



Knock Knock Children's Museum Inclusive & Accessible Play

Adaptive Tools in Art Garden and Maker Shop

Easy to Grip Pencils, Color Pencils, and Paint Brushes
Electric Scissors with a large button
Squeeze Style Scissors

Inclusive Books

Braille
Board Books
Books with High Contrast
Board Books with Tactile Pages

Braille on Signage

Pictorial Signage

Lap desks for wheel chairs
Head Phones
Fidget items
Quiet spaces
Weighted lap blanket and Weighted dog
Wheel Chair

Social Story on website and at front desk

Communication Cards
Tactile Maps

Staff that is familiar and comfortable with children of varying abilities.

List of adaptations from McMains:

Ability Bags

Communication Book
Visual Schedules
Switch (to use with switch adapted activities)

Visor with penlight for simple choice making
Map of museum

Ability Kits (available upon request and during Play 4 All events):

Story Tree Messenger

Switch adapted arm with markers and stamps
Stamp pads
Extra switch

Go Go Garage

Switch adapted arm with blue stick for car race track
2 magnetic automotive check-up boards
Extra switch

B.R. Star Studio

Switch adapted arm and various musical instruments (drum, drum stick, xylophone, tambourine, frog tone block, maracas, hand bells, triangle)
Extra switch

Fish Tales

Switch adapted arm for the fishing pole
Extra switch

I See Food Café

Switch adapted arm with wooden spoon for stirring
7 Switch adapted toy kitchen appliances

Pelican Pantry

“Get-it” sticks with Velcro

Art Garden

Switch adapted arm for painting
Switch adapted spin art
Switch adapted scissors
EazyHold grips to place on paint brushes/markers as needed
Extra switch

Knock Knock Makers Shop

Switch adapted arm for markers/painting
Powerlink 4 (to switch adapted items that need to be plugged in – i.e. electric pottery wheel)
Switch adapted scissors

EazyHold grips to place on paint brushes/markers as needed
Extra switch

Bubble Playground

2 switch adapted bubble blowers
Extra switch

Paws and Claws

6 switch adapted animals
2 Magnetic pet check-up boards
Extra switch