

MILWAUKEE  
PUBLIC  
MUSEUM



# What to Expect When Visiting the Museum



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# TIPS



## RULES AND REMINDERS

- Always stay with your family or group.
- Use indoor voices.
- Respect those in your group and other Museum guests.
- **Walk** in the Museum; no running!
- Do not touch or climb on exhibits (unless specifically stated).



## FOOD AND DRINKS

- Please keep food and drinks inside designated areas on the **Ground Floor only**, including candy, gum, and bottled beverages.



## PHOTOGRAPHY

- Take photographs only when appropriate. Use of tripods and selfie-sticks is prohibited.

# GROUND FLOOR



# Going to MPM



Smells



Loud



Wait Time

I can enter the Milwaukee Public Museum from the main entrances on the street or through the parking garage. I must buy a ticket to get my wristband. I may have to wait in line. I can check out headphones and a sensory kit from the ticket window.

There is a restaurant on the Ground Floor called The Café; there might be different smells. I will use a tray to pick out my food, pay, find a table, eat, and then throw away trash and return my tray. On the Ground Floor, there is also a gift shop.

If I need help, there is a Visitor Services desk where I can talk to a staff member. As I walk around the Museum, I may see Museum staff or security with badges that I can ask questions.



# Sensory Kit



**Loud**



**Wait Time**

I can check out a sensory Explorer Toolkit at the ticket window. I may have to wait in line to check out the toolkit. The kit has earplugs, fidgets, sunglasses, a tactile lab coat, a visual schedule, tactile pieces of the Museum, communication card, and braille exhibits. I can also check out noise-canceling headphones. I can use each item at any time to help me regulate my body while navigating the Museum.



I can plan a visual schedule for the order of exhibits I see. I can use the communication card to say how I feel or if I need help. I can wear headphones or earplugs in loud exhibits. I can wear sunglasses in bright parts of the Museum. I can use fidgets, the tactile lab coat, and tactile pieces of the Museum to keep my body moving while I walk around. Before I leave, I must return my toolkit to the ticket window.





# Planetarium



Smells



Loud



Wait Time



Dim Lights

The Daniel M. Soref Planetarium and Dome Theater screens 2D and giant-screen science and history films, including planet shows. I might have to wait in line to enter the theater. I can purchase snacks and drinks to eat and drink while watching a show.

Then, I can take an elevator or walk through a dark hallway to reach my seat. The theater hallway will stay dark during shows. The theater is very big; the screen covers the front wall and ceiling. Some of the shows are loud, and I may need a break, so I can sit near an exit.

I must clean up my garbage before I leave. After the show, I'll return downstairs. I can take the elevator or walkway.





# Marketplace



Loud



Wait Time

I can go into the gift shop. I will look around to see what I like and want to purchase. I can ask for help from an employee, my family, friends, or schoolteachers.

I will use my money to buy a souvenir from the Museum to remind me of the fun time I had. I may have to wait in line. I may be surrounded by a lot of people and talking. I can ask to take a break on the bench outside the shop if it becomes overwhelming. I can put headphones on to block some of the noise.

Then, I can return to the gift shop when I am ready. I will then pay the employee and receive a bag of my items. I will have to carry my bag until I leave.

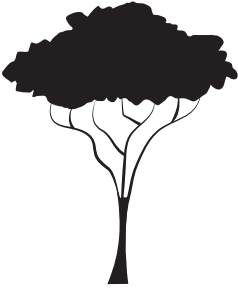




# 1ST FLOOR



# Rainforest



**Loud**



**Dim Lights**

In the *Rainforest* exhibit, I can experience walking through a rainforest in Costa Rica, which displays animals and their sounds. These animals are not real.

I will see displays of butterflies, beetles, toucans, tree frogs, jaguars, and so much more. I can walk up the stairs or a ramp to the upper level of the exhibit to explore what it looks like at the tops of the trees in the rainforest.

Some of the areas are darker in this exhibit. On the upper level, I can press a button to hear a loud howler monkey.



# Streets of Old Milwaukee and European Village



Smells



Dim Lights



Quiet Area



Tactile

*The Streets of Old Milwaukee and European Village* exhibits are where I can see what the city of Milwaukee looked like in the early 1900s.

The entrance resembles a life-sized trolley, with video screens inside showing historical and modern scenes. I can walk down the streets to see shops, businesses, and homes from the past.

There are statues inside the buildings. I will smell fresh bread in the exhibit. There is a small theater that shows old movies, as well as a candy shop. I cannot eat in the Museum, so I will have to save my candy.



# Butterfly Vivarium and Bugs Alive!



**Bright Lights**



**Tactile**



**Wait Time**

In the *Puelicher Butterfly Vivarium*, I will walk through a warm tropical garden filled with living butterflies of all shapes, sizes, and colors flying all around me.

Before I enter, I need to learn the rules: I cannot touch, grab, or swat at the butterflies. The room has bright lights and is very warm.

Before I exit the exhibit, I must go into a small room to use mirrors to check that no butterflies are on me.

The *Bugs Alive!* exhibit is where I can look at different types of insects from around the world. I might see scorpions, spiders, and millipedes. I can observe and sometimes even touch the bugs.





# The Third Planet



**Bright Lights**



**Dim Lights**



**Loud**

In *The Third Planet* exhibit, I will walk through different areas that look like the world before and during the time of the dinosaurs.

I will explore a limestone cavern and a shallow reef, and I can touch a model of a glacier. This area is dark. There is also an area here with a large model of a dinosaur called the *Tyrannosaurus rex*. This area has loud sounds of thunder and dinosaurs roaring. There are also flashing lights. I can put on my sunglasses if they are too bright and my headphones if it is too loud.

If I do not want to go into this part of the exhibit, I can ask to go see something else.



# Sensory Room



**Dim Lights**

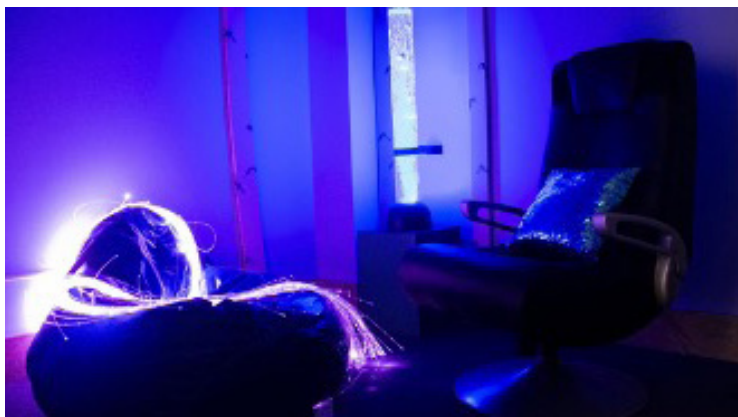


**Quiet Area**

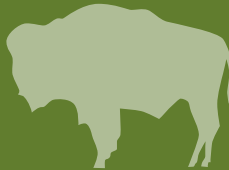
I can go to the Sensory Room when my body needs a break from exploring the Museum.

I can adjust the lights to make the room lighter or dimmer, turn the sound up or down, and touch different pieces to help regulate my emotions.

I can point to different emotions on the wall to let everyone know my feelings or needs. I can sit down on a rocking chair, stool, or floor and take a break from the noise, lights, and crowds. I can stay here until my body is ready to explore the rest of the Museum.



# 2ND FLOOR





# A Tribute to Survival and Bison Hunt



Loud



Tactile

In *A Tribute to Survival*, I will learn about American Indians. The exhibit has a modern powwow with 37 life-sized figures dressed in colorful clothing. A powwow is an American Indian social gathering.



I will hear drums and sounds of American Indian music as I watch the powwow in action.

Across from the powwow is *Bison Hunt*, where I can feel bison hide. *Bison Hunt* is a life-sized scene depicting American Indians hunting bison. Just like in *A Tribute to Survival*, the figures might look real, but they are not.





# Wisconsin Woodlands



Dim Lights



Quiet Area

In *Wisconsin Woodlands*, I will see and hear wildlife in Wisconsin. I can look at models of mammals, birds, forests, and prairies. I will also learn about Wisconsin woodland Indians in this exhibit. When I enter the exhibit, I will see and hear replicas of birds flying above me.





# North America



**Tactile**

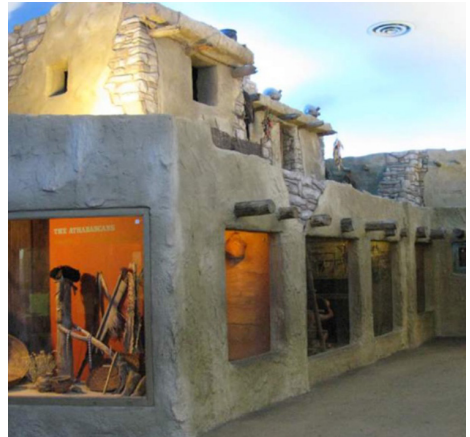


**Bright Lights**

*North America* is a large exhibit hall that explores the nature and history of Canada, the United States, and Mexico.

I will see models of animals, plants, and native people. I can explore places in North America, like the Florida Everglades and the Rocky Mountains, where I can touch different pieces.

There is also a section in *North America* called *Native Games* where I can learn about how and why different games were invented.



# 3RD FLOOR





# Crossroads of Civilization



Dim Lights



Quiet Area



Tactile

*Crossroads of Civilization* explores how ancient civilizations of Africa, Europe, and Asia came together.

I can see two mummies in *Crossroads of Civilization*. A mummy is a body that has been preserved and wrapped in bandages. I can also look at a life-sized reproduction of King Tut, an Ancient Egyptian king, and his chariot.



There is a map in this exhibit, a screen with a timeline that I can explore, and a wall with different textures that I can touch.





## Arctic



Dim Lights



Quiet Area



Tactile

In the *Arctic* exhibit, I can see taxidermy specimens, which means that none of the animals in this exhibit are alive.

There are large creatures that live in or near the North Pole. I can see a seal, walrus, and polar bears.

I can also go inside a pretend igloo in the *Arctic* exhibit.





# Living Oceans



Dim Lights



Tactile

In *Living Oceans*, I will experience what life is like beneath the ocean's surface and learn about how this underwater world works.

I will walk down a ramp in this exhibit. As I go farther down the ramp, I will see life that is deeper in the ocean. It will also get darker as I go down the ramp.







## Africa



Tactile



Loud

The *Africa* exhibit hall has four large open-air dioramas. There are different pieces I can touch in this exhibit.

I will see a savanna bush, a grassy area with a few trees that is home to rhinos and impalas. I will also see a savanna water hole depicted, where zebras, wildebeest, and gazelle go to drink during the dry season.



In *The Salt Lick* diorama of the *Bamboo Forest* exhibit, I will see elephants and smaller animals. And in *Maasai Lion Hunt*, I will see how African warriors hunted lions with long spears.





# Pacific Islands



**Tactile**



**Loud**

*Pacific Islands* has more than 260 artifacts from islands in the Pacific Ocean. An artifact is something made by a person and important to history or culture.

Some of the Pacific Islands I will learn about are Australia, Indonesia, Polynesia, Micronesia, and Melanesia.



As I walk through the exhibit, I will hear drum music playing.







# Leaving MPM

When it is time to leave the Milwaukee Public Museum, I can walk with my family, classmates, or friends to the exit. I might feel sad about leaving the Museum, but I can try to think about all the fun I had and all the awesome things I saw. I can try to talk with my family and friends about my favorite parts. I can take off my wristband and throw it in the garbage or keep it on to remember my trip. I hope I can come back soon!



# COMMUNICATION TOOL



# I want



Daniel M. Soref Planetarium  
and Dome Theater



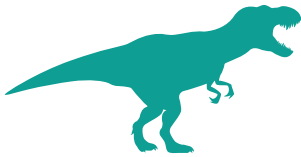
Bugs



*Rainforest*



*Streets of Old Milwaukee*



Dinosaurs



Streetcar



Fossils

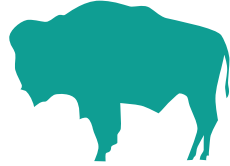


Powwow

# I want



*Butterflies*



*Bison Hunt*



*European Village*



*Wisconsin Woodlands*



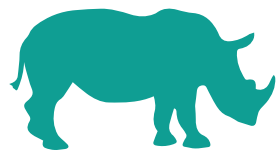
*Northwest Coast*



*Central Africa*



*Broadleaf Forest*

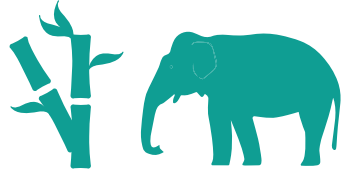


*Rhinos*

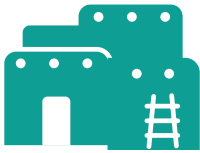
# I want



*Rocky Mountains*



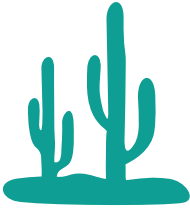
*Bamboo and Elephants*



*Hopi Pueblo*



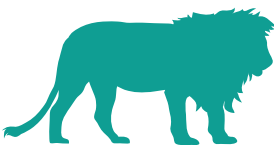
*Tactile Gallery*



*Southwest*



*Mezzanine*



*Lions*



*Guatemalan Market*

# I want



*Crossroads of Civilization*



*Arctic*



*Indian Market*



*Living Oceans*



*Asia*

# I need



Bathroom



Food



Sensory Room



Drink



Sit down



Leave

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