Sensory Guide
Introduction

This Sensory Guide provides information about different areas of the museum to help plan your visit. It points out areas and experiences with moderate to high sensory levels so that you can decide what to engage with. Please be aware that as areas of the museum change, this guide may not always be up to date. We appreciate your feedback!

Legend

- **Sound**
  Amount of noise or sounds you may hear.

- **Sight**
  Amount and variety of lights and sights you may see.

- **Touch**
  Amount of extra or unusual contact your body may feel.

- **Movement**
  Amount of motion your body may feel or experience.

- **Complexity**
  Amount of directions for you to read or follow.

- **Stairs**

- **Ramp**
The Franklin Institute Sensory Guide

FLOOR 2

The Giant Heart

This is a very popular exhibit. Crowds of people may gather around The Heart Bar for dissections, which occur several times throughout the day. The heartbeat audio can be heard throughout the exhibit when it is quiet.

1

Giant Heart
The path through the Heart can feel small, and there are steps. The heartbeat audio is louder inside the Heart.

- Sound - High
- Sight - High
- Touch - Low
- Movement - High
- Complexity - Medium

2

Blood: Weight vs Volume
This will simulate how much blood is in your body based on how much you weigh. The “blood” is not real.

- Sound - High
- Sight - High
- Touch - Medium
- Movement - Medium
- Complexity - Medium

3

Dissections
These are real dissections using real animal body parts. They happen at The Heart Bar in the Giant Heart exhibit at various times throughout the day.

- Sound - Low
- Sight - High
- Touch - Low
- Movement - Low
- Complexity - Low
FLOOR 2

Electricity

This exhibit is fairly quiet during off-peak hours except for during Tesla Coil demonstrations.

1. Tesla Coil
   Makes a 5+ second-long loud noise (about as loud as a passing emergency siren) accompanied by bright flashes of light every hour on the hour. There is voice over that provides warning before this happens.

   - Sound: High
   - Movement: Low
   - Sight: High
   - Complexity: Low
   - Touch: Medium

2. Complete the Circuit
   You will not get a shock when using this.

   - Sound: Low
   - Movement: Low
   - Sight: Medium
   - Complexity: Medium
   - Touch: Medium

3. Key
   Touching this will give you an electric shock.

   - Sound: Low
   - Movement: Low
   - Sight: Low
   - Complexity: Low
   - Touch: High

4. Van de Graff/Static Electricity
   Touching this may give you an electric shock.

   - Sound: Low
   - Movement: Low
   - Sight: Low
   - Complexity: Low
   - Touch: Medium

5. Handprint
   Holding your hand on this will give you a fuzzy, tingly feeling that may feel strange.

   - Sound: Low
   - Movement: Low
   - Sight: Low
   - Complexity: Low
   - Touch: Medium
FLOOR 2

Amazing Machine

This exhibit is usually quiet, except for the occasional sound of machinery.

1. **Rocket Launcher**
   - The rocket in the case uses air and water to launch, but you won’t get wet. It makes a fast hissing noise as it launches.
   - Sound - Low
   - Sight - Medium
   - Touch - Low
   - Movement - Low
   - Complexity - Medium

2. **Sequence for Control**
   - The crane can be loud if you hit the ground with it.
   - Sound - Low
   - Sight - Low
   - Touch - Low
   - Movement - Low
   - Complexity - High

3. **Air Power**
   - You will hear a sudden noise each time you connect the hose.
   - Sound - High
   - Sight - Medium
   - Touch - Low
   - Movement - Low
   - Complexity - Low

4. **Design Challenge**
   - Sound - Low
   - Sight - Low
   - Touch - Medium
   - Movement - Low
   - Complexity - High

5. **Chain Reaction**
   - Dominoes make a loud sound when dropped.
   - Sound - Low
   - Sight - Medium
   - Touch - Low
   - Movement - Low
   - Complexity - Medium
## FLOOR 2

### Your Brain

This exhibit is large, with different kinds of experiences and varying levels of stimulation.

<table>
<thead>
<tr>
<th>Exhibit</th>
<th>Sound</th>
<th>Movement</th>
<th>Complexity</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>1 Fire a Model Neuron</strong></td>
<td>High</td>
<td>Low</td>
<td>Low</td>
</tr>
<tr>
<td>When completed, the interactive makes a loud noise, flashes lights, and fires ping pong balls.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>2 Neural Climb</strong></td>
<td>High</td>
<td>High</td>
<td>Low</td>
</tr>
<tr>
<td>This room gets noisy and crowded. There are flashing lights and sudden sounds.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>3 Vibrating Bench</strong></td>
<td>Medium</td>
<td>Low</td>
<td>Low</td>
</tr>
<tr>
<td>This vibrates when you sit on it.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>4 Virtual Tennis</strong></td>
<td>Low</td>
<td>High</td>
<td>Medium</td>
</tr>
<tr>
<td>Move your hand to act as a virtual tennis racket to hit the tennis ball.</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
FLOOR 2

Franklin Air Show

This exhibit is moderately loud and usually crowded.

1. **Raise the Ball**
   - Sound: Medium
   - Movement: Low
   - Sight: Low
   - Complexity: Low
   - Touch: Low

2. **Drag Tubes**
   - Sound: Medium
   - Movement: Low
   - Sight: Low
   - Complexity: Low
   - Touch: Low

3. **Feel the Flow**
   - Sound: High
   - Movement: Low
   - Sight: Low
   - Complexity: Low
   - Touch: High
   - This has loud noise and blowing air. If you stand to the side instead of directly in front of the area, you won’t feel as much wind.

4. **Balloon Race**
   - Sound: Medium
   - Movement: Medium
   - Sight: Low
   - Complexity: Low
   - Touch: Low
   - This creates moderately loud noise and requires physical effort to operate. The balloons do not pop.

Continue ▶️
FLOOR 2

Franklin Air Show

This exhibit is moderately loud and usually crowded.

T-33 Jet
Stairs are required to access the cockpit.
- Sound: Low
- Sight: Low
- Touch: Low
- Movement: Medium
- Complexity: Low

Whirligigs
A stream of wind blows from the vents that makes the whirligigs fly.
- Sound: Medium
- Sight: Low
- Touch: Medium
- Movement: Low
- Complexity: High

Wings Fly Area
This makes a loud noise and blows air when the “Start” button is pressed.
- Sound: High
- Sight: Low
- Touch: Low
- Movement: Low
- Complexity: Low
FLOOR 2

Wondrous Space

This exhibit is popular and gets loud and crowded at times. It has dimmed overhead lighting with bright, colorful accents throughout. Several areas have voice over audio that plays automatically and continuously.

1. Electromagnetic Waves

The overhead sculptures are triggered using the kiosks. The sound effects are moderately loud and can be triggered continuously. More than one can activate at once.

- Sound - Medium
- Sight - Low
- Touch - Low
- Movement - Low
- Complexity - Low

2. In Orbit of You

This is a multiuser experience where your body is the controller.

- Sound - Low
- Sight - Medium
- Touch - Low
- Movement - High
- Complexity - Medium

3. Space Primer

Roll giant trackballs to explore the scale of the universe. The on-screen visuals move slowly or quickly depending on location.

- Sound - Low
- Sight - Medium
- Touch - High
- Movement - High
- Complexity - Medium
FLOOR 3

Wondrous Space

This exhibit is popular and gets loud and crowded at times. It has dimmed overhead lighting with bright, colorful accents throughout. Several areas have voice over audio that plays automatically and continuously.

Design a Rocket

There are launch and explosion sound effects that may be loud for some visitors.

- **Sound** - Medium
- **Movement** - Low
- **Sight** - Medium
- **Complexity** - Medium
- **Touch** - Low
FLOOR 3

SportsZone

This exhibit is one of the most popular and is usually very crowded. Most of the experiences require physical movement and make noise.

1. Race Against Pro Athletes
   Physically race down a track against a virtual professional athlete.
   - Sound - High
   - Movement - High
   - Sight - Medium
   - Complexity - Medium
   - Touch - Low

2. Jump Momentum
   - Sound - Low
   - Movement - High
   - Sight - Medium
   - Complexity - Medium
   - Touch - Low

3. Perfect Your Pitch
   - Sound - High
   - Movement - High
   - Sight - Medium
   - Complexity - Medium
   - Touch - Medium

4. Bike Gears
   You use your hands to peddle a bike wheel, not your feet.
   - Sound - Medium
   - Movement - High
   - Sight - Medium
   - Complexity - Medium
   - Touch - Medium

5. Reaction Timer
   - Sound - Low
   - Movement - High
   - Sight - Medium
   - Complexity - Medium
   - Touch - Medium
FLOOR 3

Sir Isaac’s Loft

This exhibit is very visually, physically, and mentally stimulating. It has a lot of noise and sights even when there are few people in it, and when there are a lot of people, it gets very loud.

1. Chair Lift
   - Sound: Low
   - Movement: High
   - Sight: Medium
   - Complexity: Medium
   - Touch: Medium

2. Gyro Chair
   - Sound: Low
   - Movement: High
   - Sight: Medium
   - Complexity: Medium
   - Touch: Medium

3. Astro-Blaster
   - Sound: High
   - Movement: High
   - Sight: Medium
   - Complexity: Low
   - Touch: Medium

4. Changing the Light
   - Sound: Low
   - Movement: Low
   - Sight: High
   - Complexity: Low
   - Touch: Low
FLOOR 3

Sir Isaac’s Loft

This exhibit is very visually, physically, and mentally stimulating. It has a lot of noise and sights even when there are few people in it, and when there are a lot of people, it gets very loud.

5

Optical Illusions
Some of the imagery spins.

Sound - Low
Movement - Low
Sight - High
Complexity - Low
Touch - Low

6

Newton’s Jawn/
Kinetic Sculpture
There are many moving parts to this. It is moderately large and makes some noise as it operates. It is always running.

Sound - Medium
Movement - Low
Sight - Medium
Complexity - Low
Touch - Low

7

Giant Lever
The giant box and the lever mechanism make banging noises.

Sound - Medium
Movement - High
Sight - Low
Complexity - Low
Touch - High

8

Chain Reaction
Dominoes make a loud sound when dropped.

Sound - Low
Movement - Low
Sight - Medium
Complexity - Medium
Touch - Low
### FLOOR 3

#### Live Science Shows

There are several different Live Show topics, but they are all typically medium to high levels of sensory stimulation. They take place in Musser Demonstration Theater.

<table>
<thead>
<tr>
<th>Show</th>
<th>Sound</th>
<th>Movement</th>
<th>Sight</th>
<th>Complexity</th>
<th>Touch</th>
</tr>
</thead>
<tbody>
<tr>
<td>Liquid Air</td>
<td>Medium</td>
<td>Low</td>
<td>Low</td>
<td>Low</td>
<td>Low</td>
</tr>
<tr>
<td>Combustion</td>
<td>High</td>
<td>Low</td>
<td>Medium</td>
<td>Low</td>
<td>Low</td>
</tr>
<tr>
<td>10-in-10</td>
<td>High</td>
<td>Low</td>
<td>High</td>
<td>Low</td>
<td>Low</td>
</tr>
</tbody>
</table>

- **Liquid Air**: The loudest part of the show is when a balloon pops, but the Performer prepares the audience for it. Other sudden sounds happen during the show that are less loud.
- **Combustion**: This show uses fire to create large and small flames. There is also a loud explosion.
- **10-in-10**: This show is high-energy and fast-paced. Demonstrations are timed with a countdown clock that beeps once a minute. There is a loud explosion.
FLOOR 1

Planetarium

This is a multisensory experience. You can leave once it starts if needed, but once you leave a show, you cannot come back inside until it ends.

Sound - High
Sight - High
Movement - Low
Touch - Low

Planetarium Shows

FLOOR 4

Observatory

The Observatory is a hybrid indoor/outdoor area when the roof is open. Depending on the type of experience, you may be exposed to weather conditions or sounds outside of the museum's control including bright sunlight, heat, wind, and sounds of street traffic. The roof is never open when there is a chance of precipitation. You need to climb a few steps to physically look through the telescope.

Open on weekends.

Telescope Viewing

Sound - Low
Sight - Low
Movement - Low
Touch - Low

Complexity - Low