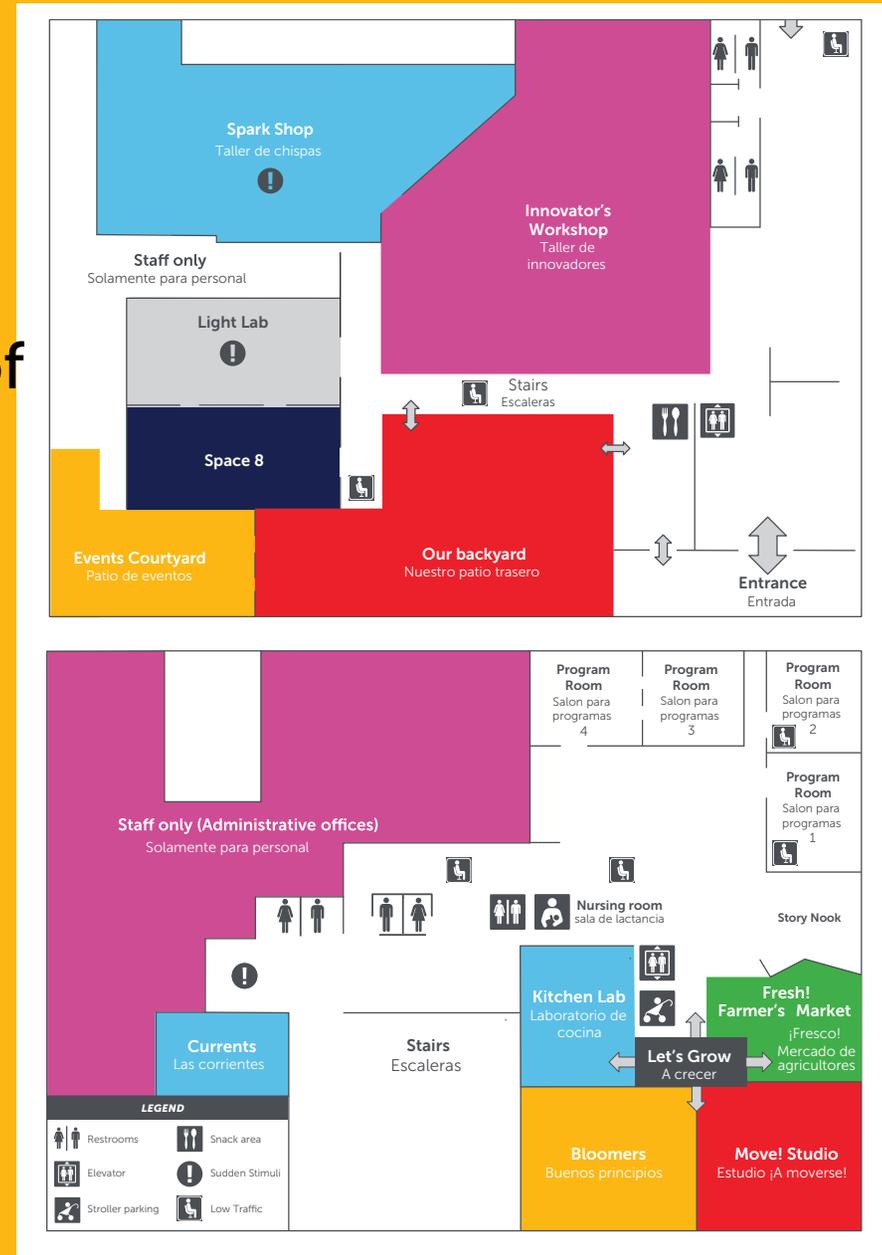
Upstairs bathrooms

If I need a break, there are some quiet spaces where I can sit.

These quiet spaces are marked on my **Thinkery Map** with a picture of a person sitting down.



Quiet Spaces



Thinkery Map

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# Remember...

If I don't see my grownup,  
I can ask **staff** to help me.



Staff

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# Time to Go Home

I had fun at Thinkery.

Now it is time to go home.

When I leave, I can wave goodbye to the staff and say "See you next time!"

Even though I wish I could stay longer, I remember that I can come back to visit again soon.

