

# Sensory Map Key



Darker Area



Louder Area



Movement Opportunity



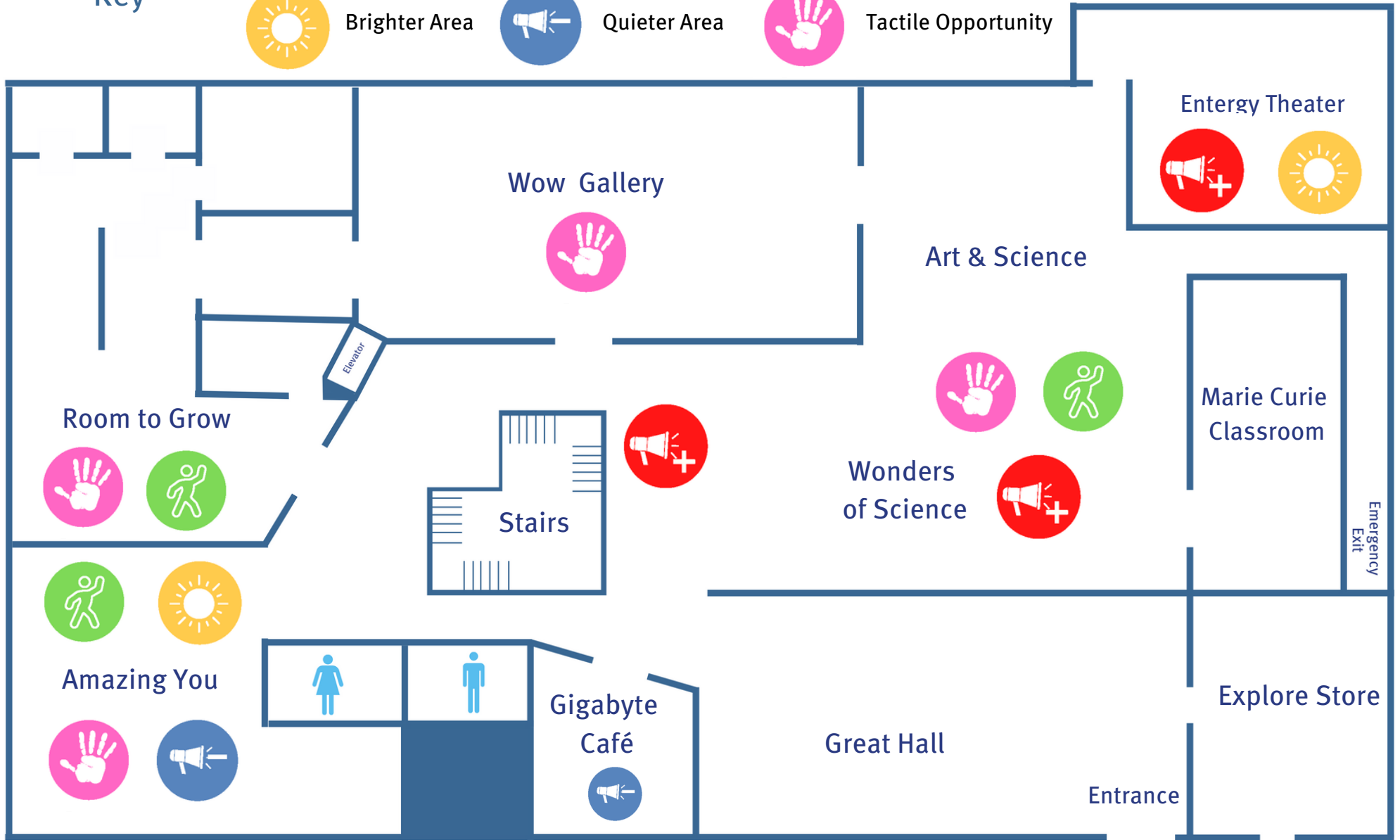
Brighter Area



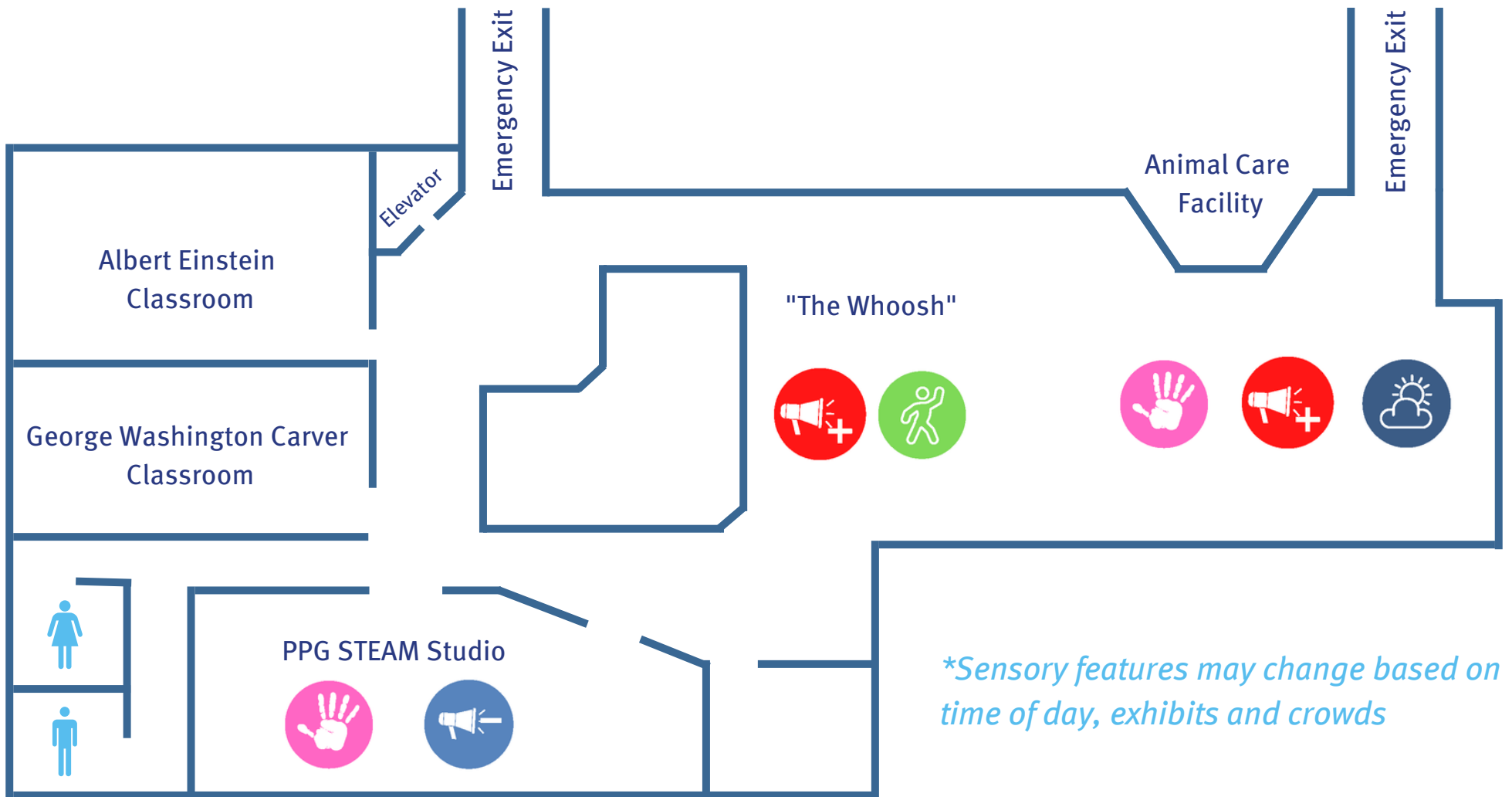
Quieter Area



Tactile Opportunity



Upstairs



*\*Sensory features may change based on time of day, exhibits and crowds*

## Downstairs