

ZOOM

Welcome

I am visiting *ZOOM* – The Children’s Innovation Zone at the Canada Science and Technology Museum. *ZOOM* is a fun place where I can play, build and test things out. I can explore *ZOOM* in any order I want to.



Help

If I get lost or if I have a question, I can ask for help from a staff member who is wearing a red shirt and name tag.



Rules



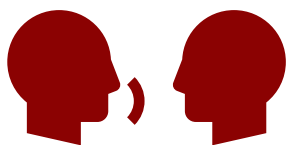
I will stay with the grown-up who came with me.



I will walk.



I will share and wait for my turn.



I might get excited here. I will remember to use my inside voice.

If I get hungry or thirsty, I can ask the grown-up who is with me to take me to the Lounge or Café. I will eat and drink only in those places.



I will stay in the big kid part of ZOOM. I'll stay out of the ZOOMini area, because it is only for babies and small children who need a safe space to play. This is okay, because there are lots of things to see and do in my part of ZOOM.



Seating

If I get tired I can sit on a bench. There are lots of places to sit in *ZOOM* and in the Hub outside *ZOOM*.



Washrooms

If I need to go to the washroom, I can ask the grown-up who is with me. Inside the washrooms there are noisy hand dryers and flush toilets.



Things to Do

There are many different types of experience in *ZOOOM*.
I can use many of my senses there.



I might see bright lights.



I might hear loud sounds.



I might smell strong smells.



I might use my hands to touch things.



I might move around.

I can choose to not do activities that include these types of experience if I don't want to.

I can do a lot of things in *ZOOOM*. Here are some of them:

ZOOOMobile

I can build a car and test it on a ramp.



It can get busy at the test ramps. I will wait my turn before testing my car.



ZOOOMagik

I can sit and hide inside a nook. It feels cozy in here! I can turn the wheels and watch the shapes and colours change. If somebody is already in the nook, I will wait for my turn.



ZOOOMission

I can press different buttons and controls. I can see different things light up and hear fun noises.

I will use gentle hands when pressing the buttons.



There may be other children pressing buttons at the same time as me. This is okay. We can try to work together.



ZOOMzoom

I can enter a windy room and throw scarves up in the air and see them dance and twirl.

There can be many children in the room. I can wait for my turn if it's too busy.



The wind feels nice on my face. If I don't like the feeling of the wind, I can leave whenever I want to.



ZOOOMachine

I can turn the pedals of a bicycle to make a machine go.

Other children will work with me to make the machine go.
This is okay.

I will take turns with other children.



I can put the gears next to each other. I can spin the handle and see how these gears move.



ZOOOMix

I can use large blocks to build anything I want.

I will share the blocks with other children in the space.



ZOOOMotion

I can use my eyes, nose, ears and fingers to find surprises hidden along the trail.

I can climb a wall with hidden smells. If I do not like the smells, I can avoid them.



I can feel different textures and crawl through a tunnel and see myself in funny mirrors.



In the centre of the trail, sounds can start up. I might be surprised. If I am afraid of the noise, I do not have to go near the centre of the trail.

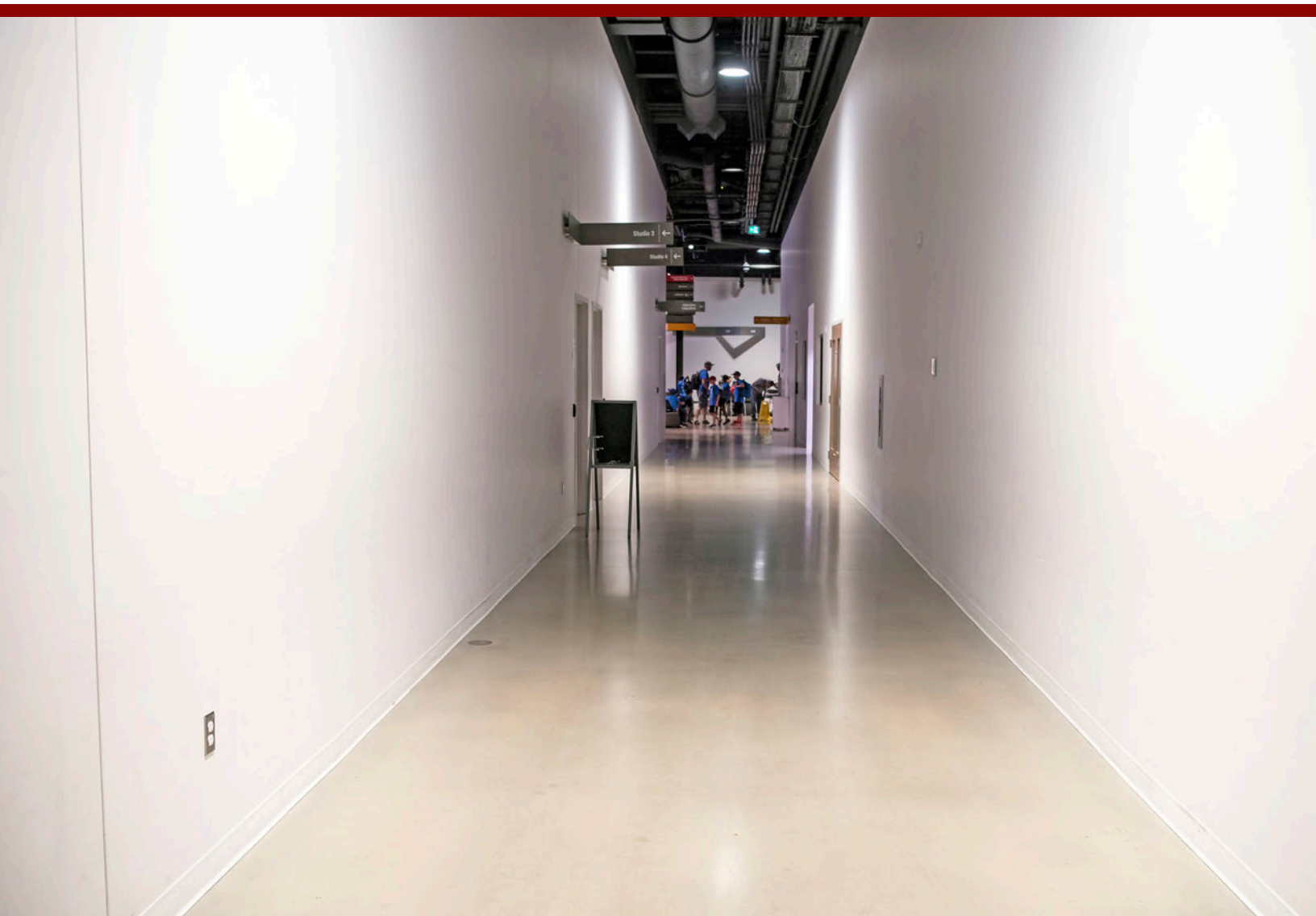


Loud Space

This space is loud and busy. I will try to stay calm and stay with the grown-up who is with me.



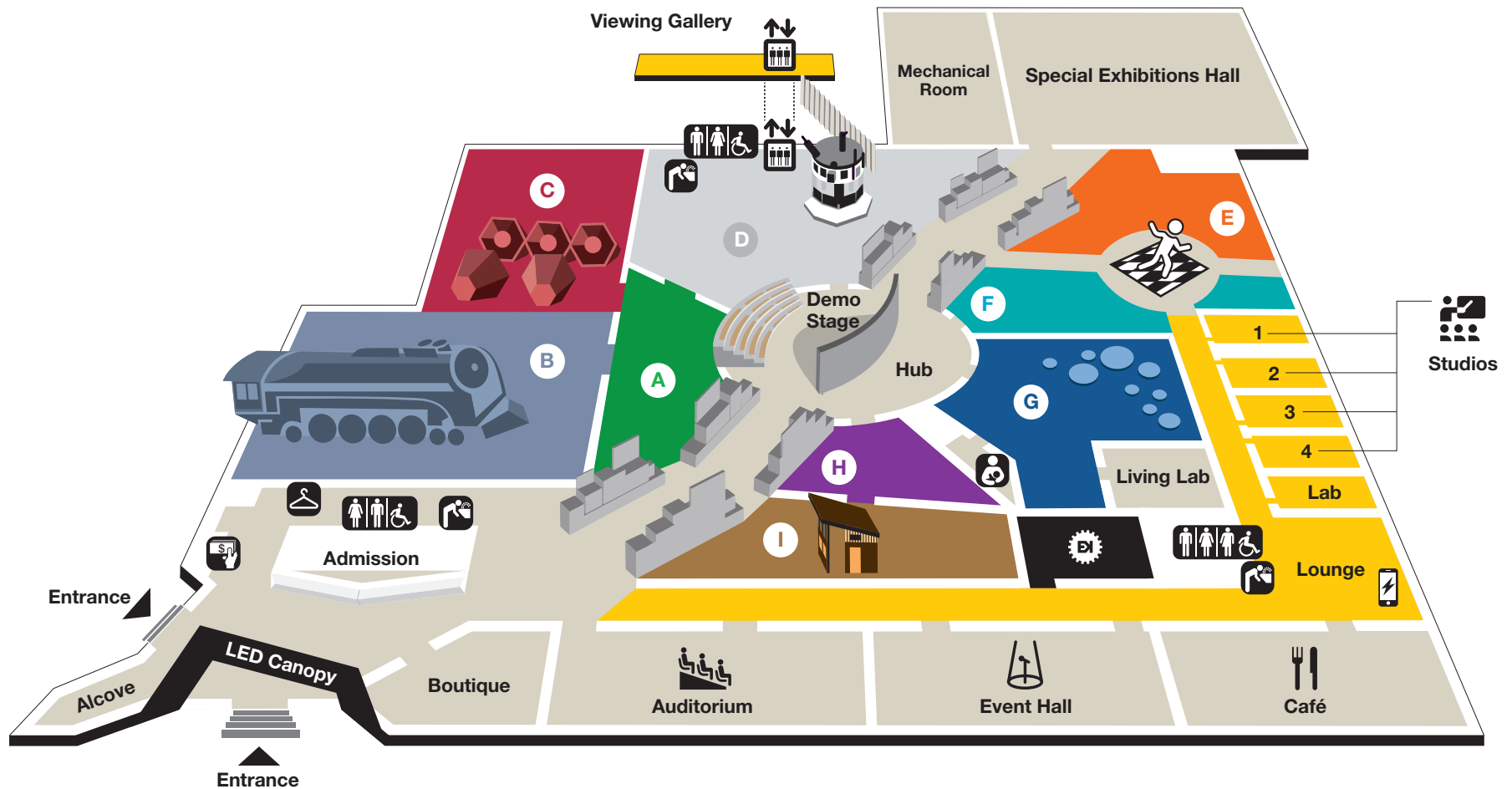
If the gallery gets too loud, the grown-up who is with me and I can find a quieter space. Those spaces are in the hallway behind *ZOOOM* or in the Hub outside *ZOOOM*.



Sensory Breaks

Yellow spaces = Sensory breaks

Access to empty studios may be granted upon request, subject to availability.



Have Fun!

I will have lots of fun in *ZOOM*.



Contact

Ingenium

P.O. Box 9724, Station T
Ottawa, Ontario, Canada, K1G 5A3

Phone: 613-991-3044

Toll-Free: 1-866-442-4416

Fax: 613-993-7923

Email: contact@IngeniumCanada.org

Website: IngeniumCanada.org



IngeniumCanada.org