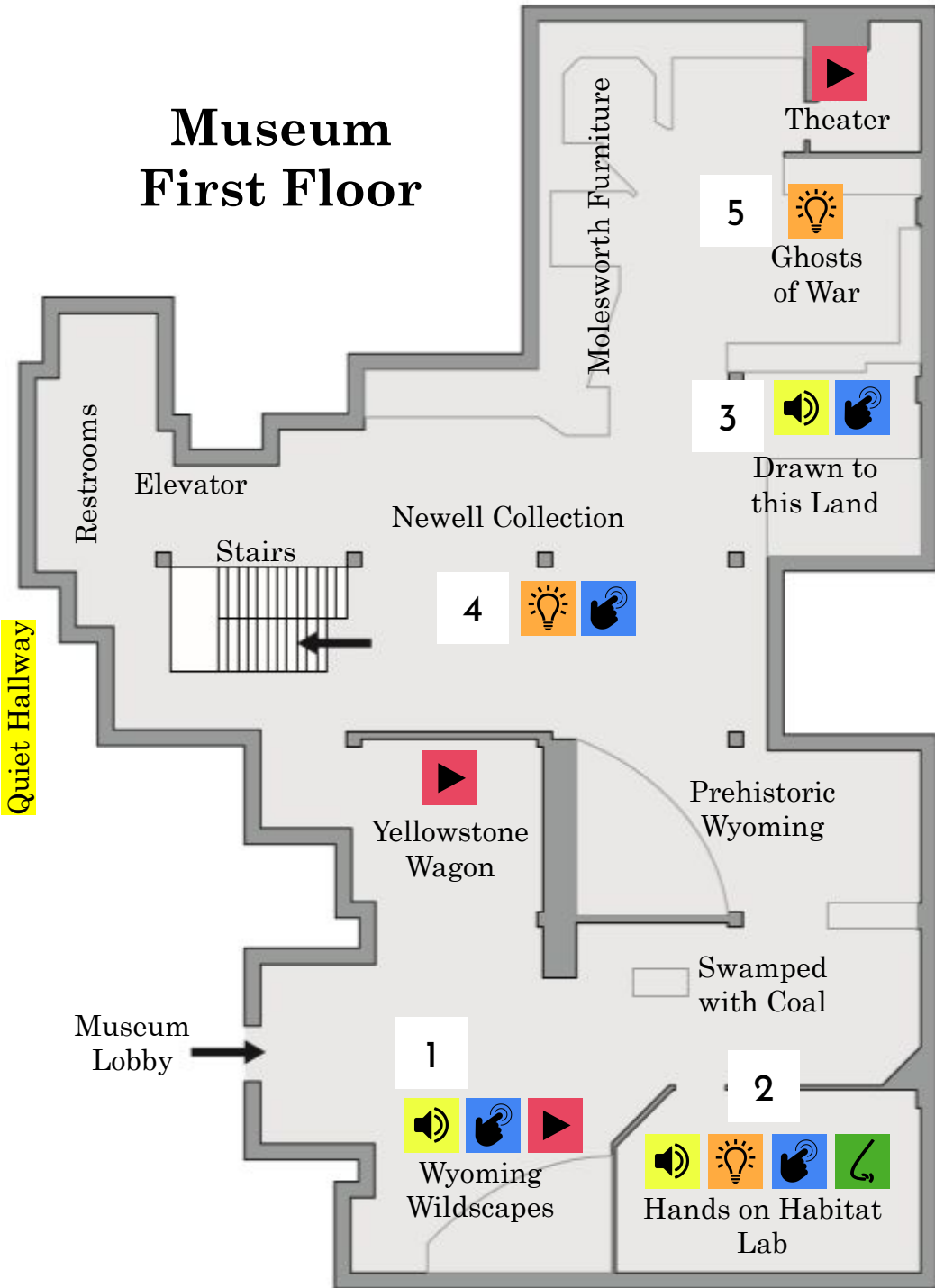


# Museum First Floor








**WYOMING STATE MUSEUM**

## Sensory Friendly Map


















We want to make sure all our guests feel welcome in the museum and can enjoy what we have to offer. This map will show you all the areas with sensory items.

Throughout the museum there is low lighting. You can also hear the air conditioning unit above you throughout.

-  Sound is on/motion activated
-  Bright lights on/motion activated
-  Touchable items/hands-on exhibit
-  Strong smells
-  Video

**Outside the museum is a quiet hallway near the building entrance.**

See reverse side for descriptions of each section's sensory items.

- 1.   Nature sounds are playing, primarily bird calls. Touchable items can be found around the side of the bison and along the landscape.
- 2.     Our **Hands on Habitat Lab** has many different sensory experiences. Nature sounds are playing. Lights can be switched off to simulate nighttime. Touchable pelts and skulls are on the tables. Strong scents in the campfire and cabinets simulate being in nature.
- 3.  Motion activated Basque music plays. Touchable items on the fence..
- 4.   Motion activated lights turn on in some of the cases. There are touchable items on the wall of the exhibit.
- 5.  Motion activated lights turn on in display case.
- 6.   Native American music is playing. Multiple videos are playing. Touchable exhibit is along the wall. A teepee is set up to play in.
- 7.   Loud sound plays from the videos. There is an interactive voting exhibit.
- 8.    Moving lights are on to simulate water over a wall of fish. Touchable fish skin. Interactive map along one wall. Multiple videos can be played and they have loud sound.

# Museum Second Floor

