

Sensory Guide



WELCOME TO THE FRANKLIN INSTITUTE

This Sensory Guide provides information about TFI's exhibits and live demonstrations to help you plan your visit. Please be aware that as areas of the museum change, this guide may not always be up to date. We appreciate your feedback!



Collections Gallery



Body Odyssey



Franklin Air Show



Amazing Machine



Your Brain



Wondrous Space



Sir Isaac's Loft



SportsZone



Live Shows & Demonstrations

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Floor 3

Sir Isaac's Loft



SportsZone

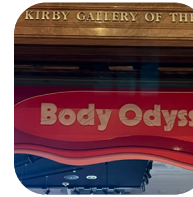


Wondrous Space



Floor 2

Body Odyssey



Live Shows & Demos



Wondrous Space



Your Brain



Amazing Machine



Franklin Air Show



Floor 1

Collections Gallery



Collections Gallery

This exhibit is usually quiet but can get busier after planetarium shows end. It can feel crowded in certain areas because it only has one entrance/exit and narrow walkways. You can go inside the Baldwin 60,000 Locomotive here using stairs or a lift.



**BALDWIN 60,000
LOCOMOTIVE**

Sound 🔊

There are knobs and switches that can make loud clanging noises when moved quickly or by multiple people at once.

Body Odyssey

This exhibit is large. The area surrounding the Giant Heart is often very crowded, but other areas may not be. Groups of people may gather in the demonstration area for dissections, which occur several times a day. The heartbeat audio can be heard throughout the exhibit when it is quiet.



GIANT HEART

Movement, Touch



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



HOW OLD IS YOUR HEARING?

Sound

A constant, high-pitched sound plays as soon as the interactive begins. The pitch lowers as the dial is spun. It can be heard in the surrounding area if the exhibit is not busy.

Franklin Air Show

This exhibit is moderately loud and usually crowded. Stairs are required to access the cockpit of the T-33 Jet.



FEEL THE FLOW

Sound, Touch 🔊👉

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.



BALLOON RACE

Sound 🔊

This creates moderately loud noise and requires physical effort to operate. The balloons do not pop under normal circumstances, but they can pop occasionally.



WINGS FLY AREA

Sound, Touch 🔊👉

This makes a loud noise and blows air when the "Start" button is pressed.

Amazing Machine

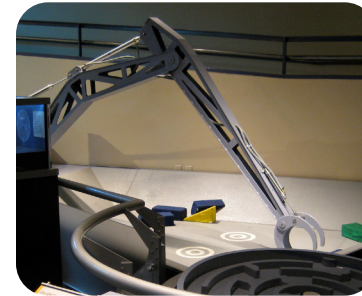
This exhibit is usually quiet except for the occasional sound of machinery.



ROCKET LAUNCHER

Sight, Sound 🔊 👁

This uses air and water to launch, but you won't get wet. It makes a fast hissing noise as it launches.



SEQUENCE FOR CONTROL

Sound 🔊

The crane can be loud if you hit the ground with it. It is somewhat complex to use.



AIR POWER

Sound 🔊

You will hear a sudden noise each time you connect the hose.

Your Brain

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



FIRE A MODEL NEURON

Sound, Sight 🔊 👁

When completed, the interactive makes a loud noise, flashes lights, and fires ping pong balls.



NEURAL CLIMB

Sound, Light 🔊 👁

This room gets noisy and crowded, and there are flashing lights and sudden sounds. You can use a shortcut in the wall to bypass it.



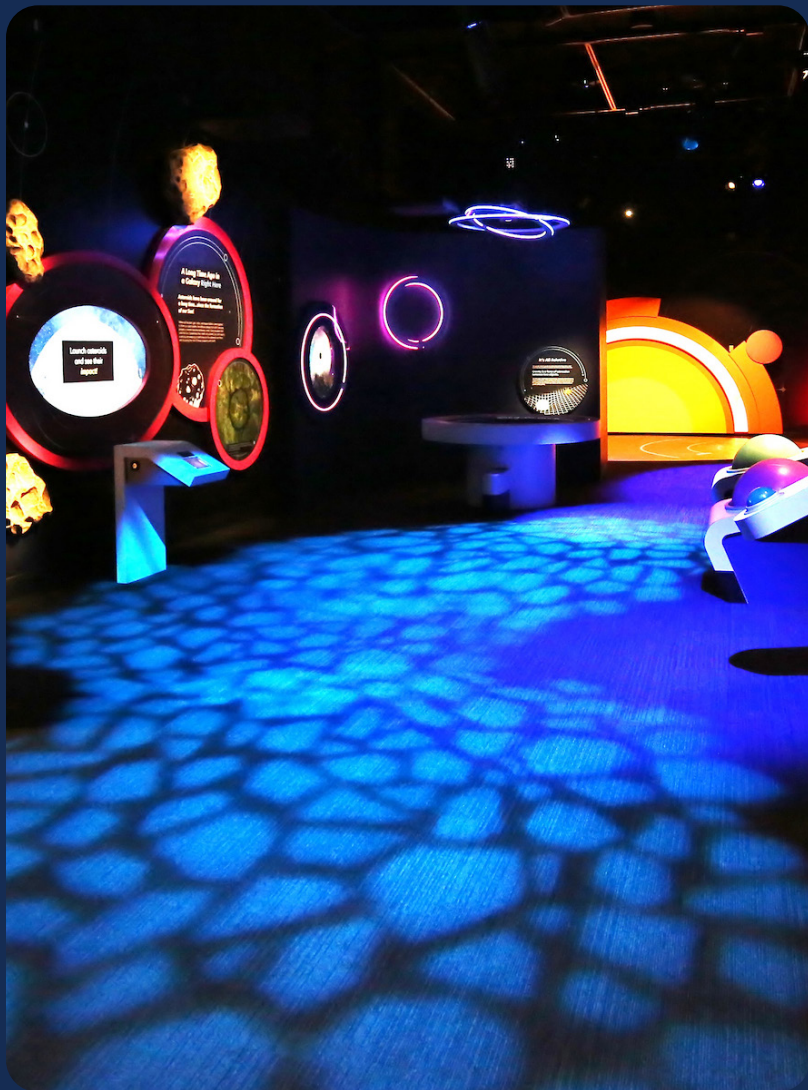
VIBRATING BENCH

Touch ✋

This vibrates when you sit on it.

Wondrous Space

This exhibit is popular and **can get crowded at times.**



Floor 2

SPACE PRIMER

Movement 🌀

Roll giant trackballs to explore the scale of the universe. The on-screen visuals move at different speeds depending on how many trackballs are rolled and their speed.



ELECTROMAGNETIC WAVES

Sound 🔊

This is near one entrance of the exhibit but can be mostly avoided by entering through another way. The lights and sounds of the overhead sculptures are triggered using the kiosks. The sound effects are somewhat loud and can be triggered continuously. More than one can be activated at a time.



Floor 3

DESIGN A ROCKET

Sound, Sight 🔊 👁

There are launch and explosion sound effects. There are multiple kiosks, which may amplify the amount and volume of sound in this area depending on how many are in use.



Sir Isaac's Loft

This exhibit is very stimulating. **It has a lot of noise and sights** even when there are not many visitors in it, and when there are a lot of visitors, it gets very loud.



GIANT LEVER

Sound 🔊

This interactive makes banging noises when used.



GYRO CHAIR

Movement 🌀

This requires holding something that is spinning, looking at it, and moving.



CHANGING THE LIGHT

Sound 🔊

There are knobs and switches that can make loud clanging noises when moved quickly or by multiple people at once.



NEWTON'S JAWN/ KINETIC SCULPTURE

Sound 🔊

There are knobs and switches that can make loud clanging noises when moved quickly or by multiple people at once.

SportsZone

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



IMPROVE YOUR PITCH

Sound 🔊

Thrown baseballs hit the backside of the wall, making loud thumping sounds on impact.



JUMP MOMENTUM

Movement, Sound



Many visitors run into the padded wall at the end, which can make loud thumping sounds on impact.



HEAD PROTECTION

Sound, Sight 🔊 👁

This simulates the head impact experienced by football players, making quick, moderately loud noise as it does so.



RACE AGAINST PRO ATHLETES

Movement, Sound



Physically race down a track against a virtual professional athlete. Many visitors run into the padded wall at the end, which can make loud thumping sounds on impact.

Live Shows & Demonstrations

These include Live Science Shows, dissections, planetarium shows, and the observatory. **You are encouraged to arrive early and talk to a performer about any questions or concerns you may have.** Please refer to the daily schedule for a list of current offerings.



LIVE SCIENCE SHOWS

Sound, Sight

The amount and level of sensory elements depends on the theme of the show.



DISSECTIONS

Sight

These are real dissections using real animal body parts.



PLANETARIUM SHOWS

Sight, Sound

These are large-scale multisensory experiences. You can leave once it starts if needed, but once you leave a show, you cannot come back inside until it ends.



OBSERVATORY

Sound, Touch

When the roof is open, this is a hybrid indoor/outdoor area. The roof is not open when there is a chance of precipitation. When it is open, you may be exposed to weather including bright sunlight, heat, wind, or the sounds of street traffic. You need to climb several steps to physically look through the telescope.

