















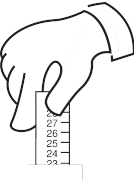






Exhibit Sensory Guide Definitions

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.
Scale 			Exhibit components scaled for individuals typically ages 0-3 for optimal engagement.
			Exhibit components scaled for individuals typically ages 3-5 for optimal engagement.
			Exhibit components scaled for individuals typically ages 5-8 for optimal engagement.
			Scale accommodates all age ranges.