My trip to Imagine children's museum



An Introduction for Caregivers

Welcome!

This social story was created to help diverse learners prepare for a visit to Imagine. It features all of the exhibits, giving you the full Museum experience!

Sensory Time

Imagine also offers a program called Sensory Time, for children on the autism spectrum, children with sensory processing challenges, and children with other special needs, and their families.

Visit our website ImagineCM.org to register to join us during Sensory Time, and to review a seperate social story we have created to prepare your child for Sensory Time.

Hours & Accessibility

Tuesday - Sunday: 9 a.m. to 4 p.m.

Check our website ImagineCM.org for up-to-date hours and information.

The Social Story is presented in Atkinson Hyperlegible, a typeface/font designed to help with symptoms of dyslexia.

Suggestions on how we can improve our museum accessibility, email us at info@imaginecm.org. We hope you enjoy your visit!

Helpful Museum Information

Imagine Children's Museum is located at 1502 Wall St. in downtown Everett, WA.

Parking is available on the street (90 minute limit on weekdays) or in the pay lot behind the Museum (via Colby Ave.). Some lots are reserved; check signage.

The main entrance to the Museum is located on Hoyt Ave.

Ask a staff member if you need additional support.

Restrooms

Gender-neutral restrooms are located near the main entrance on the first floor, and on the second and third floors. They have individual stalls with floor-to-ceiling walls and doors.

Lights in the stalls are motion-activated; wave your arms to turn them on. Toilets flush automatically. Automatic sinks and automatic hand dryers are in a shared space. Paper towel dispensers are also available.

Boys' and girls' restrooms are located next to the WaterWorks exhibit on the first floor of the North (original) side of the Museum. These bathrooms have manual flush toilets and automatic sinks.

To access a gender-neutral individual restroom, called the Drip Drop Stop, go through the gate near the Group Entrance. It has a manual flush toilet and an automatic sink.



WELCOME!



I am excited to visit Imagine Children's Museum! During my visit, I will see many fun and interesting things. This story will help me have a great time!

I will enter the Museum on Hoyt Avenue, near the yellow crane, and stay with my grown-up while we enter the Museum.

Tickets



Sometimes the Museum is busy and there is a line to buy tickets. Waiting in line might make me feel anxious or impatient. I will stay with my grown-up and wait for our turn in line. I can bring a fidget from home to help me wait, and soon it will be our turn.

After we get tickets, I am ready to enter through the gate!

Museum Staff



If I need help finding my grown up, or if I have a question, I can ask a staff member. Staff wear purple vests or colorful shirts.





Sensory Tools



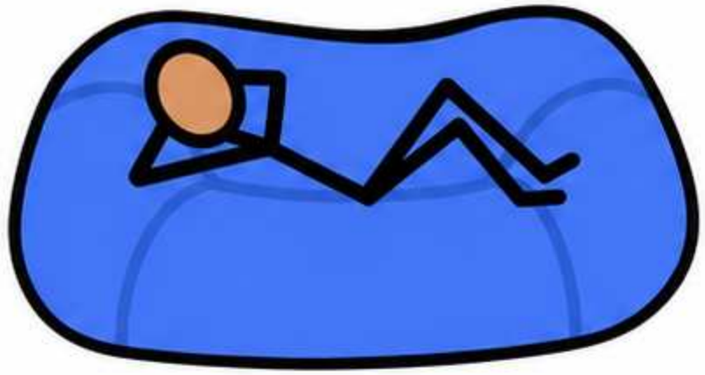
Sensory tools are available to borrow at the front desk if I need them. They can help my body if it's too loud or too bright. I can ask the staff if I want to borrow one of these items. I will return them before I leave.

Tools available to me include ear protectors, sunglasses, and stress stars that I can squeeze.



I Need a Break

I need a break



I'm ready to go home



If I feel overwhelmed or frustrated, I can take a break in P.J.'s Place or tell my grown-up I'm ready to go home. It's OK to do that. I can play at the Museum later or on another day.

Museum Rules

The museum has rules that help everyone be safe and have a good time. I will follow the rules so I can play and have fun! Others will also have fun if I'm following the rules.



Share and take turns



Grown-ups and kids stay together



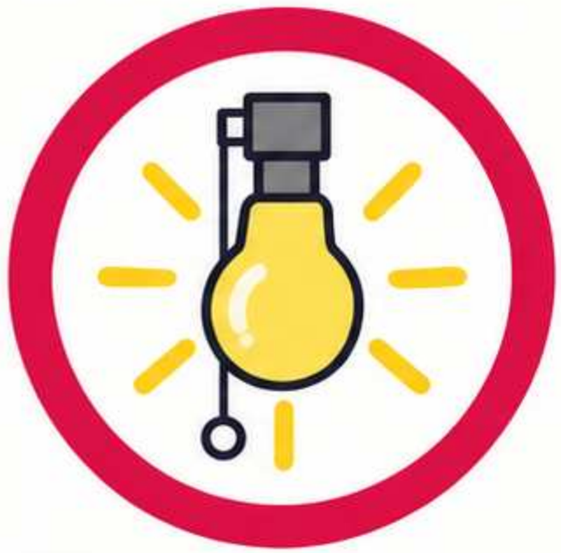
Use walking feet



Eat and drink only on the Third Floor

Sensory Symbols

Throughout this story, I will see these symbols. They help me understand what to expect in each exhibit.



This exhibit may be bright OR the lights may be off



This exhibit may be loud



This exhibit may be crowded

Restrooms

Some restrooms look like this. The lights in the restroom stalls are off, but they will turn on when I wave my arms. These restrooms have hand dryers and automatic flushing that can be noisy!





The restrooms next to Water Works are smaller and may be less crowded. The lights are always on in here.

There is also an individual restroom I can use near the Group Entrance. The lights stay on.



Toddler Areas



The Museum has toddler areas for kids ages three and under. On the first floor, near the Barnyard, I will find the Toddler Seashore. If I want to enter this area, I will be sure to keep my shoes on because the floor is slippery.



On the second floor, I can explore the Salmon Ladder. In this area I need to take my shoes off.

If I am older than three, I will need to stay out of the toddler areas. Following the rules keeps everyone safe!

Woodlands Adventure













In the Woodlands Adventure exhibit, I can catch fish in the pond or go up a ramp to a Birdwatching Tree House.

To see Bigfoot's Hideout or the Fire Lookout, I will need to walk up the stairs and go through rope tunnels or across wooden bridges. These might feel wobbly, but I am safe. If I need to, I will ask a grown-up for help.



Wildlife Clinic

First Floor



I can pretend to be a veterinarian and take care of animals at the Wildlife Rescue exhibit. I will need to remember to share and take turns here. It is important to leave the items from this exhibit here so other kids can take care of animals when it's their turn.

Camp Imagine

First Floor

I can roast marshmallows and hot dogs at the campfire! There may be other kids here, so I will need to remember to share and take turns.





The Lodge

First Floor



The Lodge has different activities at different times. Sometimes, the Lodge has things I can use to build or play. I can ask my grown-up what to do here.

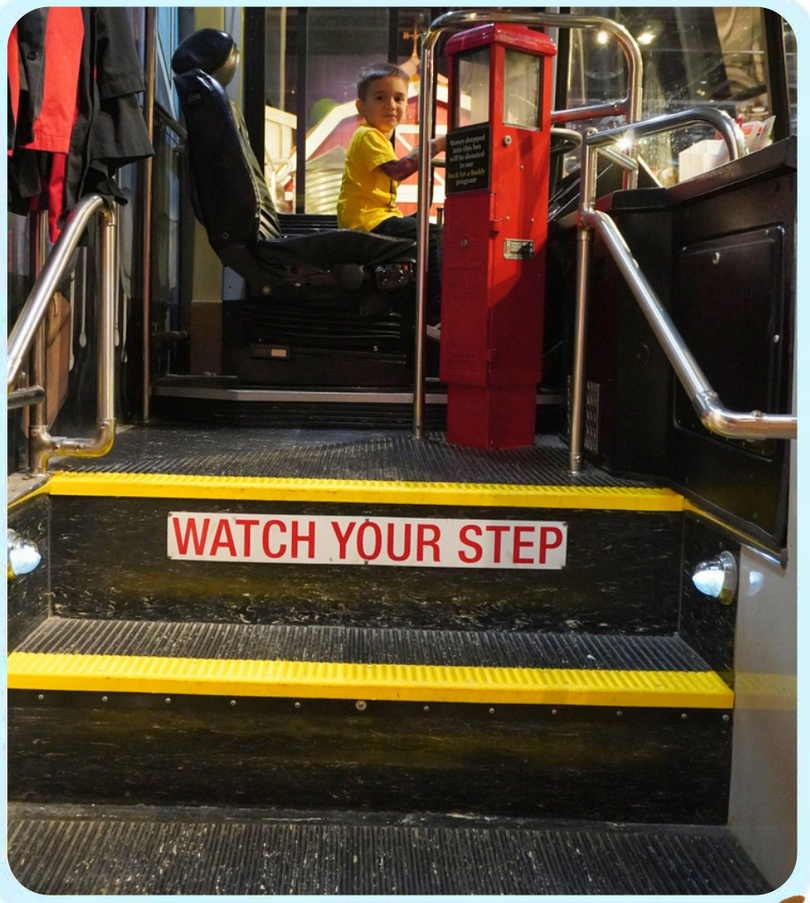


Sometimes there are special activities in the Lodge, like music performances and story times.



Everett Transit Bus





Tickets, please! At the bus exhibit, I can pretend to be a bus driver. There is only one steering wheel so I will need to wait and take turns driving the bus.

Movie Maker Studio

First Floor



Lights, Camera, Action!

At the Movie Maker Studio, I can use different figurines like animals or dinosaurs to make a picture movie. Using the camera to take a picture might be difficult. I can ask my grown-up or a museum staff member for help.

I will need to remember to share and take turns. If other kids are in my space while I'm working on my movie, I can say: "I need space," or "No, thank you."

Recollections Room



First Floor

The Recollections Room is dark with a bright, colorful screen. I can use the movement of my body to make an image on the screen. Other kids might be in the room at the same time so we can work together to light up the screen!

There is also a drawing board in this room with special pens I can use to make a glowing picture on the wall.

This exhibit may be bright OR the lights may be off



Monte Cristo Railroad

First Floor

Trains, trains, and more trains!

At the Monte Cristo Railroad exhibit, I can pretend to be a train conductor, watch an electric train go around the track, or push wood trains on the tracks.

I will need to share and give others space at the train table. When it is time to leave, I will leave the toys there.

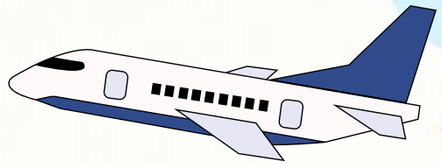






This exhibit may be loud

Imagine-Air





I can pretend to be a pilot, passenger, flight attendant, or baggage attendant at the Airplane!

There is only one pilot and one co-pilot seat at the front of the plane, so I will need to wait and take turns flying the plane.

Some of the buttons inside the plane make loud noises. I can use headphones if I need.





This exhibit may be loud



Water Works





Splish, Splash! I can watch balls float in the water or send them down a ramp. This exhibit has lots of water. I can wear a smock to help keep my clothes dry. I can use my walking feet so I don't fall. The water might have a funny smell.



This exhibit may be crowded



This exhibit may be loud



The Barnyard/Farm

First Floor







I can pretend to be a farmer at the Farm! There are pretend animals and even a tractor I can sit on. I will need to take turns riding the tractor and the horse. This exhibit can sometimes be crowded so I can remember to take a break if I need to.

This exhibit may be crowded

Air-Mazing

First Floor



At Air-Mazing, I can send a scarf through a tube and watch it fly to the ground or try to catch it in the air. Sometimes the scarves get stuck in the tubes so I can ask a grown-up for help if I need to. It is important to know that only scarves can go in the tubes. I will need to take turns and share.

This exhibit may be loud

This exhibit may be crowded



Piccolo Café

First Floor



This is a make-believe restaurant where I can pretend to make food and drinks for other people. It can get crowded in this exhibit, so I will need to wait and take turns. When it is time to go, I will leave the food here.

This exhibit may be crowded

P.J.’S Place and Treehouse

First Floor





Shhhh! I can go up the stairs to P.J.'s Place if I want a break or need a quiet place to sit and look at a book. There are benches and many books on the shelves.

I can take a bridge to the treehouse next to P.J.'s Place. The bridge might feel wobbly, but I am safe. In the treehouse, I can look out a window and pretend I'm in the trees!

Imagine Theatre

First Floor







In the Theatre, I can dress up on stage or operate the sound and lights. It is dark to make it look like a real theatre. If there are other children, I will need to wait my turn. When I leave this area, I will leave the dress up clothes for other children to use.



This exhibit may be bright OR the lights may be off



This exhibit may be loud

Puget Sound Ecosystems Gallery

Second Floor







This exhibit has many cool things to explore! There is a large aquarium with fish swimming and algae growing in the water. Across from the aquarium, I can look at specimens under a microscope or see real whale bones. I can also sit in the rowboat and pretend I am out on the water. There are fun activities that show me the hazards that salmon face in rivers and oceans. Some of these activities might be tricky, and it is OK to ask my grown-up for help.

This exhibit may be loud

Sand Table

Second Floor



At the Sand Table I can put my hands in the soft sand to build mountains and volcanos. Some sand may stick to my fingers. Birds chirping and waves crashing are some of the sounds I hear. There are only a few spaces at this exhibit, so I will take turns to touch the sand.

This exhibit may be crowded

This exhibit may be loud

This exhibit may be bright OR the lights may be off

Art Hangout

Second Floor





I can sit and work on my own project at the Art Hangout. I like to make things here. There are a lot of art materials available for me to create with.

It is important that I leave some supplies so there is enough for everyone.

Tinker Shop

Second Floor







At the Tinker Shop, there are different building projects for me to try. Some projects use tools that can hurt me if I am not careful. I will follow the rules to keep myself and others safe. One rule might be that I will need to wear safety goggles.

It can get very noisy in this room. I can wear headphones if it's too loud.

Sometimes the Tinker Shop is closed or I need to wait for the next session. I can come back another day or wait for the next session to begin.

This exhibit may be loud



Engineer It! & Crane

Second Floor

The Engineer It! gallery has a wind tunnel, a paper airplane launcher, and a gear wall. I can follow the directions on the table or try out my own design.



This exhibit may be loud

Next to Engineer It! is a pretend crane I can operate. There are only two seats in the crane so I will need to wait and take turns with others. Some of the buttons in the crane make loud noises.



This exhibit may be loud

Ship It! Gallery

Second Floor

At the Ship It! gallery, I can learn how to send packages anywhere in the world. I will need to share and wait my turn to send packages up the conveyer belt, sit on the forklift or use the screens.



I can also go upstairs and send packages back down.





Import, Export, Our Port

Second Floor

Up the stairs from the Ship It! gallery, I will find a tugboat, a ship balance wall, and port safety dress-up gear like vests and hard hats. If I need to use the elevator instead, I can ask a staff member for help.

I will need to take turns being the tugboat captain. There are games and puzzles that show what it is like to work at the Port. It is OK if I make a mistake or if someone has a different idea. We can keep trying and have fun together!







This exhibit may be bright OR the lights may be off

This exhibit may be loud

This exhibit may be crowded

Tall Timbers Rooftop Adventure

Second Floor

The Rooftop Adventure is a great place for me to climb and get my energy out! I can also find the Rooftop Rhythms music area where I can play musical instruments. The Dino Dig is a place where I can pretend to be a paleontologist and dig for dinosaur bones.



Some days it is closed. If the weather is too hot, cold, rainy, or smoky, my grown-up might tell me we need to stay inside. I can come back another time.







Divy's Food Truck and Eating Area

Third Floor

Food and drink are only allowed in the eating area on the third floor. I can come here to eat a snack or have lunch. Sometimes my grown-up will bring food and drinks. If we need to buy something, there is a food truck that has snacks and drinks for sale.



Sometimes, there are lots of people in this room and it can get noisy.

There is also a bathroom nearby so I can wash my hands before I eat and go potty if I need to.

This exhibit may be loud

This exhibit may be crowded

Saying Goodbye to the Museum



When it's time to go, I'll walk through the Museum store.

My time at the Museum is all done. I can say "Bye-bye, Museum! See you next time!"

I had a great time exploring and I can't wait to come back!

All done!



Plan Your Visit!

Use the visual checklist to plan your visit to the Museum.

You can print the checklist, cut out the exhibits, and paste them in the order you want to visit. Using this as a visual aid during your visit can also help your child transition from one exhibit to the next, checking them off as you go!

First Floor

- ☐ Woodlands Adventure
- ☐ Wildlife Rescue
- ☐ Camp Imagine
- ☐ Lodge
- ☐ Everett Transit Bus
- ☐ Movie Maker Studio
- ☐ Recollections Room
- ☐ Monte Cristo Railroad
- ☐ Airplane
- ☐ Water Works
- ☐ Toddler Area
- ☐ Farm
- ☐ Air-Mazing
- ☐ Piccolo Café
- ☐ P.J.'s Place & Treehouse
- ☐ Theatre

Second Floor

- ☐ Puget Sound Ecosystems Gallery
- ☐ Sand Table
- ☐ Art Hangout
- ☐ Tinker Shop
- ☐ Engineer It!
- ☐ Ship It! Gallery
- ☐ Import, Export, Our Port
- ☐ Tall Timbers Rooftop Adventure

Third Floor

- ☐ Divy's Food Truck & Eating Area



Questions for Caregivers

After you read through this social story, you may want to ask your child these questions to help prepare for your visit:

- What are you most excited about or worried about?
- What are you going to do/say if ____? Role play with your child about specific scenarios that might come up.
- What exhibits do you want to make sure we see?

This social story was created in part with support from **Northshore School District** with an intentional focus on diverse learners and families from multilingual backgrounds. Funds from the **Puget Sound Taxpayers Accountability Act (PSTAA)** help foster collaboration and innovation while leveraging partnerships with community-based early learning organizations to increase the likelihoods of improving early learning outcomes.

Developed in collaboration with Melissa Armstrong, M.Ed., BCBA, with feedback from families, Imagine Children's Museum staff, occupational therapists, and speech and language pathologists.

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