Opportunities for Inclusion

Louise Mackie, Gyroscope, Inc.
Amelia Blake, Explore & More Children’s Museum
Sarah McManus, Children’s Museum of Denver at Marsico Campus
Vi Tran, WOW! Children’s Museum
Opportunities for Inclusion

Explore & More and The Tower Report

GYROSCOPE INC
WE ARE ALL ARTISTS!
Todos somos ARTISTAS!
CLEARING A PATH
FOR PEOPLE WITH SPECIAL NEEDS
CLEAR THE PATH FOR EVERYONE!
1 in 4 US adults (61M) have a disability that impacts major life activities
- CDC Morbidity & Mortality Report, 2018-8-17.

There are approximately 3.3 Million wheelchair users in the U.S and the number is increasing every year.

93-95% of people with disabilities worldwide do not use a wheelchair
Access and Inclusion barriers:

- Cognitive and emotional disabilities
- Physical disabilities
- Deaf and hearing impairments
- Visual impairments and blindness
- Cultures and communities who traditionally do not feel welcome in museums; including some LGBTQIA, immigrants, communities of color, low income communities.
- Language
- Financial
Creating a Culture of ACCESS & INCLUSION
At Explore & More Children’s Museum Canalside

TOWER PLANNING GRANT FINAL REPORT

GYROS COPE INC
MAY 31, 2016
“The Museum is for ALL people, and to the greatest extent possible, everyone should be included in every aspect of the museum.”
Report Methodology

Research

• Review other museum’s inclusive practices
• Assemble a local advisory group
• Meet with local focus groups

Implementation

• Develop a set of foundational strategies and methodologies for E&M
• Create a set of best practice goals for E&M for future design, implementation and operational phases
Understand your audience groups
Identify situations that families might encounter and develop responses
Train all staff and volunteers on a regular basis
Integrate inclusion practices into all museum processes and procedures
Organizational Areas of Practice

1. Organizational Direction
2. Community
3. Audience
4. Educational Services
5. Operations
6. Management + Governance
Priorities for E&M

EXPLORE & MORE UNIVERSAL DESIGN PRIORITIES

1. Organizational Direction and Strategy
   - Commitment to Universal Design: Serve all children and adults.

2. Community reviews how a museum’s commitment to universal design and inclusion issues affecting the community and offerings.
   - Aspirations:
     - Creativity
     - Community
     - Volunteering
   - Self-sustaining: Community response to visitor needs
   - Align with the museum’s mission and goals

3. Audience reviews how a museum’s commitment to welcoming every visitor regardless of age, ability, or background is reflected in its understanding of its audience.
   - Knowledge of Audience:
     - Engage with diverse perspectives and experiences
     - Track visitors:
       - Online experience
       - Visitor experience

4. Educational Services
   - Engagement with children with special needs
     - Inclusion issues for children and adults.

5. Operations reviews how a museum incorporates Universal Design, access and inclusion into daily tasks and activities to operate the museum.
   - Facilities and the Museum’s Environment:
     - Indicators such as lighting of ambient noise in exhibits during normal periods
   - Exhibit Opening, Repair, Maintenance
   - Exhibit designs:
     - Exhibit design

6. Management and Governance
   - Review how a museum’s commitment to universal design, access and inclusion is integrated into its organizational structure, processes and leadership.
   - Framework for Change:
     - Inclusive culture
     - Digital accessibility
     - Staff and Volunteers

Examples:

- Museum guide on the website with ‘story-style’ preview of exhibits with anecdotal noise meter
- Integrate adults with disabilities into the volunteer program
- Develop a shared vocabulary across the museum, consolidate a ‘language of kindness’
- Crowd source ideas for access: community ‘inspiration’ meetings
- Picture cards to help with communication and customized to the museum
- Customize the experience for visitors as needed: Noise cancelling headphones, weighted blankets, soothing fidget toys to check out
- Staff positions specializing in inclusion and access
- Small, quiet spaces to retreat to
Creating a culture of inclusion
Opportunities for Inclusion: Creating a Culture of Acceptance
Amelia Blake, Manager of Learning and Education
MISSION

To provide **best-in-class play experiences** where **all children, families** and the **community** can **explore, learn** and **develop** together.
A world where **PLAY** unlocks the **limitless POTENTIAL** in all of us.
Staffing & Committees

- Access & Inclusion Specialist, Lauren Savino (Job Description will be on basecamp)
- Cultural Program Educator, Julia Bozer (Job Description will be on basecamp)
- Education Committee with two sub-committees
  - Accessibility
  - Cultural Competencies
- Ongoing Monthly Trainings for FULL staff
- Diverse experiences are KEY!
Structural Changes

- Changing Table Weighted for 250 lbs.
- Two Quiet Coves
- All Family Style Restrooms
- 3 Community Curated Houses
• Au-Some Evenings Program
• Sensory Calming Kits (10 Backpacks)
• Social Narratives
• Visual Schedules
• Adaptations and Modifications for each lesson plan
• Various sizes/styles of materials (i.e. scissors, coloring items etc.)
• Strong Cultural Community Partnerships – we go to them AND they come to us!
Inclusive Programming

- Lessons reserve a select number of spaces specifically for children with special needs
- Young adult cooking classes/functional skills
- Social Skills Classes
The Future!

• Sensory Sundays
• Special Education Classroom specific lessons
• Partnership with local hospital
Accessibility
Children’s Museum of Denver at Marsico Campus
Sarah McManus
School Programs Manager
Our Mission

To create extraordinary experiences that champion the wonder and joy of childhood.
Accessibility and Inclusion Initiatives

- Low Sensory Mornings
- Family Access Nights
- The Nest
- How We Play Guide
- Play Schedule Boards
Low-sensory Mornings are for children with disabilities to comfortably explore the Museum with their caregivers.

2019 Dates
Saturday, January 12, 8 - 10 am
Saturday, March 9, 8 - 10 am
Saturday, May 4, 8 - 10 am
Saturday, July 13, 8 - 10 am
Saturday, September 14, 8 - 10 am
Saturday, November 9, 8 - 10 am

During our Low-sensory Mornings, we limit attendance and turn down the ambient noise in the Museum to provide a comfortable environment to play for children with disabilities and their caregivers.

Admission is FREE for families of children with disabilities, but reservations are required. Email SarahM@cmdenver.org or call 303-561-0108 to make a reservation.
Family Access Nights

- Anchor Center for the Blind
- Spectra Autism Center
- Colorado School for the Deaf and the Blind
- Rocky Mountain Deaf School

Anchor Center
Free Family Night
The Children’s Museum of Denver at Marsico Campus invites families with the Anchor Center for Blind Children to come play and explore the Museum for FREE.

Date and Time:
Wednesday, October 4, 2017
4:00 pm – 7:30 pm

Location:
2121 Children's Museum Drive, Denver, CO 80211

Questions:
Contact School Programs Manager Sarah McManus
SarahM@cmdenver.org or 303-561-0108.

Free family memberships available to families of the Anchor Center for Blind Children. This offer is available only to families who attend the event on Wednesday, October 4, 2017.
“It was... refreshing to be around so many people who "get us" and are empathetic of our needs, or don't mind us, because they have their own struggles, and know we're all in a similar boat!”

“They had SUCH fun today! They played nicely, didn't get overwhelmed, and are excited to return. Everyone on staff is so kind and helpful.”

“I just wanted to thank you again for providing such a wonderful experience for Lily... I wish more places would do this.”

“My son won’t quit talking about it! It’s nice to go somewhere where we can be sure he won’t have a meltdown.”
“If I need to go to a quiet place I can go here. I can sit and read a book or look at the fish. It is very quiet in here so I should use my whisper voice. There are pillows on the floor that I can lay on and take a rest. There is also a hammock that I can sit in and swing from. When I am ready to go back to playing in the Museum I should tell my adult.”
How We Play Guide

how we play
A guide to enjoying the Museum
Staff Goals

- To provide a safe and welcoming environment – full of rich, developmentally appropriate play and learning opportunities – for ALL.
- To provide resources and a supportive network for caregivers and families
- To empower and increase opportunities for community- based learning for children and families who traditionally have felt limited or precluded from public cultural venues
- To form lasting community partnerships with organizations who serve children and adults with disabilities
- To provide sponsored admissions to low-income families with children with atypical development
Vi Tran, Exhibit Designer, WOW! Children’s Museum
**COMMITMENT & GOALS**

To provide a calm, visually and tactilely rich environment for families.

To create an inclusive space where children of all abilities are welcome.

To highlight the importance of hands-on sensory play and present ways to continue this play at home.
COMMUNITY INPUT

Light
Sound
Components
PLANNING

Diverse audiences

Variety of experiences
PLANNING

Comfortable Spaces
CONSTRUCTION & FABRICATION
THE EXHIBIT
COMPONENTS & DISCREET ELEMENTS
TACTILE & VISUAL

Who’s hiding in the tree?
¿Quién se esconde en el árbol?
CALMING
WOW! AT HOME

My Visit To
WOW!
WORLD OF WONDER
CHILDREN’S MUSEUM

WOW! provides a variety of sensory experiences for children of all abilities

- Ask a staff member at the front desk for a weighted vest.
- Wear the vest...
- Pull the bubble up over yourself
- Walk to the top of the pirate ship and raise the flag
- Count through the tunnel in the Forest of Light
- Pull yourself up in each of the pulley chairs.
- Which of the three chairs is the hardest to pull?
- Can you find someone to race?
- Push open the museum's front door and build to open.
- Close the purple stage curtain, then pull it open again.
- Ask the adult you came here with for a bear hug.
- Lift and build with the arc blocks in Build It.

Heavy Work

Visual/Auditory

Go inside the hollow tree trunk in Forest of Light and look up at the stars.
Go underneath the pirate ship and watch the flag raise.
Create an artistic display in giant lattice bricks.
Find the hidden room in Build It and ask them to the pirate ship. Can you make a wave when you pull them off?
Go underneath the pirate ship for a dinosaur noise pocket space. Select some books to read with your caregiver.
What sounds do you make when you build a tower in Build It and knock them down? How tall can you make your tower?
Ask a staff member at the front desk for noise-cancelling headphones.
While wearing the headphones...
- Pull the bubbles up over yourself
- Walk to the top of the pirate ship and raise the flag
- Count through the tunnel in the Forest of Light.

Let's Explore!

When you hear tactile, think touch and texture. When you hear visual, think light and color.

Use all of your senses to explore the Forest of Light!
To extend learning at home, visit:
wowchildrensmuseum.org/wow_at_home/

¡Exploremos!

Cuando escuches táctil, piensa en tacto y textura. Cuando escuches visual, piensa en luz y color.

¡Usa todos tus sentidos para explorar el Bosque de Luz!
Para aprender más desde casa, visita:
wowchildrensmuseum.org/wow_at_home/
Too loud?
Headphones are available for check out at the Front Desk.

¿Mucho ruido?
Tenemos auriculares disponibles en Recepción.
RESOURCES

Drafting software: AutoCAD
Rendering software: SketchUp
Interactive software: LumoPlay
Vinyl Cutter: US Cutter
Pendulux: The Exhibit Guys
Fiberoptic Cascade: Experia USA
Wowchildrensmuseum.org/wow_at_home
WORKSHOP
Creating a Culture of Inclusion
• Everyone's opinion is welcome
• Everyone participate – try not to dominate
• Be positive and non-judgmental - no idea or opinion is bad - including your own ideas!
• Try to keep it simple - go for 'headlines'
• Be aware of the time limits
WORKSHOP

Intro
• 1 min
  • Turn over your case scenario from the center of the table
• 20 min
  • Share an exhibit or experience in your Museum and what you think would be the most likely reaction by the character(s) in the case scenario?
  • Brainstorm ideas with your table for how to support the character(s) to feel truly welcomed and able to interact with the exhibit / space
• 10 min
  • Present your case scenario and some ideas from the table
Creating a culture of Inclusion
Creating a culture of Inclusion

20min.

Share your exhibit and what you think the most likely reaction by the character in the case scenario would be?

Brainstorm ideas with your table for how to support the character(s)
Creating a culture of Inclusion

Present your case scenario and some ideas from the table
Q&A
OPEN DISCUSSION

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