

My trip to children's museum



A Social Story for Diverse Learners

An Introduction for Caregivers

This social story was created to help diverse learners prepare for a visit to Imagine Children's Museum. It features all of the exhibits, giving you the full Museum experience!

Welcome!

Tuesday - Sunday: 9 a.m. to 4 p.m.

Every Sunday, the North side of the Museum opens to the public at 11 a.m.

Check our website [ImagineCM.org](https://www.imaginecm.org) for up-to-date hours and information.

Sensory Time

Imagine Children's Museum also offers a program called Sensory Time, for children on the autism spectrum, children with sensory processing challenges, and children with other special needs, and their families.

Visit our website [ImagineCM.org](https://www.imaginecm.org) to register to join us during Sensory Time, and to review a separate social story we have created to prepare your child for Sensory Time.

- Imagine Children's Museum is located at 1502 Wall St. in downtown Everett, WA.
- **Parking** is available on the street (90 minute limit on weekdays) or in the pay lot behind the Museum (via Colby Ave.). Some lots are reserved; check signage.
- The main **entrance** to the museum is located on Hoyt Ave.
- **Gender-neutral restrooms** are located near the main entrance on the first floor, and on the second and third floors. They have individual stalls with floor-to-ceiling walls and doors. Lights in the stalls are motion-activated; wave your arms to turn them on. Toilets flush automatically. Automatic sinks and automatic hand dryers are in a shared space.
- **Boys' and girls' restrooms** are located next to the WaterWorks exhibit on the first floor of the North (original) side of the Museum. These bathrooms have manual flush toilets, manual sinks and automatic hand dryers.
- To access a **gender-neutral individual restroom**, called the Drip Drop Stop, go through the gate near the Group Entrance. It has a manual flush toilet, a manual sink and an automatic hand dryer.
- Ask a staff member if you need additional support.
- The Social Story is presented in **Open Dyslexic**, a typeface/font designed to help with symptoms of dyslexia.
- Suggestions on how we can improve our museum accessibility, email us at info@imaginecm.org. We hope you enjoy your visit!

Welcome!



I am excited to visit Imagine Children's Museum! During my visit, I will see so many fun and interesting things. This story will help me have a great time!

I will enter the Museum on Hoyt Avenue and stay with my grown-up while we enter the museum.

Tickets

Sometimes the Museum is busy and there is a line to buy tickets. Waiting in line might make me feel anxious or impatient. I will stay with my grown-up and wait our turn in line. I can bring a fidget from home to help me wait and soon it will be our turn.

After we get our tickets, I am ready to enter through the gate!



Museum Staff

If I need help finding my grown-up or if I have a question, I can ask a staff member. Staff wear purple vests or colorful shirts.



Sensory Tools

Sensory tools are available to borrow at the front desk if I need them. They can help my body if it's too loud or too bright. I can ask the staff if I want to borrow one of these items. I will return them when I leave.



I need a break

I need a break



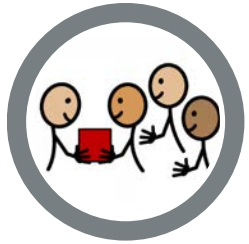
I'm ready to go home



If I feel overwhelmed or frustrated, I can take a break in P.J.'s Place or tell my grown-up I'm ready to go home. It's OK to do that. I can play at the Museum later or on another day.

Museum Rules

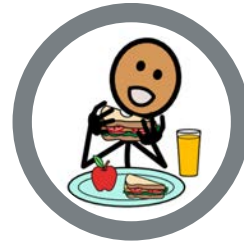
The museum has rules that help everyone be safe and have a good time. I will follow the rules so I can play and have fun! Others will also have fun if I'm following the rules.



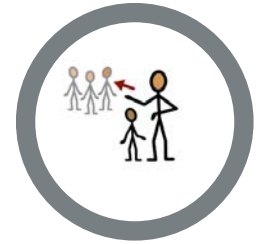
Share and
take turns



Use walking
feet



Eat and drink only
on the Third Floor



Grown-ups and
kids stay together

Sensory Symbols

Throughout this story, I will see these symbols. They help me understand what to expect in each exhibit.



This exhibit may be
bright OR the lights
may be off



This exhibit may be
loud



This exhibit may be
crowded

Toddler Areas



The Museum has toddler areas for kids ages three and under. I will take off my shoes to go in this area. If I am older than three, I will need to stay out of the toddler area. Following the rules keeps everyone safe!



Restrooms

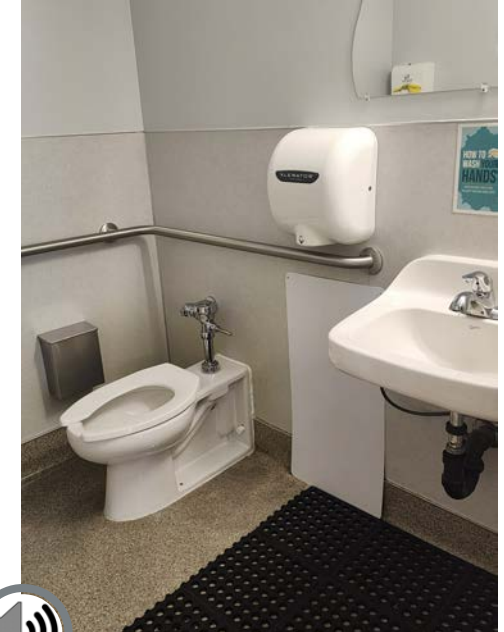
Some restrooms look like this. The lights in the restroom stalls are off but they will turn on when I wave my arms. These restrooms have hand dryers and automatic flushing toilets that can be noisy!



The restrooms next to Water Works are smaller and may be less crowded. The lights stay on. The hand dryers can be noisy.



There is also an individual restroom I can use near the Group Entrance. The lights stay on. The hand dryer can be noisy here, too.



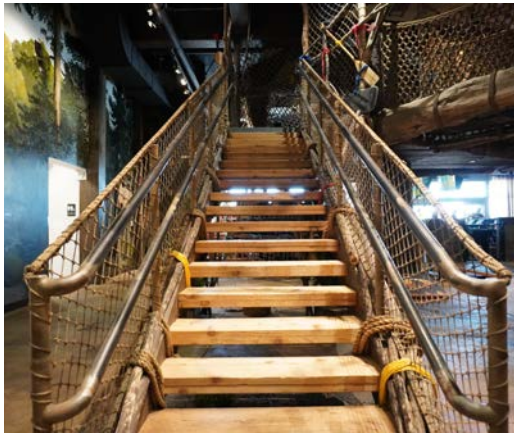
Woodlands Adventure



First Floor



In the Woodlands Adventure exhibit, I can catch fish in the pond or go up a ramp to a Birdwatching Tree House.



To see Bigfoot's Hideout or the Fire Lookout, I will need to walk up the stairs and go through rope tunnels or across wooden bridges. These might feel wobbly, but I am safe. If I need to, I will ask a grown-up for help.

Wildlife Rescue



First Floor



I can pretend to be a veterinarian and take care of animals at the Wildlife Rescue exhibit. I will need to remember to share and take turns here. It is important to leave the items from this exhibit here so other kids can take care of animals when it's their turn.

Camp Imagine



First Floor

I can roast marshmallows and hot dogs at the campfire! There may be other kids here, so I will need to remember to share and take turns.



Lodge



First Floor



The Lodge has different activities at different times. Sometimes, the Lodge has things I can use to build or play. I can ask my grown-up what to do here.

Sometimes there are special activities in the Lodge, like music performances and story times.



Everett Transit Bus



First Floor



Tickets, please! At the bus exhibit, I can pretend to be a bus driver. There is only one steering wheel so I will need to wait and take turns driving the bus.

Movie Maker Studio



First Floor



Lights, Camera, Action!

At the Movie Maker Studio, I can use different figurines like animals or dinosaurs to make a picture movie. Using the camera to take a picture might be difficult. I can ask my grown-up or a museum staff member for help.

I will need to remember to share and take turns. If other kids are in my space while I'm working on my movie, I can say: "I need space," or "No, thank you."

Recollections Room



First Floor



The Recollections Room is dark with a bright, colorful screen. I can use the movement of my body to make an image on the screen. Other kids might be in the room at the same time so we can work together to light up the screen!

There is also a drawing board in this room with special pens I can use to make a glowing picture on the wall.

Monte Cristo Railroad



First Floor

Trains, trains, and more trains! At the Monte Cristo Railroad exhibit, I can pretend to be a train conductor, watch an electric train go around the track, or push wood trains on the tracks. I will need to share and give others space at the train table. When it is time to leave, I will leave the toys there.



Airplane



First Floor

I can pretend to be a pilot or a passenger at the Airplane. There is only a pilot and co-pilot seat at the front of the plane, so I will need to wait and take turns flying the plane. Some of the buttons inside the plane make loud noises. I can use headphones if I need to.



Water Works



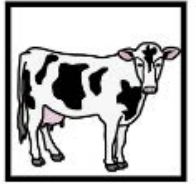
First Floor



Splish, Splash! I can watch balls float in the water or send them down a ramp. This exhibit has lots of water. I can wear a smock to help keep my clothes dry. I can use my walking feet so I don't fall. The water might have a funny smell.



Farm



First Floor



I can pretend to be a farmer at the Farm! There are pretend animals and even a tractor I can sit on. I will need to take turns riding the tractor and the horse. This exhibit can sometimes be crowded so I can remember to take a break if I need to.

Air-Mazing



First Floor



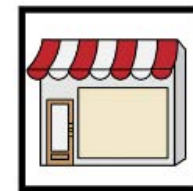
At Air-Mazing, I can send a scarf through a tube and watch it fly to the ground or try to catch it in the air. Sometimes the scarves get stuck in the tubes so I can ask a grown-up for help if I need to. It is important to know that only scarves can go in the tubes. I will need to take turns and share.



Piccolo Café



This is a make-believe restaurant where I can pretend to make food and drinks for other people. It can get crowded in this exhibit, so I will need to wait and take turns. When it is time to go, I will leave the food here.



First Floor

Socks n' Suds Laundromat



This is where I can pretend to wash and iron socks, and sort them by pattern, size and color. I can also hang them on a clothesline.



P.J.'s Place and Treehouse



First Floor



Shhhh! I can go up the stairs to P.J.'s Place if I want a break or need a quiet place to sit and look at a book. There are benches and many books on the shelves.

I can take a bridge to the treehouse next to P.J.'s Place. The bridge might feel wobbly, but I am safe. In the treehouse, I can look out a window and pretend I'm in the trees!

Theatre



First Floor

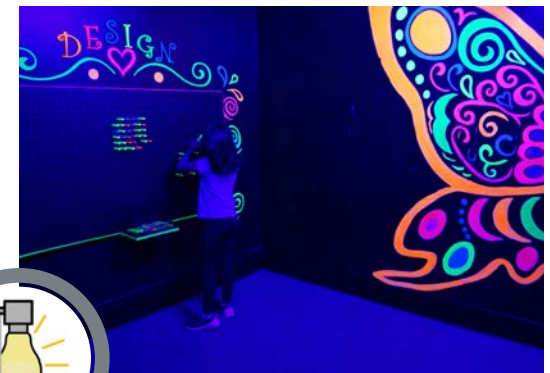


In the Theatre, I can dress up on stage or operate the sound and lights. It is dark to make it look like a real theatre. If there are other children, I will need to wait my turn. When I leave this area, I will leave the dress up clothes for other children to use.



Glow Zone

The Glow Zone is next to the theater. It is also dark. There are fun glow-in-the-dark pieces I can play with in this room.



Puget Sound Ecosystems Gallery



Second Floor



This exhibit has a large aquarium filled with fish swimming, crabs crawling and kelp waving in the water. I can look at specimens under a microscope or see real whale bones!

Sand Table

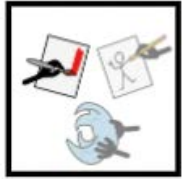


Second Floor

At the Sand Table I can put my hands in the soft sand to build mountains and volcanos. Some sand may stick to my fingers. Birds chirping and waves crashing are some of the sounds I hear. There are only a few spaces at this exhibit, so I will take turns to touch the sand.



Art Hangout



Second Floor



I can sit and work on my own project at the Art Hangout. I like to make things here. There are a lot of art materials available for me to create with. It is important that I leave some supplies so there is enough for everyone.

Tinker Shop



Second Floor



At the Tinker Shop, I can build with real tools. I will follow the rules to keep myself and others safe. One rule is that I will need to wear safety goggles. The Tinker Shop has some for me to use, or I can bring some from home.

It can get very noisy in this room. I can wear headphones if it's too loud.

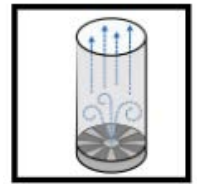


Sometimes the Tinker Shop is closed or I need to wait for the next session. I can come back another day or wait for the next session to start.



Engineer It!

The Engineer It! gallery has items for me to create something that will fly in the wind tunnel. I can follow the directions on the table or try out my own design.



Second Floor



Crane

Next to the wind tunnel is a pretend crane I can operate. There are only two seats in the crane so I will need to wait and take turns with others. Some of the buttons in the crane make loud noises.



Distribution Center



Second Floor



At the Distribution Center, I can learn how to send packages anywhere in the world. I will need to share and wait my turn to send packages up the conveyer belt, sit on the forklift or use the screens.



I can also go upstairs and send packages back down.



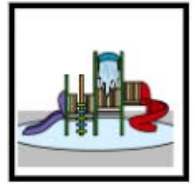
Import, Export, Our Port



Second Floor

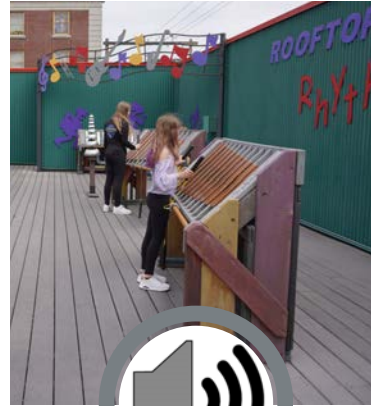


Up the stairs from the Distribution Center, I will find a crane, tugboat, and rowboat in the Import, Export, Our Port gallery. (If I need to use the elevator, I will ask the staff for help.) I will need to take turns being the tugboat captain. I will also need to work with others to balance the crane. It's OK if we make a mistake or someone has a different idea. We can keep trying!



Second Floor

Tall Timbers Rooftop Adventure



The Rooftop Adventure is a great place for me to climb and get my energy out! I can also find the Rooftop Rhythms music area where I can play musical instruments. The Dino Dig is a place where I can pretend to be a paleontologist and dig for dinosaur bones.

Some days it is closed. If the weather is too hot, cold, rainy, or smoky, my grown-up might tell me we need to stay inside. I can come back another time.

Divy's Food Truck and Eating Area



Third Floor



Food and drink are only allowed in the eating area on the third floor. I can come here to eat a snack or have lunch. Sometimes my grown-up will bring food and drinks. If we need to buy something, there is a food truck that has snacks and drinks for sale.



Sometimes, there are lots of people in this room and it can get noisy.

There is also a bathroom nearby so I can wash my hands before I eat and go potty if I need to.



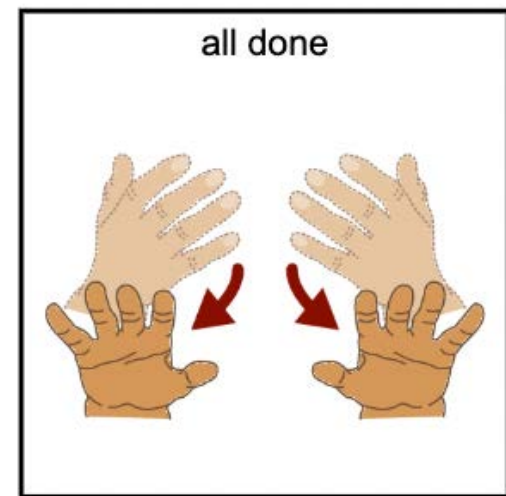
Saying Good-bye to the Museum



When it's time to go, I'll walk through the Museum store.

My time at the Museum is all done. I can say "Bye-bye, Museum! See you next time!"

















I had a great time exploring and I can't wait to come back!











Plan Your Visit

Use the visual checklist to plan your visit to the Museum. You can print the checklist, cut out the exhibits, and paste them in the order you want to visit. Using this as a visual aid during your visit can also help your child transition from one exhibit to the next, checking them off as you go!


First Floor

	Woodlands Adventure	<input type="checkbox"/>
	Wildlife Rescue	<input type="checkbox"/>
	Camp Imagine	<input type="checkbox"/>
	Lodge	<input type="checkbox"/>
	Everett Transit Bus	<input type="checkbox"/>
	Movie Maker Studio	<input type="checkbox"/>
	Recollections Room	<input type="checkbox"/>
	Monte Cristo Railroad	<input type="checkbox"/>
	Airplane	<input type="checkbox"/>
	Water Works	<input type="checkbox"/>
	Toddler Area	<input type="checkbox"/>
	Farm	<input type="checkbox"/>
	Air-mazing	<input type="checkbox"/>
	Cafe & Laundromat	<input type="checkbox"/>
	P.J.'s Place & Treehouse	<input type="checkbox"/>
	Theatre	<input type="checkbox"/>

Second Floor

	Puget Sound Ecosystems Gallery	<input type="checkbox"/>
	Sand Table	<input type="checkbox"/>
	Art Hangout	<input type="checkbox"/>
	Tinker Shop	<input type="checkbox"/>
	Engineer It!	<input type="checkbox"/>
	Distribution Center	<input type="checkbox"/>
	Import, Export, Our Port	<input type="checkbox"/>
	Tall Timbers Rooftop Adventure	<input type="checkbox"/>

Third Floor

	Divy's Food Truck & Eating Area	<input type="checkbox"/>
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Questions for Caregivers

After you read through this social story, you may want to ask your child these questions to help prepare for your visit:

- What are you most excited about or worried about?
- What are you going to do/say if ____? *Role play with your child about specific scenarios that might come up.*
- What exhibits do you want to make sure we see?

This social story was created in part with support from **Northshore School District** with an intentional focus on diverse learners and families from multilingual backgrounds. Funds from the **Puget Sound Taxpayers Accountability Act (PSTAA)** help foster collaboration and innovation while leveraging partnerships with community-based early learning organizations to increase the likelihoods of improving early learning outcomes.

Developed in collaboration with Melissa Armstrong, M.Ed., BCBA, with feedback from families, Imagine Children's Museum staff, occupational therapists, and speech and language pathologists.

Imagine Children's Museum

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