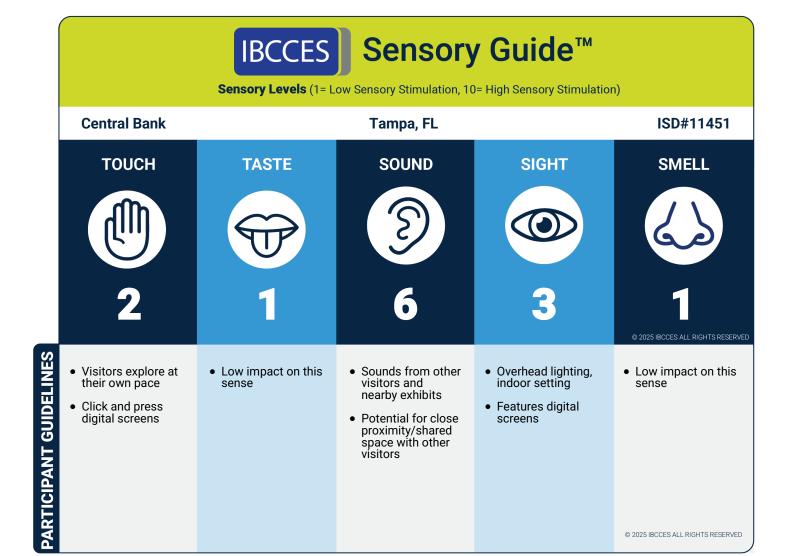
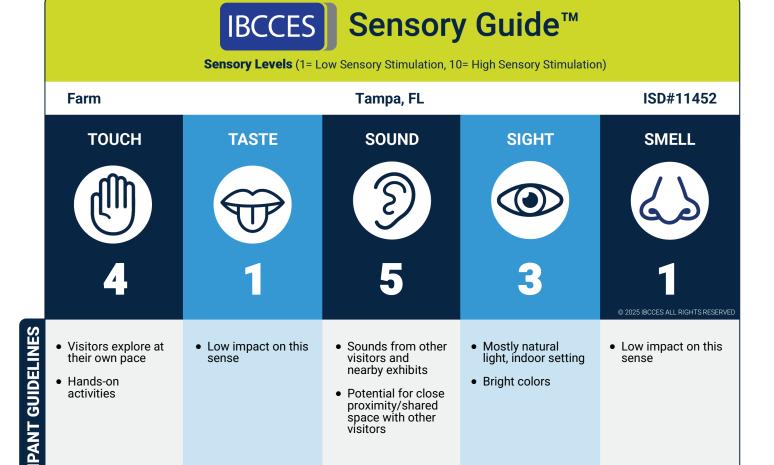
Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation) **Art Smart** Tampa, FL ISD#11449 **TOUCH TASTE SOUND SIGHT SMELL** • Some flashing and colorful lights Visitors explore at · Low impact on this · Music in this area · Low impact on this their own pace sense can be loud for sense some visitors Many interactive · Experiment with features · Sounds from other light wand throughout the visitors and · Mirrors and bright exhibit nearby exhibits colors • Potential for close proximity/shared space with other visitors © 2025 IBCCES ALL RIGHTS RESERVED



Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation) **Big John** Tampa, FL ISD#11450 **TOUCH TASTE SOUND SIGHT SMELL** PARTICIPANT GUIDELINES · Low impact on this Sounds from · Overhead lighting, · Low impact on this Visitors explore at puzzle pieces falling when their own pace sense indoor setting sense Can crawl under · Large digital activated the dinosaur screen Music plays in part · Design a dinosaur of exhibit with markers • Potential for close proximity/shared space with other visitors © 2025 IBCCES ALL RIGHTS RESERVED





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Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation) **Firehouse** Tampa, FL ISD#11453 **TOUCH TASTE** SOUND **SIGHT SMELL** · Sounds from other · Overhead lighting, · Low impact on this · Low impact on this Visitors explore at visitors and nearby exhibits their own pace sense indoor setting sense · Climb upstairs · Features a digital and slide down a • Music from nearby screen exhibits pole • Flashing red lights when activated · Potential for close Some interactive proximity/shared features throughout the exhibit space with other visitors © 2025 IBCCES ALL RIGHTS RESERVED



Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation) **Forts** Tampa, FL ISD#11454 **TOUCH TASTE SOUND SIGHT SMELL** Overhead lighting and natural light, indoor setting · Low impact on this · Low impact on this · Sounds from other Visitors explore at visitors and nearby exhibits their own pace sense sense Visitors can crawl through and under Potential for close • Some transitions various blanket proximity/shared from bright to dim space with other visitors forts lighting • Free/unstructured play © 2025 IBCCES ALL RIGHTS RESERVED

Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation) **Ice Cream Parlor** Tampa, FL ISD#11455 **TOUCH TASTE SOUND SIGHT SMELL** Mostly natural light, indoor setting · Low impact on this · Sounds from other · Low impact on this Visitors explore at visitors and nearby exhibits their own pace sense sense Visitors can make · Bright colors and serve pretend • Music from nearby ice cream exhibits creations Juke box plays music when activated • Potential for close proximity/shared space with others © 2025 IBCCES ALL RIGHTS RESERVED

Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation) **KidsPort** Tampa, FL ISD#11456 **TOUCH TASTE** SOUND **SIGHT SMELL** • Low impact on this Mostly natural Visitors explore at Some loud and Low impact on this their own pace sense dissonant sounds light, indoor setting sense Visitors will get · Some additional · Sounds from other their hands wet guests and overhead lights rushing water when interacting Water flows throughout the Interactive · Can activate some sounds exhibit features throughout the Potential for close Storm cloud drops exhibit proximity/shared rain in part of the space with other exhibit when visitors activated © 2025 IBCCES ALL RIGHTS RESERVED



Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation) **Light Cloud** Tampa, FL ISD#11457 **TOUCH TASTE SOUND SIGHT SMELL** · Low impact on this · Low impact on this · Some loud and Mostly natural Visitors explore at their own pace sense dissonant sounds light, indoor setting sense from nearby · Press buttons to · Activate colored exhibits activate lights lights above head · Sounds from other guests and rushing water · Potential for close proximity/shared space with other visitors © 2025 IBCCES ALL RIGHTS RESERVED

PARTICIPANT GUIDELINES

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Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation) ISD#11459 **Ocean Sandbox** Tampa, FL **TOUCH TASTE** SOUND **SIGHT SMELL** · Low impact on this · Moving digital Low impact on this Visitors explore at • This can be a quieter exhibit in the museum images are projected into the their own pace sense sense Can touch sand sandbox and dig for • Soft music objects in a • Dim lighting, indoor setting sandbox table Potential sounds from other visitors Interactive features Potential for close proximity/shared throughout the exhibit space with other visitors © 2025 IBCCES ALL RIGHTS RESERVED



Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation) Pizza Place Tampa, FL ISD#11460 **TOUCH TASTE SOUND SIGHT SMELL** · Sounds from other Visitors explore at · Low impact on this · Overhead lighting, · Low impact on this visitors and nearby exhibits their own pace sense indoor setting sense Visitors can make · Bright colors and bake a · Music from nearby • Some additional pretend pizza exhibits lights Potential for close proximity/shared space with other visitors © 2025 IBCCES ALL RIGHTS RESERVED



Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation) **Publix** Tampa, FL ISD#11461 **TOUCH TASTE SOUND SIGHT SMELL** · Low impact on this · Sounds from other · Overhead lighting, · Low impact on this Visitors explore at visitors and nearby exhibits their own pace sense indoor setting sense · Bright colors Visitors can pretend to shop • Music from nearby and buy groceries exhibits · Sounds from cash register Potential for close proximity/shared space with other visitors © 2025 IBCCES ALL RIGHTS RESERVED

Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation) St. Joseph's Hospital Tampa, FL ISD#11462 **TOUCH TASTE SOUND SIGHT SMELL** · Sounds from other · Low impact on this · Low impact on this · Overhead lighting, Visitors explore at visitors and nearby exhibits their own pace sense indoor setting sense Some digital Interactive features • Music from nearby screens throughout the exhibits exhibit · Can activate some sounds Potential for close proximity/shared space with other visitors © 2025 IBCCES ALL RIGHTS RESERVED

TICIPANT GUIDELINES

Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation) **Tugboat Tots** Tampa, FL ISD#11463 **TOUCH TASTE** SOUND **SIGHT SMELL** Mostly natural lighting, indoor · Low impact on this · Some loud and Low impact on this Visitors explore at their own pace sense dissonant sounds sense from nearby setting Young visitors can climb, slide, exhibits · Some overhead · Sounds from other and play lighting guests and rushing water Hands-on activities in this · Potential for close proximity/shared • Free/unstructured space with other visitors play © 2025 IBCCES ALL RIGHTS RESERVED

Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation) **Twinkle Star Theater** Tampa, FL ISD#11464 **TOUCH TASTE SOUND SIGHT SMELL** • Spotlights on the stage, dimmer lighting in the back Visitors explore at · Low impact on this • Can activate Low impact on this their own pace sense multiple sounds sense • Potential for close Can put on of the theater costumes proximity/shared space with other Can activate • Free/unstructured visitors changes in lighting play © 2025 IBCCES ALL RIGHTS RESERVED

PARTICIPANT GUIDELINES



Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation) **Vet Clinic** Tampa, FL ISD#11465 **TOUCH TASTE SOUND SIGHT SMELL** · Sounds from other · Low impact on this · Low impact on this · Overhead lighting, Visitors explore at visitors and nearby exhibits their own pace sense indoor setting sense Some additional Interactive features · Music from nearby bright lights throughout the exhibits exhibit • Can activate some sounds Potential for close proximity/shared space with other visitors © 2025 IBCCES ALL RIGHTS RESERVED Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation)

Water's Journey Climber

SOUND

Tampa, FL

SIGHT

ISD#11466

TOUCH

TASTE







SMELL



Visitors must climb and crawl throughout this exhibit

PARTICIPANT GUIDELINES

· Low impact on this sense

- · Sounds from other visitors and nearby exhibits
- Some dissonant sounds in this area
- Potential for close proximity/shared space with other visitors
- Ability to climb high and look down
- Mostly natural lighting, indoor setting
- Some additional overhead lights

 Low impact on this sense

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