

IBCCES

Sensory Guide™

Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation)

Front Entrance/Lobby

High Point, NC

ISD#9105

TOUCH



1

TASTE



1

SOUND



4

SIGHT



2

SMELL



1

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PARTICIPANT GUIDELINES

- Visitors can walk through this area at their leisure
- Few opportunities for tactile engagement

- Low impact on this sense

- Area can be loud when a large group is present
- Employees will greet visitors and answer questions
- Potential for close proximity/shared space with other visitors

- Indoor/overhead lighting
- Open area that leads into the Core Gallery
- Gift shop is on the side of this area

- Low impact on this sense

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Core Gallery

High Point, NC

ISD#9106

TOUCH



1

TASTE



1

SOUND



2

SIGHT



2

SMELL



1

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PARTICIPANT GUIDELINES

- Visitors can walk through this exhibit at their leisure
- Few opportunities for tactile engagement

- Low impact on this sense

- Potential for close proximity/shared space with other visitors
- Some sounds can be heard from nearby exhibits or the front entrance/lobby

- Indoor/overhead lighting
- Additional lighting for some exhibits

- Low impact on this sense

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Lecture Gallery

High Point, NC

ISD#9107

TOUCH



1

TASTE



1

SOUND



2

SIGHT



2

SMELL



1

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PARTICIPANT GUIDELINES

- Visitors can walk through this exhibit at their leisure
- Few opportunities for tactile engagement

- Low impact on this sense

- This large room is generally a quieter area of the museum
- Room is closed if there is a board meeting

- Pieces of the exhibit are displayed on the walls of this room
- Indoor/overhead lighting
- Tables and chairs are in the middle of the room

- Low impact on this sense

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Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation)

Meredith's Miniatures

High Point, NC

ISD#9108

TOUCH



2

TASTE



1

SOUND



2

SIGHT



2

SMELL



1

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PARTICIPANT GUIDELINES

- Visitors can walk through this exhibit at their leisure
- Few opportunities for tactile engagement
- May need to navigate uneven flooring

- Low impact on this sense






- This is generally a quieter area of the museum
- Potential for close proximity/shared space with other visitors

- Miniatures each have their own lighting system
- Dim indoor/overhead lighting
- Miniatures have a plethora of small details to explore

- Low impact on this sense

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Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation)

	School Bus	High Point, NC	ISD#9109		
	TOUCH	TASTE	SOUND	SIGHT	SMELL
					
	4	1	3	3	1
PARTICIPANT GUIDELINES	<ul style="list-style-type: none"> • Visitors can climb on the bus and interact with the buttons and controls • Visitors must be able to step up stairs to access the inside of the bus 	<ul style="list-style-type: none"> • Low impact on this sense 	<ul style="list-style-type: none"> • Potential for close proximity/shared space with other visitors • Small enclosed space (inside the bus) 	<ul style="list-style-type: none"> • Bright equipment—Yellow School Bus • Lights on the outside of the bus turn on but are dim • Indoor/overhead lighting 	<ul style="list-style-type: none"> • Low impact on this sense

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Jamestown Rifles

High Point, NC

ISD#9110

TOUCH



1

TASTE



1

SOUND



4

SIGHT



4

SMELL



1

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PARTICIPANT GUIDELINES

- Visitors can walk through this exhibit at their leisure
- Few opportunities for tactile engagement

- Low impact on this sense

- One TV is playing in this area
- Other TVs can be heard in the background
- Potential for close proximity/shared space with other visitors

- Fluorescent lights are used in this room
- Walls are bright white
- One screen in this room

- Low impact on this sense

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Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation)

Furniture Heritage Exhibit

High Point, NC

ISD#9111

TOUCH



1

TASTE



1

SOUND



6

SIGHT



4

SMELL



1

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PARTICIPANT GUIDELINES

- Visitors can walk through this exhibit at their leisure
- Few opportunities for tactile engagement

- Low impact on this sense

- More than one TV can be heard at all times
- Potential for close proximity/shared space with other visitors

- Multiple screens are in this exhibit
- Indoor/overhead lighting and some additional lighting from exhibits

- Low impact on this sense

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Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation)

Changing Gallery

High Point, NC

ISD#9112

TOUCH



2

TASTE



1

SOUND



3

SIGHT



2

SMELL



1

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PARTICIPANT GUIDELINES

- Visitors can check signage or the website/app to see if there is any tactile engagement in this rotating exhibit

- Low impact on this sense

- If busy, some sound from the School Bus exhibit that is directly in front of the Changing Gallery
- Potential for close proximity/shared space with other visitors

- Indoor/overhead lighting and some additional lighting from exhibits
- Visitors can check signs or the website/app to see if there is additional visual sensory input in this rotating exhibit

- Low impact on this sense

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Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation)

Exploration Station

High Point, NC

ISD#9113

TOUCH



3

TASTE



1

SOUND



5

SIGHT



2

SMELL



1

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PARTICIPANT GUIDELINES

- Visitors can play games or read books about healthy eating
- Bins contain interactive activities and books

- Low impact on this sense

- Sound of visitors playing a game or reading aloud
- Potential for close proximity/shared space with other visitors
- Sound from nearby TVs on the wall

- Indoor/overhead lighting
- Tablecloth with checkered pattern
- Brightly colored area

- Low impact on this sense

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Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation)

Little Red Schoolhouse

High Point, NC

ISD#9114

TOUCH



6

TASTE



1

SOUND



6

SIGHT



3

SMELL



2

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PARTICIPANT GUIDELINES

- Visitors can create the featured project or create their own using various arts and crafts materials
- Young visitors can use the pretend kitchen or free play activities

- Low impact on this sense

- Sound may echo
- Storytelling at specific times
- Sounds from young visitors in the pretend kitchen or from other free play activities like blocks

- Many interactive areas with various activities and materials
- Interior décor in neutral tones
- Indoor/overhead lighting

- Slight smell of natural wood
- Potential for scent from craft supplies

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Hoggatt House

High Point, NC

ISD#9115

TOUCH



3

TASTE



1

SOUND



4

SIGHT



3

SMELL



5

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PARTICIPANT GUIDELINES

- Visitors can stuff straw and sweep
- There may be an opportunity for other tactile engagement

- Low impact on this sense

- Potential for close proximity/shared space with other visitors
- Sounds from visitors sweeping, stuffing straw, and walking around
- Crackling sound if fire is burning

- Visitors may see fire burning in fireplace
- Interior décor in neutral tones
- Natural light through the windows and open doors

- Strong scent from log cabin, hides, straw, and fireplace

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Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation)

Haley House

High Point, NC

ISD#9116

TOUCH



2

TASTE



1

SOUND



3

SIGHT



2

SMELL



2

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PARTICIPANT GUIDELINES

- Visitors can touch the artifacts on the table in the front room
- Visitors are not able to touch artifacts elsewhere in the house
- May have to navigate uneven flooring

- Low impact on this sense

- Potential for close proximity/shared space with other visitors
- Sound echoes

- Interior décor in neutral tones
- Natural light shining through the windows and doors

- Slight smell of a log cabin

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Sensory Levels (1= Low Sensory Stimulation, 10= High Sensory Stimulation)

Blacksmith Shop

High Point, NC

ISD#9117

TOUCH



3

TASTE



1

SOUND



4

SIGHT



4

SMELL



4

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PARTICIPANT GUIDELINES

- Can touch the blacksmith's creations when they are passed around
- Can ring the triangle hanging near the entrance

- Low impact on this sense

- Potential for close proximity/shared space with other visitors
- Blacksmith on duty interacts with visitors
- Visitors can ring the triangle which can be loud if you are standing nearby

- Natural light
- Additional light from wood burning fire
- Visitors can watch the blacksmith mold iron

- Smell from the wood burning fire
- Possible smell of from blacksmith working the metal

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