SENSORY GUIDE

Welcome! Use this map of the Museum’s core Galleries to find out how loud and bright different spaces are. The pages that follow provide detailed sensory information and descriptions of each Gallery, film, and public space in the Museum.

Some Galleries are small and can get crowded. There are sounds of gunshots and cannonfire in some rooms. You can borrow noise-cancelling headphones from the front desk to use during your visit. If you need a quiet place right away, ask any Museum staff member to let you in to our Quiet Room (on the first floor). They can also help you find the best places to enter and exit the Galleries. Our friendly educators are happy to show you things you can touch and explore in quieter spaces like aboard the Privateer Ship at the top left of this map!
The Museum’s orientation film, Revolution, explores the origins, experiences, and ongoing legacy of the American Revolution, setting the stage for your experience of our core exhibition (on the second floor).
The Museum’s core exhibition begins with a short, immersive film that puts you in the midst of the crowd tearing down a statue of King George III in New York in 1776. It connects to the final film in the core exhibition as well, which reminds us that the Revolution replaced a king with the people in the seat of power.
Step back in time from the opening film’s setting of 1776 into the 1760s. The American colonies were a proud part of the expanding British Empire. A large case displays original objects that expressed some Americans’ affection for their king. This Gallery also features a touchable portrait of King George III and liftable doors with information about the diversity of British North America.
### IBCCES Sensory Guide™

#### The Price of Victory

<table>
<thead>
<tr>
<th>TOUCH</th>
<th>TASTE</th>
<th>SOUND</th>
<th>SMELL</th>
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<tbody>
<tr>
<td>![Touch Icon]</td>
<td>![Taste Icon]</td>
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#### Sensory Level (1 = low sensory stimulation, 10 = high sensory stimulation)

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<thead>
<tr>
<th>TOUCH</th>
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#### Participant Guidelines

- Option to touch portions of the exhibit
- Low engagement with this sense
- Film features some sudden loud noises
- Potential for noise level to rise as crowds increase in enclosed spaces
- Low engagement with this sense
- Lighting is low; some exhibits feature brightly lit/interactive displays
- Film is shown

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#### Activity Summary

A film in this space explores the growing tensions within the British Empire. Below it, cases with original objects are illuminated to show how they connect with a larger historical story. To the lower left, an enlarged, replica stamp allows guests to feel the mark of the famous Stamp Act tax of 1765.
In this Gallery, you find yourself underneath the boughs of a full-size reproduction of Boston’s Liberty Tree, one site of protest in the 1760s. Explore an interactive touchscreen display about protest posters, touch replica objects (on recreated store shelves and around the corner in a case of replica muskets), lift doors to explore original objects and smell the tea thrown into Boston harbor in 1770 (in the crates past the tree).
The Revolutionary War broke out at Lexington and Concord, Massachusetts, in 1775. Explore those battles with a soundscape and animated view, maps, and “witness objects” that were there. This Gallery features glass doors for entry and exit.

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<thead>
<tr>
<th>The War Begins</th>
<th>Museum of the American Revolution</th>
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<td>SIGHT</td>
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</tbody>
</table>

#### Sensory Level (1 = low sensory stimulation, 10 = high sensory stimulation)

- TOUCH: 1
- TASTE: 1
- SOUND: 4
- SMELL: 1
- SIGHT: 5

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#### Participant Guidelines

- Potential for crowds and close proximity to other guests
- Low engagement with this sense
- Soundscape features gunshots and loud sounds
- Low engagement with this sense
- Animated visuals are shown
  - Gallery is bright

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#### Activity Summary

The Revolutionary War broke out at Lexington and Concord, Massachusetts, in 1775. Explore those battles with a soundscape and animated view, maps, and “witness objects” that were there. This Gallery features glass doors for entry and exit.
Join or Die
Museum of the American Revolution

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TOUCH  TASTE  SOUND  SMELL  SIGHT

Sensory Level (1 = low sensory stimulation, 10 = high sensory stimulation)

2  1  1  1  2

Participant Guidelines

- Option to touch and examine objects from the Revolutionary War
- Low engagement with this sense
- Low engagement with this sense
- Low engagement with this sense
- Gallery is generally lower lighting and quieter

Activity Summary

In the middle of this Gallery, General George Washington is breaking up a fight among soldiers in the new Continental Army. Examine objects related to soldiers from New England, the mid-Atlantic, the South, and Washington himself. Close to the ground on one end of the of the Gallery, you can even touch an original Revolutionary War cannon barrel.

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### IBCCES Sensory Guide™

<table>
<thead>
<tr>
<th>Declaration of Independence</th>
<th>Museum of the American Revolution</th>
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<tr>
<td><strong>TOUCH</strong></td>
<td>Low sensory stimulation, 10 = high sensory stimulation</td>
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<tr>
<td><strong>TASTE</strong></td>
<td>Low engagement with this sense</td>
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<tr>
<td><strong>SOUND</strong></td>
<td>Potential for noise level to rise as crowds increase</td>
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<tr>
<td><strong>SMELL</strong></td>
<td>Low engagement with this sense</td>
</tr>
<tr>
<td><strong>SIGHT</strong></td>
<td>This area of the museum is generally lower lighting and quieter</td>
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### Sensory Level

- TOUCH: 5
- TASTE: 1
- SOUND: 2
- SMELL: 1
- SIGHT: 3

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### Participant Guidelines

- Interactive touch screen activities
- Low engagement with this sense
- Potential for noise level to rise as crowds increase
- Low engagement with this sense
- This area of the museum is generally lower lighting and quieter

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### Activity Summary

Explore a touchscreen interactive about the “Season of Independence” in the spring of 1776 and then encounter original examples of state constitutions, the Declaration of Independence, and objects related to the many people who believed that “all men are created equal” applied to them. Beneath a recreation of the statue of George III destroyed in the first film, consider whether you would have participated in this new Revolution.

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## IBCCES Sensory Guide™

<table>
<thead>
<tr>
<th>Independence Theater</th>
<th>Museum of the American Revolution</th>
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<td>![Eye Icon]</td>
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</table>

### Sensory Level (1 = low sensory stimulation, 10 = high sensory stimulation)

- **TOUCH:** 1
- **TASTE:** 1
- **SOUND:** 4
- **SMELL:** 1
- **SIGHT:** 5

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### Participant Guidelines

- Option to sit in replica Windsor chairs
- Low engagement with this sense
- Film with some loud noises
- Potential for noise level to rise as crowds increase in enclosed spaces
- Low engagement with this sense
- Theater setting with low lighting
- Film includes some brighter lights

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### Activity Summary

In an immersive theater that recreates the interior of Philadelphia’s Independence Hall, a film shows the unfolding debates and decisions of the Second Continental Congress, which declared independence in the summer of 1776.

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A floor-sized map of the 1776 battles around New York City guides you through the Revolution’s darkest hour. Large cases of original objects explore the communities – soldiers, camp followers, and even children – that composed the British and Revolutionary armies. At an upright, rotating interactive, you can design your own soldier uniform. Just around the corner, a life-sized tableau tells the story of the encounter of two brothers on the banks of the Delaware River in December 1776.
# IBCCES Sensory Guide™

<table>
<thead>
<tr>
<th>Sensory Level (1 = low sensory stimulation, 10 = high sensory stimulation)</th>
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</thead>
<tbody>
<tr>
<td>TOUCH 2</td>
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</tbody>
</table>

## Participant Guidelines
- Interactive light-up map activates when buttons are pushed
- Low engagement with this sense
- Low engagement with this sense
- Low engagement with this sense
- Gallery lighting is lower; some exhibits feature brightly lit/interactive displays

## Activity Summary
Chart the progress of the Battles of Trenton and Princeton in a wall-sized, light-up map. You can also learn more about the Hessians, British allies from Germany, through a life-size tableau, maps, and a case of original objects.
As the Revolutionary War rippled across North America, people had to choose sides. Move among life-size, touchable figures representing members of the Oneida Indian Nation as they debate what they will do and a film about their decision plays above them. This Gallery is easy to bypass.
**Arms of Independence**

**Museum of the American Revolution**

**TOUCH**
- Interactive touchscreen activities
- Low engagement with this sense
- Separate theater plays film with very loud noises and gunshots
- A Museum Educator is always in this space to share stories and
- Low engagement with this sense
- Gallery lighting is lower
- Some exhibits feature brightly lit/interactive displays

**SOUND**

**SMELL**

**SIGHT**

**Sensory Level** (1 = low sensory stimulation, 10 = high sensory stimulation)

- 3
- 1
- 4
- 1
- 4

**Participant Guidelines**

**Activity Summary**

This large Gallery holds an enormous display of original weapons used in the Revolutionary War. Explore their stories in an interactive touchscreens and turn around to watch a projection of the story of the Revolutionary War in seven minutes. A Museum Educator is in this space to answer questions and help guide you, and you can join them to march into battle in an adjoining theater.
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<table>
<thead>
<tr>
<th>Battle of Brandywine Theater</th>
<th>Museum of the American Revolution</th>
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<tbody>
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<td>TOUCH</td>
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**Sensory Level (1 = low sensory stimulation, 10 = high sensory stimulation)**

- **TOUCH**: 1
- **TASTE**: 1
- **SOUND**: 8
- **SMELL**: 1
- **SIGHT**: 8

**Participant Guidelines**

- Low engagement with this sense
- Low engagement with this sense
- Film includes very loud sounds of war
- Small space increases potential for noise level to rise as crowds increase
- Low engagement with this sense
- Intense immersive theater experience
- Theater lighting is low
- Film includes bright flashes of light

**Activity Summary**

In this immersive theater, experience the chaos of combat from the front lines of the Battle of Brandywine. This film includes bright flashes of light, sudden loud noises, and rumbling floors to evoke battle. It is easy to bypass.
## Winter Patriots

### Touch
- Low engagement with this sense

### Taste
- Low engagement with this sense

### Sound
- Gallery is quieter
- Potential for noise to rise as crowds increase in enclosed spaces

### Smell
- Low engagement with this sense

### Sight
- Low engagement with this sense

### Sensory Level (1 = low sensory stimulation, 10 = high sensory stimulation)

<table>
<thead>
<tr>
<th>Touch</th>
<th>Taste</th>
<th>Sound</th>
<th>Smell</th>
<th>Sight</th>
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### Participant Guidelines
- Low engagement with this sense
- Low engagement with this sense
- Gallery is quieter
- Low engagement with this sense
- Low engagement with this sense

### Activity Summary
A life-size tableau recreates the inside of Independence Hall in the winter of 1777, when it was used by the British army to hold prisoners-of-war. Meanwhile, the Continental Army was encamped at Valley Forge, and in this Gallery you can examine objects from that encampment, William Trego’s iconic 1883 painting, *March to Valley Forge*, and the camp equipment of George Washington and his “military family.”

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A Revolutionary War

Museum of the American Revolution

TOUCH

TASTE

SOUND

SMELL

SIGHT

Sensory Level (1 = low sensory stimulation, 10 = high sensory stimulation)

8 1 3 2 3

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Participant Guidelines

- Hands-on exploration of a full-size replica ship
- Low engagement with this sense
- Soundscapes, films, and talks occurring simultaneously
- Some smells associated with installation
- Some exhibits feature brightly lit/interactive displays
- A Museum Educator is always in this space to share stories and information

Activity Summary

This Gallery features a life-size recreation of a Revolutionary War privateer sloop. Come aboard and meet a Museum Educator to learn about life at sea, explore replica objects, and ask the Museum’s third key question, “How Revolutionary was the War?” Disembark to learn more about the involvement of foreign allies and life on the home front for pacifists and neutrals.

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Confront a life-size recreation of a cavalry charge of Loyalist dragoons. In this Gallery, you can explore the complexities of the Revolutionary War in the South, including loyalism, slavery, and freedom. Explore “Finding Freedom,” a touchscreen interactive about five African American Virginians and their wartime choices. There are doors at the end of this Gallery, but don’t miss the final Galleries of the Museum, before the doors and to the right! This Gallery features glass doors for entry and exit.
### IBCCES Sensory Guide™

**Finding Freedom**

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<th>TOUCH</th>
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**Sensory Level** *(1 = low sensory stimulation, 10 = high sensory stimulation)*

- TOUCH: 3
- TASTE: 1
- SOUND: 2
- SMELL: 1
- SIGHT: 2

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### Participant Guidelines

- Interactive touch screens activities
- Low engagement with this sense
- Generally quieter area
- Low engagement with this sense
- Lighting is generally low; some exhibits feature brightly lit/interactive displays

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### Activity Summary

As enslaved African Americans grappled with their own personal decisions, learn about their wartime reality through an interactive, storytelling experience that explores the contradictions between the fight for American liberty and the persistence of American slavery in the eighteenth-century.

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This film follows the course of the Revolutionary War from Yorktown in 1781, through continuing fighting in the backcountry, to the Peace of Paris in 1783.
<table>
<thead>
<tr>
<th>A New Nation</th>
<th>Museum of the American Revolution</th>
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<tr>
<td><strong>TOUCH</strong></td>
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**IBCCES Sensory Guide™**

**Sensory Level** *(1 = low sensory stimulation, 10 = high sensory stimulation)*

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**Participant Guidelines**

- Option to interact with replica objects in the exhibit
- Low engagement with this sense
- Potential for noise level to rise as crowds increase in enclosed spaces
- Low engagement with this sense
- Different stationary exhibits
- Varied light and noise from film shown

**Activity Summary**

Learn about the final battles of the War in a small theater and then explore the ongoing Revolution with touchable replica objects, information about the questions the Revolutionaries left unanswered, and the story of the federal Constitution of 1787. The final installation of the Museum features a wall of backlit images of Revolutionary War participants who lived into the age of photography.
**IBCCES Sensory Guide™**

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<th>TOUCH</th>
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**Sensory Level (1 = low sensory stimulation, 10 = high sensory stimulation)**

1 1 4 1 6

**Participant Guidelines**

- Low engagement with this sense
- Low engagement with this sense
- Film includes some loud noise
- Small space increases potential for noise level to rise as crowds increase
- Low engagement with this sense
- Theater has low lighting
- Film is shown on a large screen, creating an immersive experience

**Activity Summary**

In the final film in the core exhibition, return to the site of the statue of George III in New York. The original fence still surrounds a small park, but where the statue once stood, people from around the world now pursue life, liberty, and happiness. The Revolution is ongoing.
### IBCCES Sensory Guide™

<table>
<thead>
<tr>
<th>Washington's War Tent</th>
<th>Museum of the American Revolution</th>
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**Participant Guidelines**

- Low engagement with this sense
- Low engagement with this sense
- Large crowds and potential for noise level to increase in enclosed spaces
  - Film is very loud
- Close quarters and large crowds make potential for higher engagement with smell
  - Very bright and varying lights throughout the film
  - Immersive nature of film increases engagement with sight

**Activity Summary**

*Washington’s War Tent* explores the history of Washington’s marquee tent from the Revolutionary War to the present in a short film with a dramatic reveal at its conclusion.
Enter the Museum’s discovery center, Revolution Place, to explore an immersive re-creation of our neighborhood in the 1770s. A military encampment, a tavern, a religious meeting house, and a parlor feature try-on costumes, replica objects, touchscreen interactivs, and special educator-led games, stories, and activities.
### IBCCES Sensory Guide™

**Cross Key Café and Gift Shop**

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<th>TOUCH</th>
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**Museum of the American Revolution**

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**Sensory Level** *(1 = low sensory stimulation, 10 = high sensory stimulation)*

- **Cross Key Café and Gift Shop**
  - TOUCH: 3
  - TASTE: 5
  - SOUND: 4
  - SMELL: 8
  - SIGHT: 4

- **Museum of the American Revolution**
  - TOUCH: 3
  - TASTE: 5
  - SOUND: 4
  - SMELL: 8
  - SIGHT: 4

**Participant Guidelines**

- Easy to navigate
- Many different food options
- Potential for large crowds and higher noise levels
- Food odors associated with indoor dining
- Lots of natural light

**Activity Summary**

Cross Keys Café offers an extensive menu with gluten-free and vegetarian options. Outdoor entrances allow guest to enter when the Museum is not open. The Museum’s gift shop is brightly lit and features a variety of merchandise.