

## INFANT AND TODDLER AREA



**ACCESSORY:** Investigate different kinds of light and count how many stars are created by the fiber optic Twilight Turtle light

Use the Teddy Bear Mat for crawling and walking; mirrors with bars for walking; various toys for playtime

**SENSORY:** Listen and describe the sound from the Musical Vibration Toy and Twirly Whirly toys for multi-sensory interaction

**TACTILE:** See and play with the velcro blocks located nearby for easy building to explore different patterns and shapes



## CONSTRUCTION ZONE

**ACCESSORY:** Take on the role of an architect, engineer or contractor by putting on a hard-hat, tool belt, goggles and velcro-closed apron

Follow the provided blueprints to create a house, table or chair with the made easy velcro frames, peg boards and panels on a wheelchair height table located in the exhibit

Toy model blueprints are provided to make building a house, chair or table fun with your child

**TACTILE:** Play and Learn blocks located nearby on a wheelchair height table for safe building, shape and size learning

## GENERAL CMB ACCESSIBILITY INFORMATION:

Restrooms on each level are handicap-accessible

The family restroom on the first floor is large enough to accommodate a wheelchair and personal assistant

All activity tables located in *The Plaza*, *All World's Café* and *Construction Zone* are wheelchair accessible

If you need a quiet area, the *Future Artists of America Gallery* located at the front lobby is available

The Museum offers grippers, walkers, chairs and a wheelchair ramp for the *Texas Farmhouse* truck to make your museum playtime an enjoyable one

Braille books are located in *The Plaza* area for easy reading

Please let a Museum Team Member know if you need assistance in finding anything



# Brite's Special Spot



## SPECIAL TIME E-GUIDE

The CMB's open-ended exhibits include sensory, tactile, and auditory experiences for children to learn with color, light, texture, sound, movement and gross motor skills.

This interactive play guide provides information on all items listed by **accessory, sensory, tactile or auditory** in each exhibit for easy playtime learning.

**Discover**  **Learn**  **Imagine**





## DR. BONES HEALTH CLINIC

**ACCESSORY:** Become a doctor by putting on your velcro-closed lab coat and describe the X-ray chart by lighting the panel with the easy on specs switch

Describe the Medical Center Organs by name and shape by following the sheet provided

Develop cause and effect by roleplaying why we visit a doctor or dentist office

**SENSORY:** Explore Ms. Minty and Mr. Grossmouth for the cause and effect of brushing or not brushing your teeth

**AUDITORY:** Listen to the children's dental video with the provided child size headphones (closed caption is also provided on the video)

Chairs are available for children to sit and rest comfortably



## TEXAS FARMHOUSE

**ACCESSORY:** Roleplay spending a day at the farm or in the Farmhouse Kitchen by using the velcro-closed aprons and picking the vegetables from the garden

Count the eggs in the Hens Coop to develop math concepts, model how to cook and pair foods together

**SENSORY:** Take a journey of sensory discovery; feel the variety of vegetables, fruits and surrounding accessories, describe the feeling and the name of the item

**AUDITORY:** Listen to the voice output device located in Farmhouse to learn about the exhibit

## KRGV CHANNEL 5 WEATHER STATION



**AUDITORY:** Learn about weather and investigate how to become a meteorologist with KRGV Channel 5 and Tim Smith by listening to the video with provided child-sized headphones (closed caption is available)

Chairs are available for children to sit and rest comfortably while watching the video

## UNDER THE SEA



**ACCESSORY:** Roleplay fishing off of a boat using the grippers provided to catch the fish

Don't forget to practice safety by wearing the velcro-closed life vests

**TACTILE:** Feel and describe the Under the Sea rocks located underneath the pier to explore patterns and shapes. Describe the different feelings and discuss why the rocks are important to sea life

Feel the texture of the Pin Screen in the lighthouse for sensory stimulation

Located nearby is the tactile wall for hands-on experimenting



## ALL WORLD'S CAFÉ

**ACCESSORY:** Roleplay with pots, pans, food and cash registers and become a waiter, chef or restaurant owner while modeling in the velcro-closed aprons

Count money in the cash registers to develop math concepts

**SENSORY:** Identify colors and shapes through experimentation with play foods and kitchen ware

**AUDITORY:** Listen to the voice output device located in the Café to learn about the exhibit



## THE PLAZA

**ACCESSORY:** Interact with and describe the words on the *Real World Activity Cards*

Roleplay in the puppet theatre located nearby for imagination creation

**SENSORY:** Explore textures, colors and shapes with the Nubby Bounce Balls and Weighted Bumpy Blocks

**TACTILE:** Experiment with mathematical concepts such as sorting, patterning and matching with the Touch & Match Board

**AUDITORY:** Listen to children's books on the Victor Reader Wave and discuss the material