

















Children's Museum

OF RICHMOND

Exhibit Sensory Guide Definitions

Sound 	Low		Have a noise level that is typically at conversation level (60-70 dB).
	Medium		Have a noise level that is about the same as a vacuum cleaner (70-75 dB).
	High		Have a noise level that is about the same as a blender (75-80 dB).
Sight 	Low		Have less contrasting colors, and do not include moving lights.
	Medium		Offer a variety of colors to see, and are located in areas of the museum with less traffic.
	High		Include moving lights or many contrasting colors. May be located in high-traffic areas of the museum.
Touch 	Low		Only include items with a smooth texture.
	Medium		Offer opportunities to interact with a variety of textures.
	High		Require children to interact with a variety of textures while playing.
Movement 	Low		Have minimal opportunities for movement.
	Medium		Allow for movement of the upper body.
	High		Allow for movement of the whole body.

*If you want to learn more about sensory processing needs, refer to <http://sinetwork.org/>