

Sensory Guide



Welcome to The Franklin Institute

This Sensory Guide provides information about TFI's exhibits and live science 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!

Floor 1

Hamilton Collections Gallery



Floor 2

Body Odyssey



Wondrous Space



Your Brain



Amazing Machine



Benjamin Franklin National Memorial



Floor 3

Sir Isaac's Loft



SportsZone



Wondrous Space



Programming

Live Science



SENSORY GUIDE

Hamilton 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 metal 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.

Amazing Machine

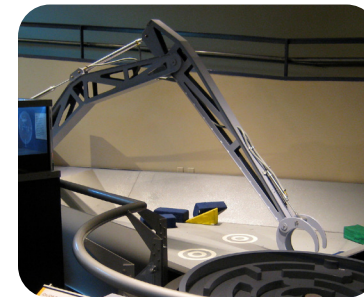
This exhibit is usually quiet except for the occasional sound of machinery when interactives are in use.



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, Sight 🔊 👁️

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.



DR. THALAMUS FAMILY PRACTICE SOUND

Sound 🔊

This room has an audio illusion that increases in tone and intensity.

Benjamin Franklin National Memorial

This area can get loud when there are many people in it or the hourly media show is playing. People frequently gather here when they first enter the museum. Sound echoes a lot.



FRANKLIN'S SPARK

Sound, Sight 🔊 👁️

At the top of every hour, this projection show plays on the dome featuring visuals, lighting, and sound. It can be heard in surrounding areas such as outside of Wondrous Space (Floor 2) and begins abruptly.

Wondrous Space

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



Floor 2

It has environmental low-lighting conditions compared to other exhibits.

SPACE PRIMER

Movement

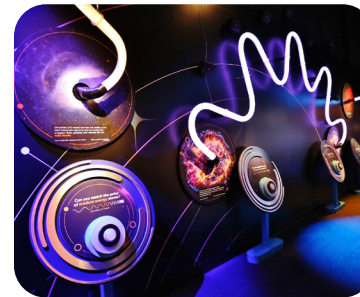
The on-screen visuals move at different speeds depending on how many trackballs are rolled and their speed.



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 it's busy, it gets very loud.



GIANT LEVER

Sound 🗣️

This interactive makes banging noises when used.



CHANGING THE LIGHT

Sight 👁️

This area has strobe light effects.



NEWTON'S JAWNS/ KINETIC SCULPTURE

Sound, Sight 🗣️ 👁️

This has many moving parts. It is moderately large and makes noise as it operates. It is always running.

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 🔊

Baseballs are thrown at 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 moves.



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 Science

These spaces include Demonstration Theater, dissection area, Fels Planetarium, and the Observatory. **You're encouraged to arrive early and speak with a performer if you have any questions or concerns.** Refer to the daily schedule on the day of your visit to learn about that day's offerings.



DEMONSTRATION THEATER | FLOOR 3

Sound, Sight 🔊 👁️

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



DISSECTIONS | FLOOR 2

Sight 👁️

These are real dissections using real animal body parts.



FELS PLANETARIUM | FLOOR 1

Sight, Sound 👁️ 🔊

These are large-scale multisensory experiences. You can take a break in the vestibules, but if you exit into the hallway, you cannot come back inside.



OBSERVATORY

Touch ✋

When the roof is open, this is a hybrid indoor/outdoor area. You need to put your eye on an eye piece to look through the telescope.

* Headphones and wobble cushions are available upon request in Demonstration Theater and the Fels Planetarium.

