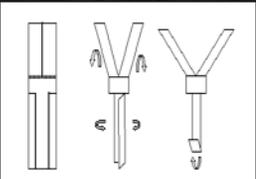


SENSORY GUIDE: Franklin Air Show

PHOTO	EXHIBIT	SOUND Amount of noise or sound to hear	SIGHT Amount and type of lights and sights you will see	TOUCH Amount of extra or unusual stimulation your skin will feel	MOVEMENT Amount of movement for your body to feel OR amount your body needs to move	COMPLEXITY Amount of directions to read or steps to follow
	Air Pressure Arcade	MEDIUM	LOW	HIGH	LOW	MEDIUM
	Drag Tubes	HIGH	LOW	HIGH	LOW	MEDIUM
	Flight Academy	HIGH	LOW	HIGH	LOW	LOW
	Air Force	LOW	LOW	LOW	MEDIUM	MEDIUM
	Whirligigs	MEDIUM	LOW	MEDIUM	LOW	HIGH

SENSORY GUIDE: Franklin Air Show

THINGS FOR KIDS TO KNOW:

Air Pressure Arcade/balloon race/drag race: These are fun hands-on activities that let you experiment with air pressure.

Hint: There will be a volunteer/staff member nearby if you need help with an exhibit.

Drag Tubes: If you like building blocks, you might really like this exhibit. By switching the blocks on the stick you can learn about aerodynamics (a fancy word for how easily air flows around an object). You will also hear and feel the wind if you stand in front of this exhibit.

Hint: If you don't like the feeling of the strong wind, you can stand to the side and build without feeling it as much.

Flight Academy: This exhibit really lets you feel the wind in your hair! Get ready for a big noise and a lot of cool air.

Hint: If you stand to the side, instead of in front of the exhibit, you won't feel as much wind on your face.

Air Force: This exhibit lets you climb into the cockpit of an air force jet.

Hint: There will be a volunteer/staff member nearby if you need help climbing the steps or climbing in/out of the jet.

Whirligigs: If you like making paper airplanes or paper dolls, this will be one of your favorite things to do at the museum.

Hint: If you have trouble making your own whirligig, you can fly someone else's in the stream of air that comes from the table.

A note for parents: The flight simulators have very sensory intense movement, audio and video experiences. If your child becomes overwhelmed there is a red panic button that will immediately stop the simulator and allow you to exit. You can speak to museum staff for specific instructions, as well as their refund policy for rides that are terminated early.