

# Sensory Map Key



Darker Area



Louder Area



Movement Opportunity



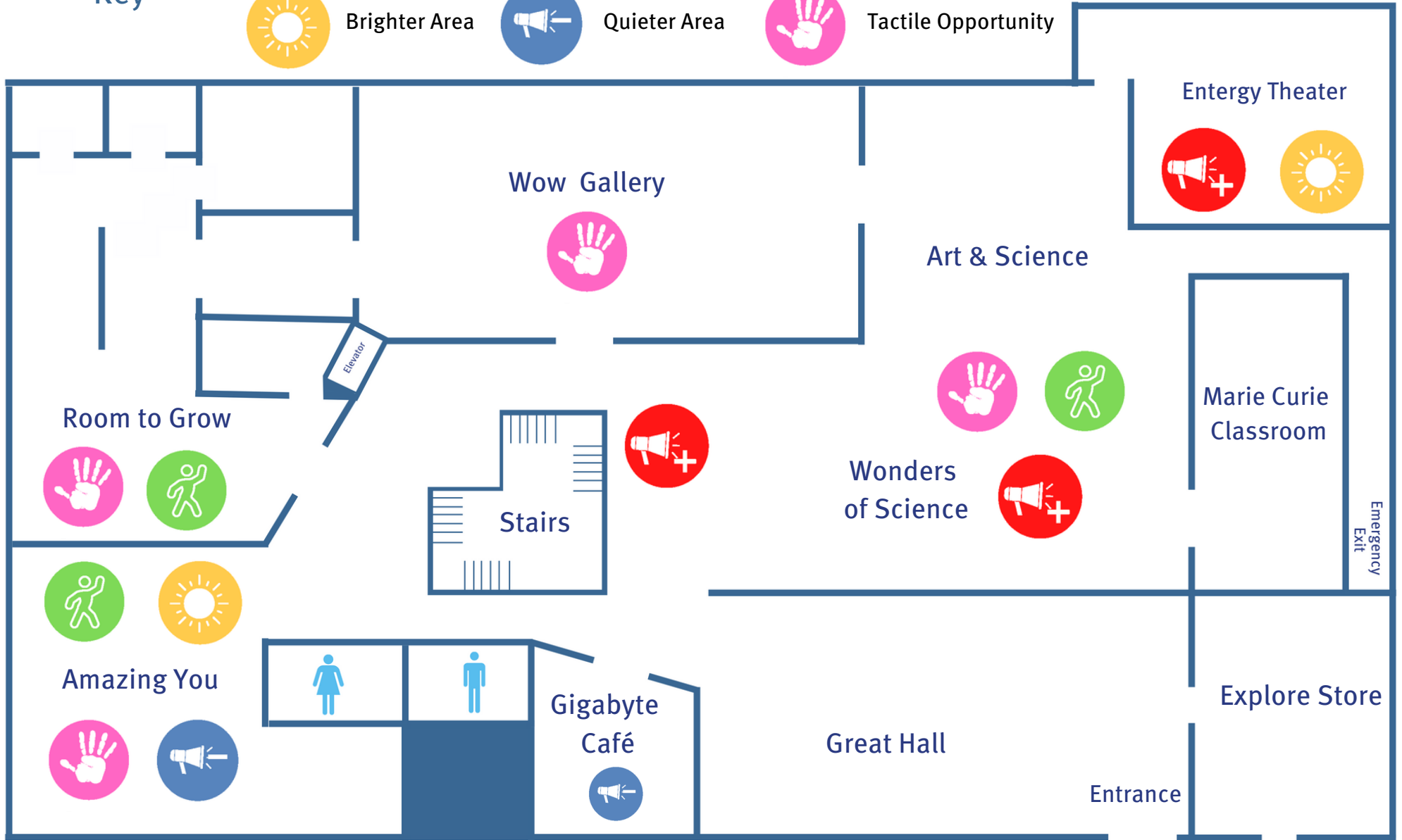
Brighter Area



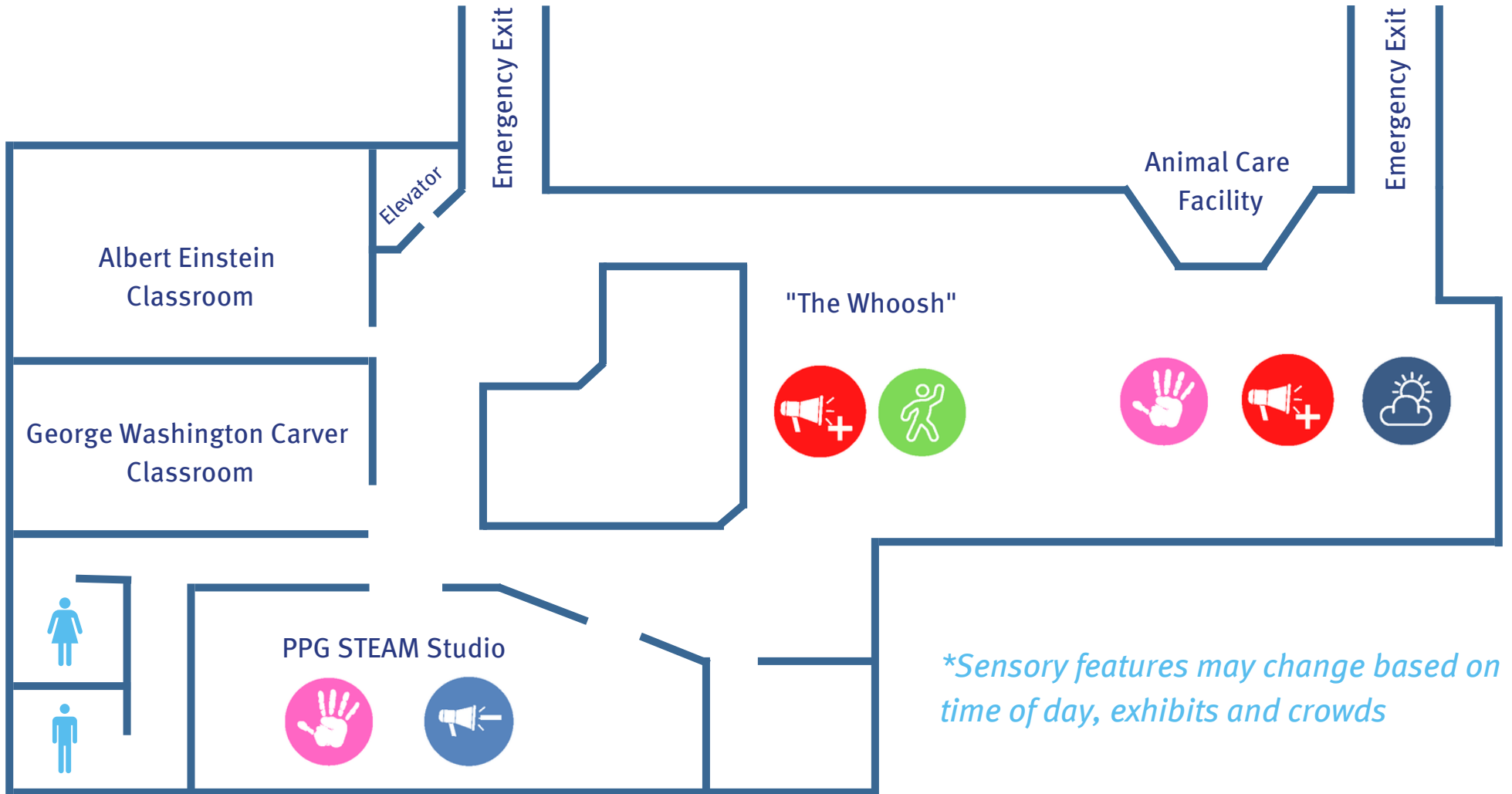
Quieter Area



Tactile Opportunity



Upstairs



## Downstairs