

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