

GUIDE FOR ACCOMPANYING PEOPLE WITH SPECIAL NEEDS



**MONTREAL
SCIENCE
CENTRE**



The Science Centre wants everyone to enjoy themselves while discovering science and technology, regardless of any personal challenges.

This guide is designed to help you plan your next visit to the Science Centre. It lets you know what types of settings to expect and helps you choose the best activities for the people you are accompanying so that they can benefit fully from their experience. On arrival, feel free to ask our staff questions or to make special requests. We look forward to welcoming you.

Any comments?

Our teams want you to feel warmly welcomed and respected. If you have any comments about this guide or your visitor experience, please let us know.

Customer service

514-496-4724 or 1 877-496-4724

information@oldportofmontreal.com

General Information

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Crowds

Our exhibitions and our movie theatre can be very busy. Sometimes visitors need to line up for an interactive activity. If you prefer to visit the Science Centre when it is less crowded, we suggest Sunday mornings or weekdays from mid-afternoon on, which tend to be quieter times.

Before coming to the Centre, you can contact customer service and ask about the projected attendance on the day you plan to visit.

Lost children

The Science Centre has established a procedure for parents looking for their child or children looking for their parents. If you find yourself in this situation, notify a staff member immediately. And be sure to teach your child how to recognize our staff (see p. 6).

Peaceful Mornings

Morning visits with reduced stimuli are offered on several Sundays during the year. On these mornings, we limit the number of visitors, reduce sound volume, and offer a shortened film in our IMAX® TELUS Theatre. If you are interested, please consult our website or contact customer service.

Need a break?

If you or the person you are accompanying need a quieter place to recharge your batteries, you can take a break in one of the more peaceful corners of our exhibition halls. Please take as much time as you need. If you need help, our reception staff will be happy to direct you to a quiet spot.

If you leave an exhibition or the Science Centre, you can re-enter as many times as you wish. Just keep your paper or digital ticket with you during your visit.

King-Edward parking lot

There is a large paid parking lot adjacent to the building. On the ground level, near the accessible entrance, five spaces are reserved for people with disabled parking permit.

Motorists with a disabled parking permit can park their vehicle free of charge in any spot on the King-Edward pier. Just press the assistance button when exiting the parking lot.



Building entrances

The main entrance is at the front of the building. It is not accessible by wheelchair or stroller. There are two accessible entrances on the east side of the building: one under the glass walkway and the other just beyond the parking lot barrier gates.



Tickets

Tickets can be purchased at our online ticket office, by phone or in person at the Science Centre. Entry is free for a person accompanying someone with special needs who has a Companion Leisure Card (CAL) or Access 2 Card. However, free companion tickets must be reserved by phone or in person and are not available online. Customer service can be reached by phone at 514 496-4724 or 1 877 496-4724.

If you wish to reserve a place for people with reduced mobility at the IMAX® TELUS Theatre, please be sure to let us know when purchasing your tickets.

Tickets purchased online can be saved to your phone. This lets you go directly to an exhibition entrance or to the IMAX® TELUS Theatre. Otherwise, go to the ticket office.



Equipment on loan from the ticket office

- Wheelchairs
- Noise-canceling earmuffs
- Timers
- A print version of this guide



Note for companions

You do not have the Companion Leisure Card nor the Access 2 Card? Tell the ticket office staff that you are accompanying a person with special needs.

Note for companions

There is a limited supply of items available for loan. You will be asked to leave a piece of ID as a deposit.

Our staff

Our reception staff and guides are recognizable by their uniform and the blue or red ID cord around their necks.



Security staff can be recognized by their uniform and jacket.

Reduced mobility

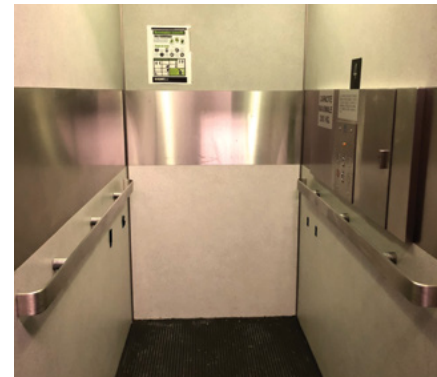
All our exhibition halls are accessible to people with reduced mobility. Three elevators are available to transport you between levels.



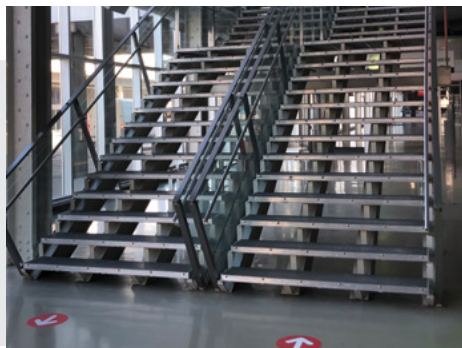
Indoor elevator at the main entrance to the Centre.



If your car is parked on the upper floor of the parking lot, use this exterior elevator to access the main entrance to the Centre.



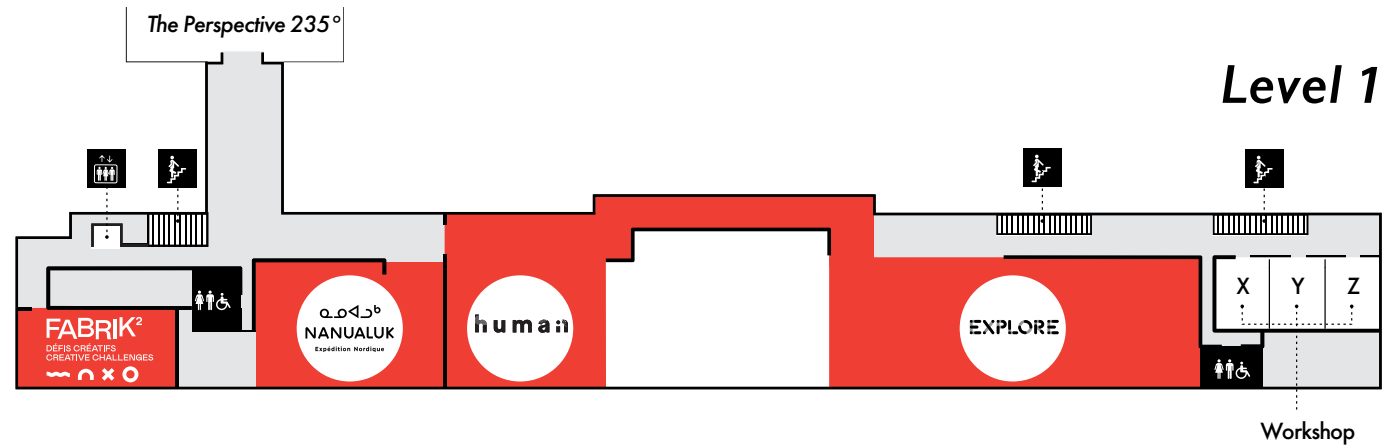
An elevator is available for the IMAX® TELUS Theatre upon request. Just ask our reception staff.



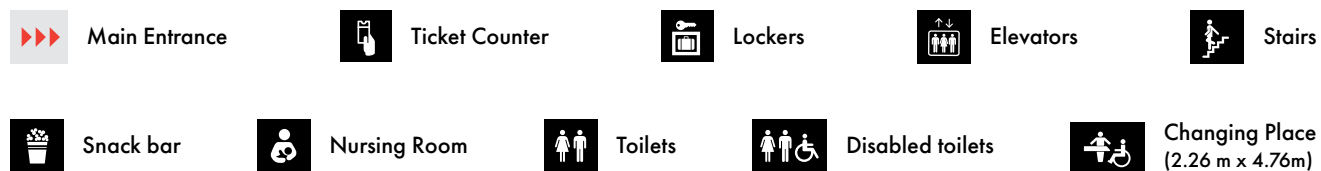
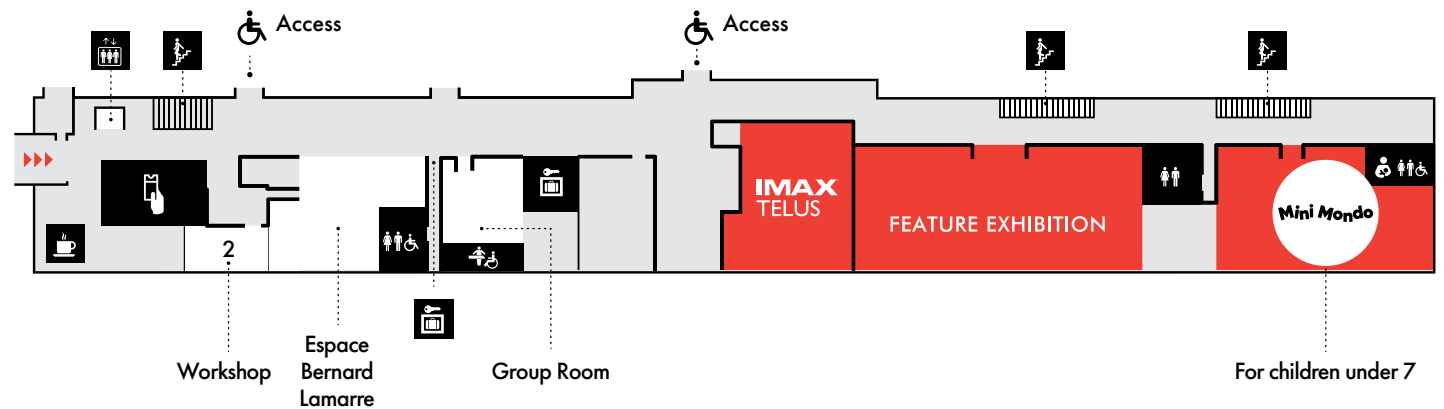
Note for companions:

Please note that our stairs do not all have risers.

Science Centre map



Ground Floor



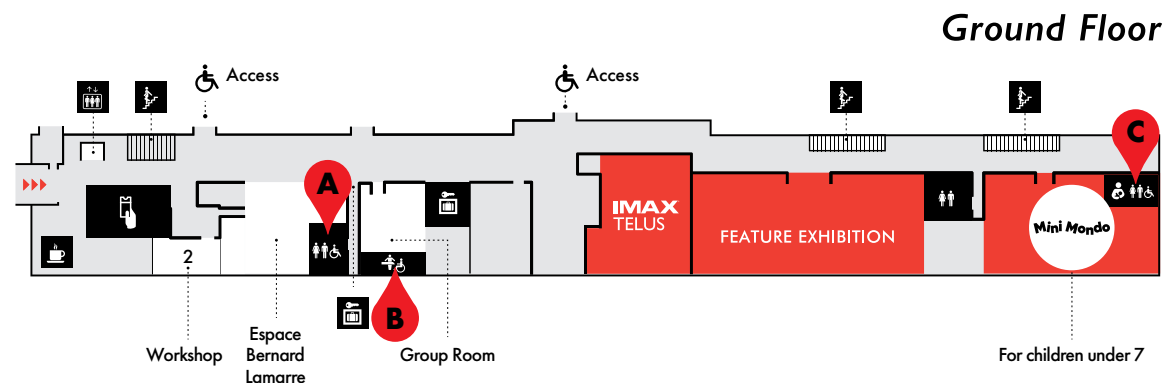
Note for companions:

This map is also available on digital screens and on our website at:
<https://www.montrealsciencecentre.com/visitor-info>

Toilets

Several toilets are available on the ground floor and upstairs. Consult onsite signage or the map of the Centre.

Some downstairs toilets have features that you might find useful.



A Universal toilet

Between the ticket office and the IMAX® TELUS Theatre

This toilet is gender neutral. There are several individual stalls as well as two family stalls accessible to people with reduced mobility.

B Changing place

Between the ticket office and the IMAX® TELUS Theatre

Our changing place is accessible to people with reduced mobility. It includes a changing table for adults (max. 150 kg or 330 lbs).

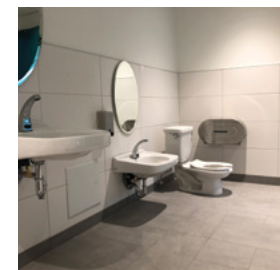
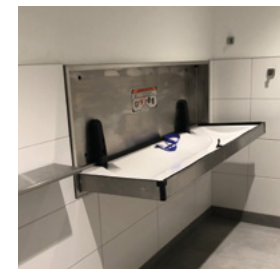


C Family toilet

In the Mini Mondo exhibition

This family toilet has a children's toilet and sink in addition to the usual facilities. It is equipped with a large* changing table for children and teenagers. This is the only bathroom with manual rather than automatic flushers.

*The table is 147 cm/58" long.



Note for companions:

A nursing room is available inside the Mini Mondo exhibition. It is equipped with armchairs, a microwave, a sink and a changing table for children under 22.5 kg (50 lbs).



Lockers

Paid lockers are available on the ground floor, between the ticket office and the IMAX® TELUS Theatre.



Water fountains

There are water fountains in several locations and some include a dispenser for refilling reusable bottles.



Meals and snacks

The vending machines near the IMAX® TELUS theatre offer you snack and beverage options and a variety of meal options are offered at Café Van Houtte near the ticket counter.



Note for companions:

Learn more at our ticket office about where to eat your meal and snacks.

Fabrik²

Fabrik² offers creative challenges that involve the invention and the assembly of all sorts of objects. Working alone or in teams, visitors use technology to invent solutions and build them from a hodgepodge of materials available in the room. Build a race car, a submarine or a suspended structure... the possibilities are endless! Every challenge is multisensory and specifically designed to be inclusive for visitors with special needs. Fabrik² is a universally accessible activity and is particularly suitable for visitors on the autism spectrum, as well as those with intellectual or mobility disabilities.



Note for companions:

Recommended for ages 8 and up, Fabrik² offers visitors four different challenges to be taken on one at a time. Those wishing to attempt a second challenge need to line up again.

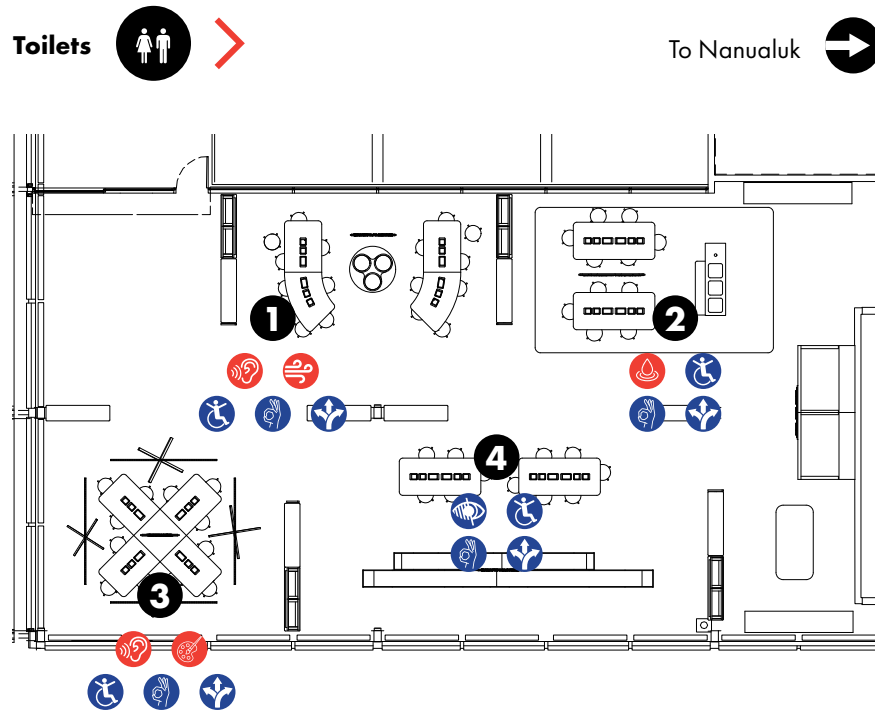
Completing a challenge takes around 30-45 minutes, but it can vary.

None of the Fabrik² challenges require reading skills. This is a hands-on experience where you work directly with the materials to build and test your invention. Brief instructions are given aloud. Signs with one-sentence summaries of the challenge are also available.



Fabrik²

Overview



Presence of educators

Educators are in the exhibition hall at all times. They can show you sample prototypes to stir your creativity.

Educators won't give you the answers, but they can help you along in your exploration process.

Inside Fabrik², there are no good or bad ideas. There's no such thing as a mistake here. It's all about testing and every test is a win!

At the end of the challenge, educators will ask you to disassemble your invention so that materials can be used by other visitors after you.

- 1 The Metro
- 2 The River
- 3 Ville-Marie
- 4 The Mount

Accessible
 Fine motor dexterity
 Decision making
 Tactile or auditory
 Sudden noises
 Wind
 Water
 Artistic abilities



Note for companions:

The Fabrik² exhibition hall has one entrance point and one exit point. There are no partitions, so you have a good overview of the entire room.

All challenge activities are accessible to visitors with reduced mobility. The Fabrik² exhibition involves the use of real tools available right in the exhibition hall.

The challenges require some dexterity, but tabletop scissors are found at every workstation and some materials are pre-punched or pre-cut to make them easier to handle.



The Metro

GOAL:

Build a prototype that can fly up the air tube and come out from the top.

MULTISENSORY COMPONENTS:

Air and wind

POSSIBLE SITUATION:

- Falling objects



Sudden noises



Wind



Accessible



Fine motor dexterity



Decision making



The River

GOAL:

Create a prototype that can float between the water surface and the bottom of a tank for at least 10 seconds.

MULTISENSORY COMPONENT:

Water

POSSIBLE SITUATIONS:

- Wet hands and clothing
- Slippery floor and furniture



Water



Accessible



Fine motor dexterity



Decision making



Note for companions:

Noise-cancelling earmuffs and visual timers are available at all times in the exhibition hall.

Anyone who may have trouble using tools at the countertop tool station can ask to use the portable cutting mats.

If someone is sensitive to outdoor light, they can ask for the hall curtains to be drawn. Also, anyone who is sensitive to the brightness or sounds of neon lights can ask for them to be turned off. Don't be shy about asking our educators to accommodate you.



Ville-Marie

GOAL:

Build a suspended structure that is level and has specific dimensions. Electric components can be added to the structure (LEDs, motors, circuit switches, etc.).

MULTISENSORY COMPONENTS:

Art and creativity

POSSIBLE SITUATION:

- Falling objects



Sudden noises



Artistic abilities



Accessible



Fine motor dexterity



Decision making



The Mount

GOAL:

Build a prototype that travels from the top of the hill and stops on a coloured patch.

MULTISENSORY COMPONENTS:

Sense of touch



Tactile or auditory



Accessible



Fine motor dexterity



Decision making



Note for companions:

Key rings of image cards, designed using the Easy Read method, are available in the exhibition hall at all times. These image cards provide a step-by-step view of each challenge. Educators can walk you through the challenge with them or can leave them with you and let you use them at your own pace.

Nanualuk

Nanualuk - Northern Expedition is an adventure into the Great Canadian North. Embark on missions to acquire the equipment and knowledge you need to travel across these lands. Each mission is assigned to you by a character at a touchscreen. Explore the hall to find what you need to accomplish your mission.



The exhibition is designed around clue finding. Please note that photos in this guide may reveal the answers to certain missions.



Note for companions:

Recommended for children 8 years and up. Visitors must be able to read (or be accompanied) to complete their missions.

A total of 21 missions are offered. Undertaking them all involves being in the hall for several hours. Visitors can take on the number of missions they wish and still get the congratulatory message at the end.

A neat little connected object is used by visitors in this exhibition and must be returned at the end of the visit.





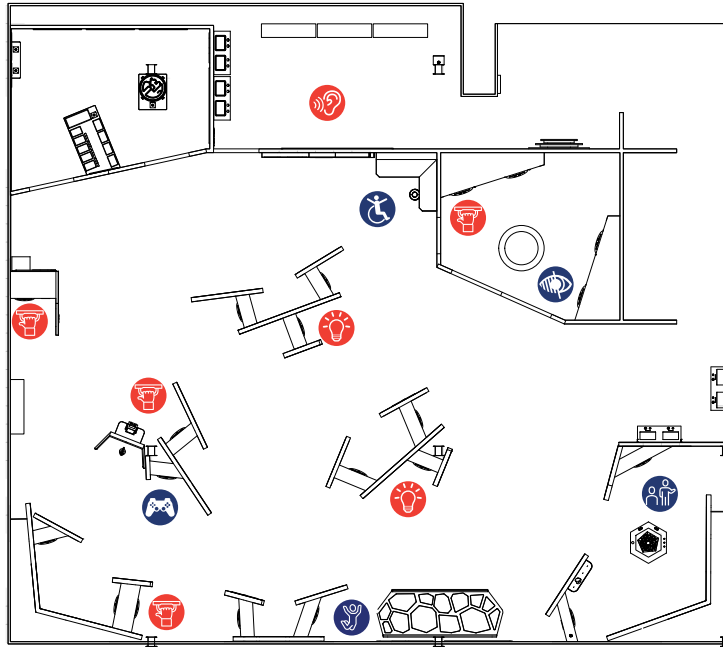
Toilets



To
Fabrik



To
Human



Nanualuk

Overview

-  Accessibility
-  Tactile or auditory activities
-  Physical activity
-  Games and video interfaces
-  Discovery through an intermediary
-  Sudden noises
-  Light
-  Hidden objects



Note for companions:

The hall has one entry point and a different exit point. Room dividers and large-size installations may keep children out of view from their parents or companions.

Locations noted on the map indicate the touchscreen stations and starting points of each mission.



INTERACTIVE ACTIVITIES

Accessibility

All mission-start touchscreen stations are accessible to visitors with reduced mobility, but certain missions involve physical activity that may not be. Here are the missions that are entirely accessible.

- 1 Keep the Beat
- 2 The Lost Chicks
- 3 Pioneer Plant
- 4 A Soothing Song



INTERACTIVE ACTIVITIES

Physical activity

All missions involve moving around the exhibition hall, but some missions involve more physical activity.

- 1 Ice Hopping
- 2 The Secrets of Snow





INTERACTIVE ACTIVITIES

Discovery through an intermediary

Some missions can be explored by one person interacting with the activity station and another making decisions for them.

- 1 Light My Fire
- 2 A Poo-zzle
- 3 Follow the Stars



INTERACTIVE ACTIVITIES

Tactile or auditory activities

Some missions involve touch-and-feel activities, but these missions also involve screens with written content.

- 1 Making Mittens
- 2 Carving Stone
- 3 The Hunter's Inuksuk



Note for companions:

Mission-start touchscreen stations involve an audio component (instructions and background information) but are silent when visitors return to them afterwards to check their answers (right or wrong).

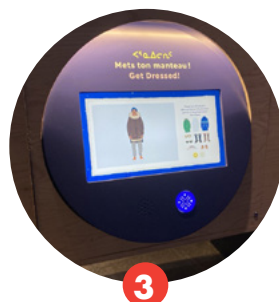
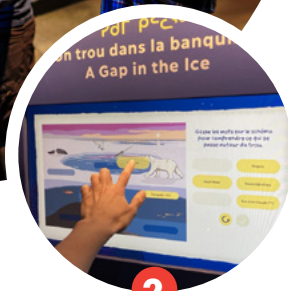


INTERACTIVE ACTIVITIES

Games and video interfaces

All missions involve interacting with a touchscreen. Certain missions include an additional on-screen game component.

- 1 On Thin Ice
- 2 A Gap in the Ice
- 3 Get Dressed!

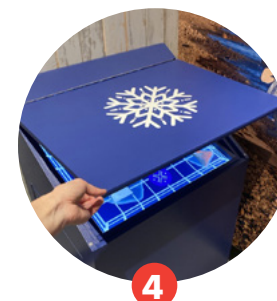


SENSORY SENSITIVITY

Hidden objects

The exhibition is based on open-world video games and escape games. Many objects are hidden. Visitors must look for them by exploring the room.

- 1 Plenty of Plankton
- 2 Follow the Fox
- 2 The Crooked House
- 4 Lighting the Qulliq





SENSORY SENSITIVITY

Light

Two missions involve using a UV light to uncover knowledge and clues (no health risk).

- 1 Hare Revealed
- 2 Mysterious Holes



SENSORY SENSITIVITY

Sudden noises

The exhibition's introductory film tells the story of Nanualuk, a giant polar bear. One of the scenes may startle visitors.

- 1 Introductory film



Note for companions:

Noise reduction earmuffs are available on loan at the ticket counter. Quantities are limited.

Human

This is an interactive exhibition that lets you explore the many metamorphoses of humans since their origins, understand why and how the body is transformed at each stage of life, and preview what might await the humans of the future.

The Human exhibition presents portraits of a variety of people. Diversity is validated.

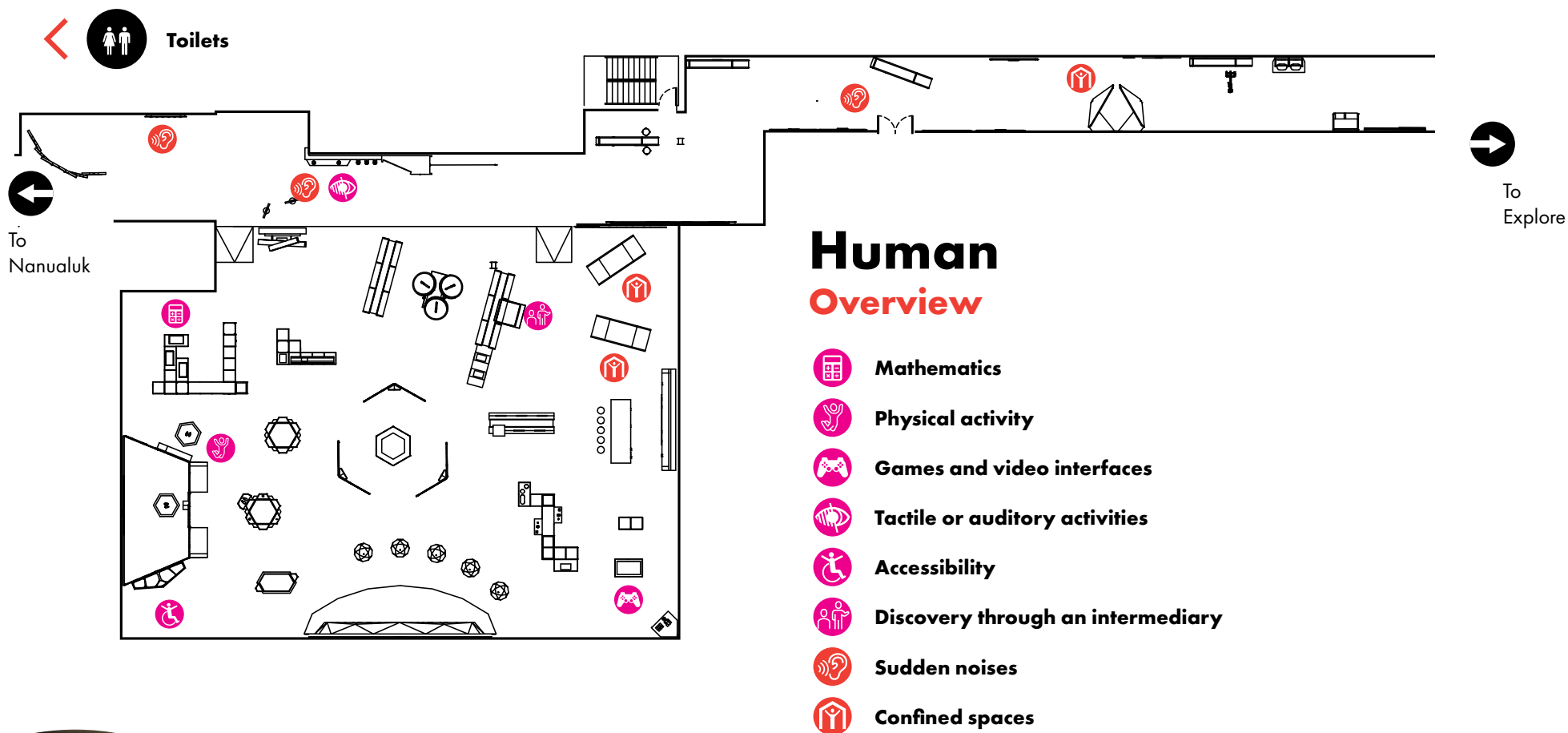


Note for companions:

Human is recommended for children age 10 and older. There are numerous ways to relate to this exhibition.

The hall has several openings through which to enter and exit. Partitions do not allow for an overview of the exhibition. The exhibition continues into corridor to the Explore exhibition.





Employee presence

Science educators from the Science Centre are available at certain times to lead activities. You can find them at the ScienceXpress kiosk.



INTERACTIVE ACTIVITIES

Mathematics

Some activities related to biology and evolution involve graphs and numbers.

- 1 Tree of life
- 2 A diversity of extinct hominid species
- 3 My body is growing quickly



INTERACTIVE ACTIVITIES

Physical activity

Several activities ask visitors to move, to experience directly and to use their body by running, climbing or pedaling.

- 1 Bipedalism makes me unique
- 2 I acquire good sensorimotor coordination
- 3 I'm at the top of my game
- 4 Strength and endurance





INTERACTIVE ACTIVITIES

Games and video interfaces

Some content is available via interfaces such as video games and touch screens.

- 1 Stem cells
- 2 Genetic engineering
Cell invaders
- 3 My skeleton resembles
that of other vertebrates
- 4 Implants



INTERACTIVE ACTIVITIES

Tactile or auditory activities

Tactile exploration is possible for about 30% of the activities. Several also involve auditory content.

- 1 Body weight
- 2 My big brain makes me unique
- 3 I am acquiring good
language skills
- 4 In the shoes of an elderly person



Note for companions:

Timers are available at the ticket office. You can use them to remind the person you are accompanying about the time allocated to an activity.



INTERACTIVE ACTIVITIES

Accessibility

Most of the Human exhibition zones are accessible to people with reduced mobility, except activities in confined spaces and so-called physical activities. The height of the exhibits allows them to be observed from a seated position.

- 1 The human hand is unique
- 2 I look like other members of my species because of my skin
- 3 Bowel length
- 4 I take more risks



INTERACTIVE ACTIVITIES

Discovery through an intermediary

It is possible to explore Human by watching a companion interact with certain exhibition elements and, if possible, by making decisions for them.

- 1 Robotic prostheses
- 2 Sneezes and farts
- 3 My skeleton resembles that of other vertebrates
- 4 Printing organs





SENSORY SENSITIVITY

Sudden noises

Some interactive activities can be noisy, mainly near the entrance to the exhibition.

- 1 Sound and sight
- 2 Body weight
- 3 I take more risks



SENSORY SENSITIVITY

Confined spaces

Some exhibits ask you to enter tight spaces.

- 1 Brain mapping
- 2 BioMusic
- 3 In the shoes of a pregnant woman



Note for companions:

Noise-canceling earmuffs are available on loan from the ticket office. Supply is limited.

Signs of Life

The *Signs of Life* exhibition invites you to dive into the quest for extraterrestrial life. It highlights our understanding of life, the extraterrestrial environments capable of harbouring living organisms, as well as the scientific and technological advancements connected to the search for life in the universe.

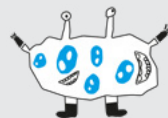


Note for companions:

This exhibition, designed for children aged 8 and up, offers a sensory and playful experience. A small alien guide named Penta-Oculus (P-O to his friends) accompanies you throughout your visit by indicating the interactive activities to do. Look for P-O to find the places where you need to listen, watch, or touch:



Listen

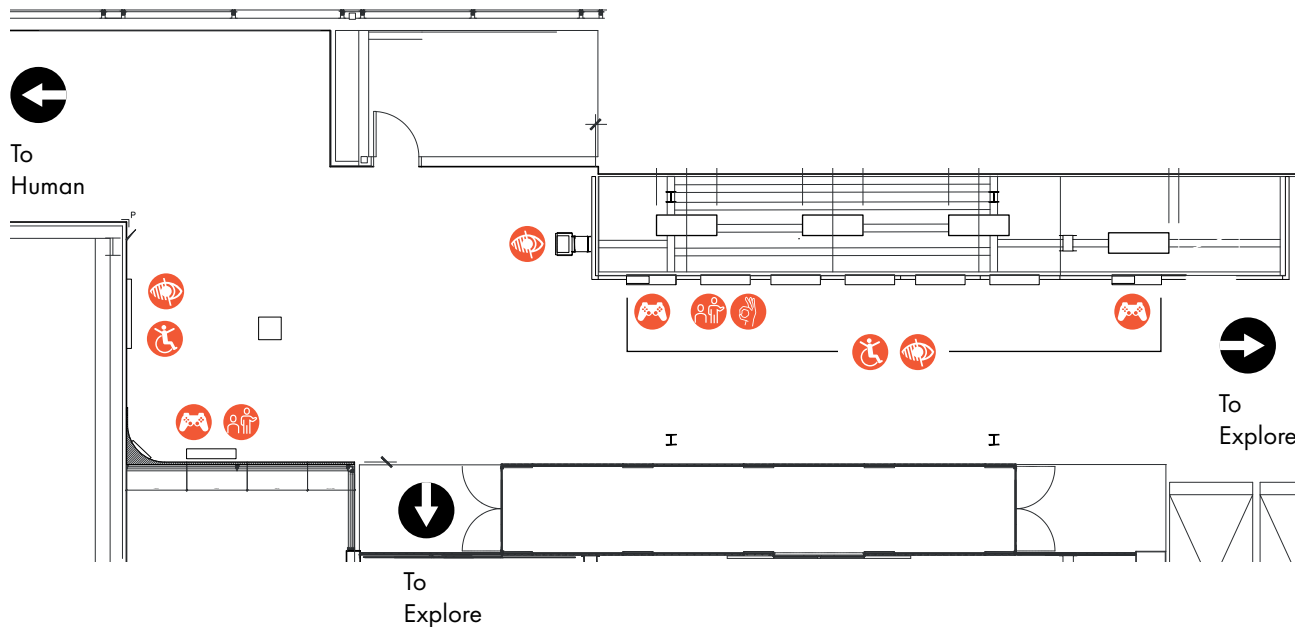


Watch



Touch





Signs of Life

Overview

-  **Fine motor skills**
-  **Accessibility**
-  **Tactile or auditory activities**
-  **Discovery through an intermediary**
-  **Games and video interfaces**



Note for companions:

The *Signs of Life* exhibition is located in a corridor between the *Human* and *Explore* exhibitions. You will therefore always have an overview of the entire exhibition, but keep in mind that it is also a passageway.

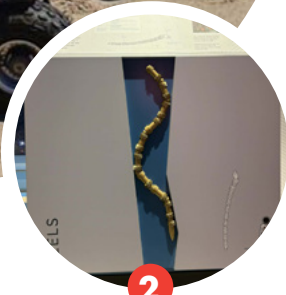


INTERACTIVE ACTIVITIES

Accessibility

The majority of the exhibition's interactive elements are accessible to people with reduced mobility.

- 1 The MESR rover and its robotic arm (located at the ticket office)
- 2 The 3D models of the rovers and the James Webb Telescope
- 3 The Voyager Golden Record

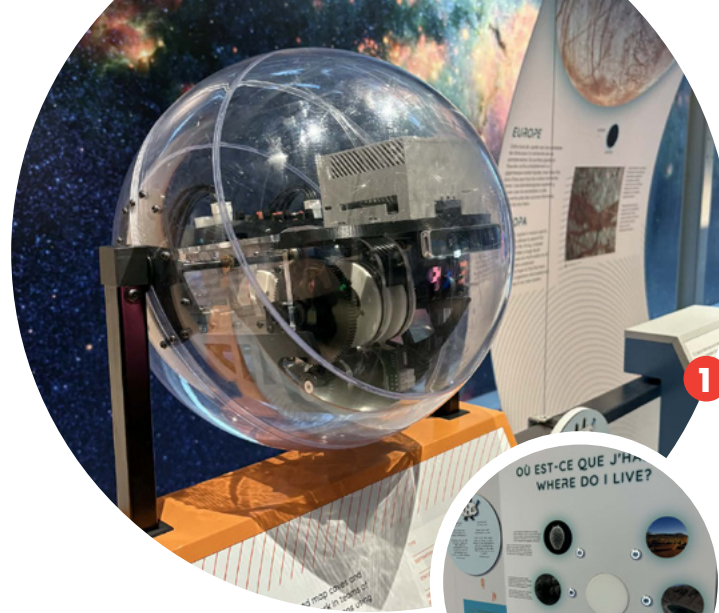


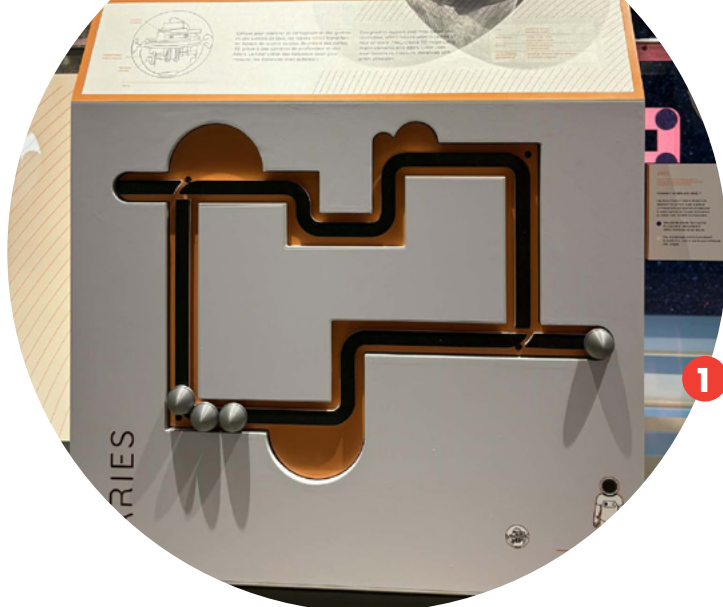
INTERACTIVE ACTIVITIES

Discovery through an intermediary

It is possible to explore *Signs of Life* by observing another person interact with certain elements of the exhibition and making decisions for them.

- 1 Rotating the ARIES robot
- 2 The extremophiles game





INTERACTIVE ACTIVITIES

Fine motor skills

Certain activities require precise movements with fingers and hands.

- 1 Small-scale models of ARIES can be moved along rails to explore lava tubes

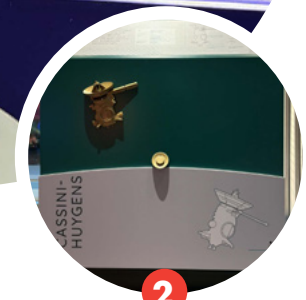


INTERACTIVE ACTIVITIES

Tactile or auditory

Tactile exploration is possible for several elements of the exhibition. Additionally, you can listen to audio excerpts from the sound files sent on the Voyager probe.

- 1 The Moon rock
- 2 The 3D models of the rovers and the James Webb Telescope
- 3 The Voyager Golden Record





INTERACTIVE ACTIVITIES

Games and video interfaces

Some content is available via games or screens:

- 1 The extremophiles game
- 2 Video on the recovery of Martian rock samples
- 3 Videos on the transit method for finding exoplanets



SENSORY SENSITIVITY

Sudden noises

The exhibition does not contain hidden or surprising elements, nor restricted spaces, bright lights, or sudden noises. However, the neighbouring exhibition Explore can be noisy during peak periods.



Note for companions:

Noise-cancelling earmuffs are available on loan at the box office. Limited quantity.

Explore

Explore is an invitation to explore the science behind motion, air, light, water, geometry, matter and code. Your discoveries and interactive experiences will amuse and amaze you.

This exhibition is a giant-sized presentation of major scientific and technological principles. It engages the entire body.



Note for companions:

Recommended for children age 6 and over, this exhibition focuses on the visitor experience. In Explore, the texts are short and visitors make discoveries through free manipulation. You can touch absolutely everything in this entertaining, sensory exhibition.



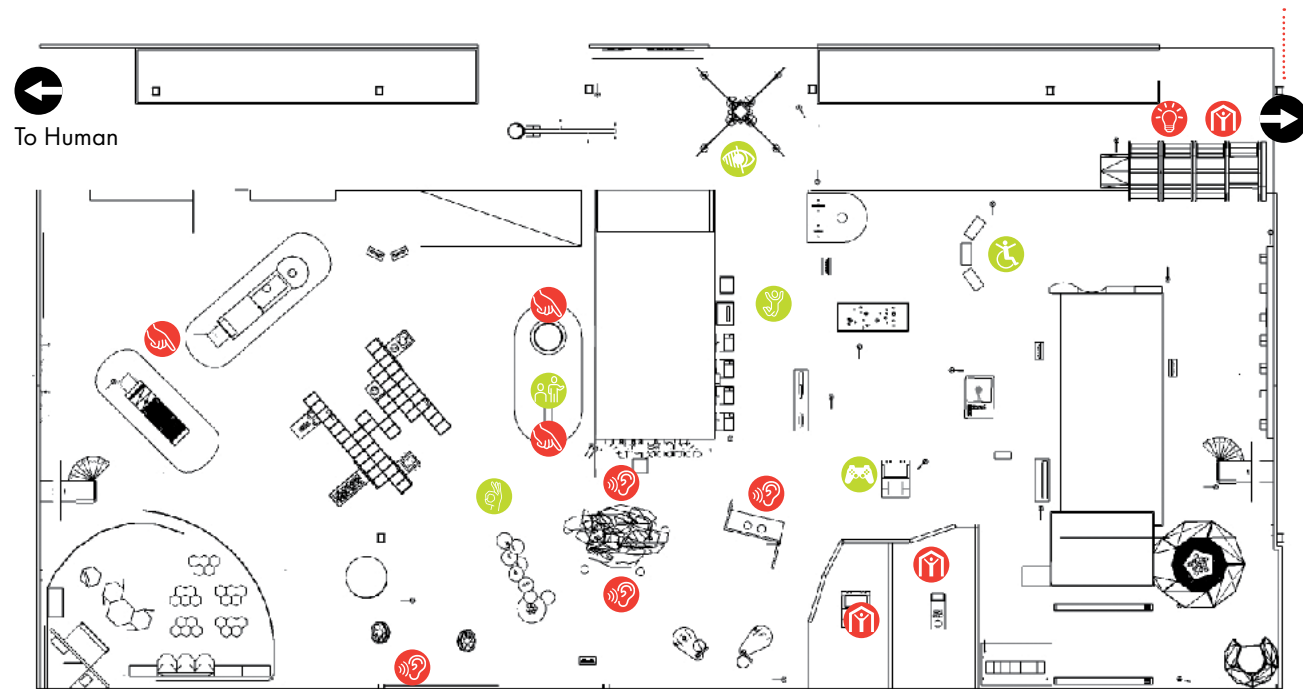
Explore

Overview

Toilets  

To Mini Mondo
(by stairs)

-  **Fine motor skills**
-  **Physical activity**
-  **Games and video interfaces**
-  **Tactile or auditory activities**
-  **Accessibility**
-  **Discovery through an intermediary**
-  **Sudden noises**
-  **Confined spaces**
-  **Light**
-  **Touch**



Employee presence

Science educators from the Science Centre are available at certain times to give demonstrations. You can find them in the ScienceXpress zone.



Note for companions:

The Explore exhibition has several openings for entry and exit. Because of the partitions, you will not always have a full overview of the exhibition hall.



1



INTERACTIVE ACTIVITIES

Fine motor skills

Some activities involve building a machine or creating a circuit.



2



3

- 1 Wind turbines
- 2 Light wall
- 3 Electric blocks



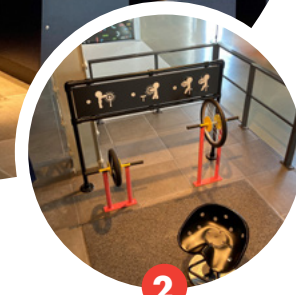
1



INTERACTIVE ACTIVITIES

Physical activity

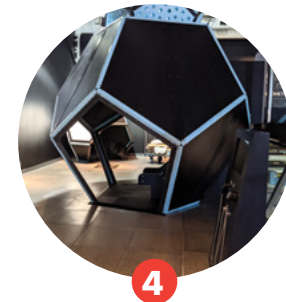
Several activities ask visitors to move and to use their body. Most of these are in the Movement zone.



2



3



4

- 1 Solenoid
- 2 Gyroscope
- 3 Bernoulli effect
- 4 Slide

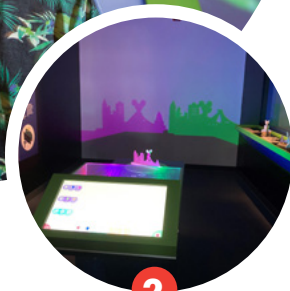


INTERACTIVE ACTIVITIES

Games and video interfaces

Some content is available via interfaces such as video games and touch screens. These are concentrated in the Code area.

- 1 VJing
- 2 Shadow theatre
- 3 Augmented reality
- 4 Machine learning

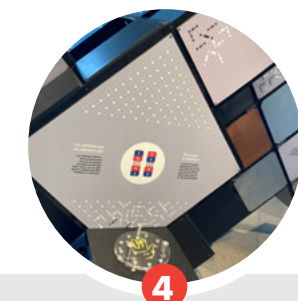
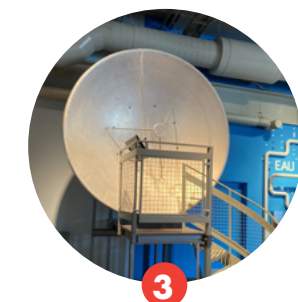


INTERACTIVE ACTIVITIES

Tactile or auditory activities

Tactile exploration is possible in about 30% of the activities. These are found in the Motion, Air and Water zones.

- 1 Crane
- 2 Gears
- 3 Parabolic antennas
- 4 Magnetism



Note for companions:

Six audio terminals spread through the exhibition let you discover inspirational professionals and amazing innovations linked to the Explore themes.

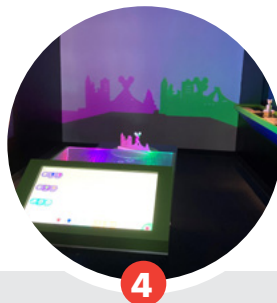


INTERACTIVE ACTIVITIES

Accessibility

Most of the Explore zones are accessible to people with reduced mobility.

- 1 UV camera
- 2 Water tables
- 3 Robot
- 4 Shadow theatre

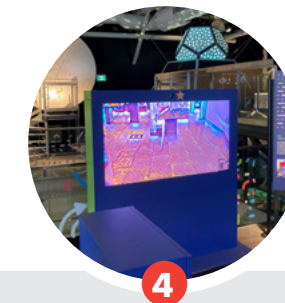


INTERACTIVE ACTIVITIES

Discovery through an intermediary

Explore can be experienced by watching a companion carry out certain activities and making decisions for them, when possible.

- 1 Square bubble
- 2 Magnifier
- 3 Air labyrinth
- 4 AI wall



Note for companions:

Several pieces of furniture have sharp corners.



SENSORY SENSITIVITY

Sudden noises

Some interactive activities can be noisy or emit loud sounds, mainly in the Air zone.

- 1 Air labyrinth
- 2 Tornado
- 3 Air rocket
- 4 Cloud

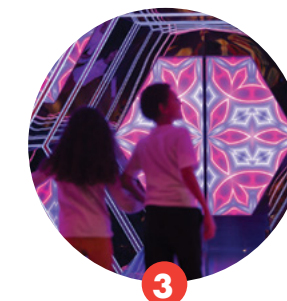


SENSORY SENSITIVITY

Confined spaces

Some interactive activities are located inside small enclosed spaces.

- 1 Shadow theatre
- 2 Machine learning
- 3 Kaleidoscope



Note for companions:

Near the air labyrinth, there is a "spy tile" where you can hear the conversations of people talking into the parabolic antennas at the ends of the room.

Overhearing this conversation without seeing the talkers nearby can be a surprising experience. Noise-canceling earmuffs are available on loan from the ticket office. Supply is limited.



SENSORY SENSITIVITY

Light

The giant kaleidoscope is very bright with stimulating visual effects.

1 Kaleidoscope



SENSORY SENSITIVITY

Wet hands

In the Water and Matter zones, interactive activities involve the presence of water (soapy or clear). It is not uncommon to get your hands wet.

- 1 Water tables
- 2 Round bubble
- 3 Square bubble



Explore



Note for companions:

Timers are available in limited quantities at the ticket office. You can use them to remind the person you are accompanying about the time allocated to an activity.

Note for companions:

A hand dryer is installed nearby.

Mini Mondo

Mini Mondo introduces young people to ecological citizenship. There are three environments to explore: the city, the river and the forest. A series of activities in each of these environments raises awareness of the need to protect the environment.



Note for companions:

Recommended for children from 0 to 7 years old, Mini Mondo encourages discovery through play and imagination. The exhibition may appeal to older children, who are also welcome.

Words are gradually introduced during a visit to Mini Mondo, as in a picture book. The exhibition is presented in six languages: French, English, Haitian Creole, Simplified Chinese, Arabic and Spanish.

The Mini Mondo exhibition has a single opening through which you enter and exit. At a glance, you can take in a large part of the hall.



 To IMAX® TELUS theatre and Ticket counter



Mini Mondo

Overview

-  Physical activity
-  Tactile or auditory activities
-  Accessibility
-  Discovery through an intermediary
-  For lovers of reading
-  Sudden noises
-  Confined spaces
-  Odors



Note for companions:

A family toilet and a nursing room are accessible inside Mini Mondo.
See page 9 of this guide for additional information.



INTERACTIVE ACTIVITIES

Physical activity

In Mini Mondo, everything is experienced through the senses and physical activity. Some activities allow children to move even more by manipulating objects, jumping, crawling, etc.



- 1 House
- 2 Road
- 3 Den



Note for companions:

In the middle of the forest, there is a little den where infants and toddlers from 0 to 2 years old can explore the world from a safe space.



INTERACTIVE ACTIVITIES

Tactile or auditory activities

Tactile exploration is featured in several activities. In addition, there is an activity that features animal sounds.



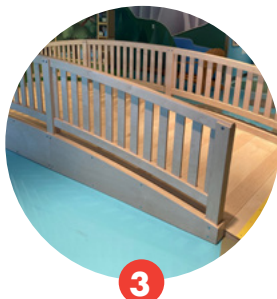
- 1 Footprints
- 2 Vegetable garden
- 3 Logs and rocks
- 4 Animal sounds



INTERACTIVE ACTIVITIES

Accessibility

Most of the Mini Mondo zones are accessible to people with reduced mobility.



- 1 Swirling leaves
- 2 Arches
- 3 Bridge
- 4 Grocery store



INTERACTIVE ACTIVITIES

Discovery through an intermediary

Mini Mondo can be experienced by watching a companion carry out certain activities and making decisions for them, when possible.



- 1 Vegetable garden
- 2 Road
- 3 Swirling leaves
- 4 Fishing



Note for companions:

Several pieces of furniture have sharp corners.



INTERACTIVE ACTIVITIES

For lovers of reading

Mini Mondo contains books for various age groups in several languages. In the hut, children can choose a book and explore it at their own pace, on their own or with a grownup.

1 Hut



SENSORY SENSITIVITY

Sudden noises

Some activities can be noisy or emit loud noises.

1 Arches

2 Bulk foods in the grocery store

3 Swirling leaves



Note for companions:

Noise-canceling earmuffs are available on loan from the ticket office. Supply is limited.



SENSORY SENSITIVITY

Confined spaces

Two interactive activities take place, partly or entirely, in smaller spaces.

① Ground floor of the house

② Hut



SENSORY SENSITIVITY

Odors

One interactive activity is based on smell and involves different scents.

① Spices and soaps in the grocery store

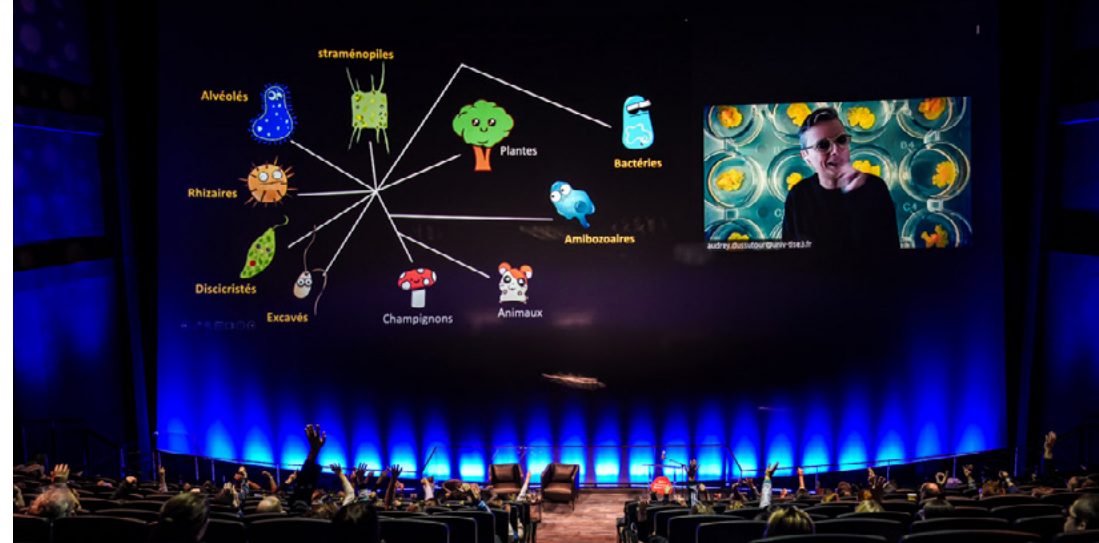
Movie theatre IMAX® TELUS

Duration of films

The movies last 45 minutes on average. Visitors are permitted to leave and return if desired.

Crowds

There can be a large number of spectators watching a movie in the TELUS IMAX® Theatre. You might be seated next to other people.



Hearing-impaired people

Hearing aid systems are available. Please speak to our reception staff when you arrive at the theatre.

Universal accessibility

It is possible to remain seated in a wheelchair during the screening. Eight spaces are set aside for this purpose at the top of the theatre. To reserve one of these spaces, please mention it when purchasing your tickets.

Sensitivity – lighting

The lights are dimmed before the start of the film. Once the film starts, the theatre is dark to enable projection.

Sensitivity – volume

The sound level may be perceived as loud by some spectators. Noise-canceling earmuffs are available on loan at the theatre reception.



Note for companions:

Personal hearing aid systems should be tuned to 72.9 FM.



Note for companions:

Headphones and hearing aid systems are in limited supply.

Any comments?

Our teams want you to feel warmly welcomed and respected. If you have any comments about this guide or your visitor experience, please be sure to let us know.

Customer service

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