

During Just for Me events, adjustments will be made to Museum exhibitions to enhance the experience for individuals with diverse sensory and accessibility needs. This guide outlines which exhibitions have adjustments during Just for Me and what those adjustments are.

## **LEVEL 1**

Power of Science: Guests can learn about our oceans, our bodies, or environment and our universe in this exhibition through captioned videos and interactive games. Sounds for the interactive games have been turned off for a quieter learning experience.

Ultimate Dinosaurs: This exhibition usually has loud dinosaur roaring sounds and a mini documentary which plays on a loop. Both will be turned off so guests can explore at ease.

## **LEVEL 2**

The Deep: Here, guests can experience the deep ocean and discover the kinds of wildlife that lives there. The sound will be turned down and the lights here will be brighter so that guests can be more comfortable.

MeLaβ: This multi-level exhibition teaches guests about their bodies and how to maintain healthy lifestyles. The Crush the Calories game allows guests to use their bodies to chop fruits in half. The sound in this game will be turned off or lowered so participants can play with ease.

## **LEVEL 3**

Feathers to the Stars: This exhibition, which details the history of animal and human flight, will not be adjusted for Just for Me. It does not contain loud or sudden sounds, but the lights are generally kept to a low level.

The Dive: Guests can learn about Florida's marine life and threats to ocean ecosystems, including through an overfishing interactive game. The sound on this game will be lowered or turned off.

MeLaβ: On the third level of MeLaβ, the music will be turned off for a quieter experience.

## LEVEL 4

Mammoths: Ice Age Giants: This exhibit showcases life at the end of the last ice age and includes loud sounds of wild animals that will be turned down for guests to be more comfortable.

River of Grass: The sounds within this exhibition will be turned down or off.