# SENSORY GUIDE: Franklin Air Show

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- **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

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**Legend**

- **LOW**: Minimal
- **MEDIUM**: Moderate
- **HIGH**: Intense
THINGS TO KNOW:

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

**Drag Tubes:** 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.*

**Feel the Lift:** This exhibit really lets your 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.*

**T-33 Jet Trainer:** 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 origami, you will enjoy this.  
*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.