

Access Guide

For Visually Impaired Persons



Produced by the Marketing and Visitor Services
Branch of the Ontario Science Centre.



ONTARIO
SCIENCE
CENTRE

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Some Special Tips

For Blind and Visually Impaired Visitors

This guide helps you and your escorts locate exhibits that are both accessible and fun to operate. Try these tips to help you have a great visit:

- Not all of our 600 exhibits are listed. We list those that may be experienced through at least one of the senses of:

touch ~ taste ~ hearing ~ smell

- It's best to plan your visit with this guide **before** you come to the Science Centre
- It's not possible to experience all exhibit halls in one day. Try to concentrate on those of greatest interest.
- Some assistance from a sighted person is required to locate and enjoy the exhibits, even if just to describe the subject or purpose.
- Some exhibits include an audio description, although most information is in written form.
- You might prefer to visit the Centre when it is not so busy. Our quietest season is from September to October. The busiest times are the Christmas holiday period and the March school break. On any school-day, the class groups leave about 2:30 p.m.
- To help you find your way around you can download and print the Science Centre's [Guide Map](#) off our website.

What the Symbols Mean

Which Senses:



Sound effects



Audio description



Tactile



Smell or taste



Assistance from sighted person particularly recommended



Some reading required by a sighted person

Ratings:



Exhibit enhanced by visual impairment



Exhibit experience comparable to that of a sighted person



Some details will not be conveyed without sight



Patience and/or imagination required



Interaction with the exhibit is possible, but most of the meaning will be lost

Main Entrance

TELUSCAPE & Lever Pond's Science Plaza

Check out these outdoor experience areas as you arrive at the Science Centre.

Wayfinding Instructions

As you approach the building from the main parking lot, TELUSCAPE is on the left and the Lever Pond's Science Plaza is on the right.

Which Senses?
Ratings

Front of Building (Outside Main Doors)



FUNtain

- ◆ This fountain in TELUSCAPE lets you create music. Use your fingers to stop the streams of water and generate tones from the large “organ” pipes (seasonal, weather permitting - your shoes and clothing might get a bit wet as you play this instrument)



Big Blue Tube

- ◆ Crawl through the tube in the Lever Pond's Science Plaza and hear the deep sounds or silence at various locations.

Level B

Admissions Building

After you enter via the Main Entrance, obtain your tickets at one of the counters. Remember that escorts for disabled visitors are always admitted free. Proceed down the corridor with windows facing the forest.

Which Senses?
Ratings



Can You Walk for 4.6 Billion Years?

- ◆ Feel the rocks, minerals and fossils stretching down the length of the corridor.

Wayfinding Instructions

After the end of the glass-walled corridor you enter a large open area, the P&G Great Hall. To the far left are the elevators and escalators to Levels C, D, and E.

Level C

Amateur Radio Station

Call other “hams” around the world with our volunteers in this area next to the escalators.

KidSpark

This experience area helps children from toddlers to 8 years old learn key concepts in a variety of areas such as construction of towers and geometry, social interaction with others, sound and sound manipulation, water movements and air flow.

Wayfinding Instructions

Take the corridor on the left as you face the escalators going up to level B. KidSpark experiences are in the two halls behind the low wooden partitions, one on your left and one on your right. We'll start with the hall on the right.

KidSpark Entrance

Which Senses?
Ratings




























KidSpark Workshops

- ◆ Every week young children enjoy hands-on workshops with our staff. The activities range from clay sculpting to toy-building to story telling. Check the schedule at the KidSpark entrance for availability.

Which Senses?
Ratings

KidSpark Hall on Right (Front Part)

  		Music Makers <ul style="list-style-type: none">◆ Create music by banging, scraping and sending air through a variety of different instruments and household objects.
 		Change Your Voice <ul style="list-style-type: none">◆ Use the console's microphones to change the sound of your voice.
  		Bernoulli Blower <ul style="list-style-type: none">◆ Push a foot pedal and feel the flow of air blowing up to support an inflated ball.
		How Many Ways Can You Spin <ul style="list-style-type: none">◆ Spin yourself on a platform and discover what happens when you add more people.
 		Compare The Sound of Your Heartbeat <ul style="list-style-type: none">◆ Listen to your heart and animal heartbeats on a speaker .
 		How Do You Measure Up? <ul style="list-style-type: none">◆ Compare your hands with a gorilla's.
 		Gear Tower <ul style="list-style-type: none">◆ Position the gears, move energy up a wall and listen for the woodpecker.
 		Toddler Playspace <ul style="list-style-type: none">◆ This area is loaded with hands-on toys for kids 3 and under.

Which Senses
Ratings

KidSpark Hall on Right (Rear Part)



Build A Tower

- ◆ Use aluminum rods with neodymium magnetic balls to build a variety of towers.



Build An Arch

- ◆ Feel how the parts come together to support it.

KidSpark Hall on the Left (Front Part)



KidSpark Cave

- ◆ Feel the walls and creatures and build your own stalactites and stalagmites..



Critter Crawl

- ◆ Feel how animals crawl up a wall.



Build a Skeleton

- ◆ Feel your bones.



Put Me Together

- ◆ Piece together your internal organs inside a mannequin.



Water Table

- ◆ Listen and feel how water flows across the table and learn how movable walls can change the water's direction and speed.





Build Your Own Fountain

- ♦ Put together an assortment of pipes to move a stream of water up to a basin.



The Pin Wall

- ♦ Push the pins and feel the animal tracks on the other side of the wall.



KidSpark Hall on the Left (Rear Part)



Music of the World

- ♦ Play many unusual percussion instruments.



Dress Up Chest

- ♦ Wear clothes that come from around the world.



The Pin Wall

- ♦ Press different shapes against the pins and they will appear on the other side.



Push Down

- ♦ Push down on the outer ring and make a cloud of mist.

Which Senses
Ratings



Outside Entrance to KidSpark

Rhoads Sculpture

- ♦ Release a ball and listen as it creates a chain reaction as it makes its way around the sculpture to return to the beginning.

Space Hall

Want to touch a meteorite? Think you can pilot a rocket chair? Interested in taking a tour of the solar system with Canadian astronaut Julie Payette? Then come see the Space Hall where space travel is possible.

Wayfinding Instructions

Take the corridor on the left as you face the escalators going up to level B. Take the first entrance on the left to enter the Space Hall.

Which Senses
Ratings



To The Right of the Entrance

Rocket Chair

- ♦ Steer the rocket chair towards the flashing light. Try to move the front circular pad of the chair over the orange target on the floor. Reach as many targets as you can before your time runs out. You'll have two minutes. Good Luck!

Level D

Reason For Hope Garden

Touch and smell many trees and plants typical of the carolinean forest that surrounds our site.

Wayfinding Instructions

To enter the Garden; exit the building through the doors across from the entrance to Valley Marketplace Restaurant. Take the stairway up to the gazebo. The Garden is to left of Gazebo.

Weston Family Innovation Centre

Create, innovate and explore what's hot in science and technology in this new area of the Science Centre.

Wayfinding Instructions

This is the first large open area you encounter after leaving the escalator or elevator on Level D. The Information Desk is on the right with Science Hosts to help you find your way. To the left of the *Science HotSpot* presentation stage is a large portal to the exhibit area.

Which Senses?
Ratings



In the Middle of Open Area

Science HotSpot

- ♦ Plug into current science at these live presentations by our science hosts that are followed by Q & A sessions. Check schedule for availability at Admissions Desk, Level C Escalator and Information Desk on Level D.

Front Part of Exhibit Area



String Orchestra

- ♦ Adjust the notes by tightening the strings made of various materials. (right side of hall)



Materials Orchestra

- ♦ Hear the different sounds by playing discs made of different materials on our “record player”. (right side of hall)



Smell Chests

- ♦ Open different compartments and take a sniff. Can you identify the scent, real or artificial? (right side of hall)

Rear Part of Exhibit Hall



Materials Sample Box

- ♦ Feel space-age and natural materials and learn their uses. (left side of hall)



Sound Panels

- ♦ Create your own music with different beats and sounds by pressing different spots on the walls of the chamber around you. (left side of hall)





Make Your Own Moving Sculpture

- ◆ Add items like popsicle sticks and pipe cleaners to the arms and then hook it up to make it dance. (left side of hall)



Sniff and Tell

- ◆ Push the buttons, sniff the scents and mark which one most reminds you of a friend. (left side of hall)



Challenge Zone Program

- ◆ Exercise your ingenuity in this new workshop that is up the stairs at the far end of the hall. Work with others in a group to make a prototype to solve a real-world problem, like affordable housing. This one hour workshop is for people 14 years and older. Check schedule for availability on the sign at the entrance to the Challenge Zone area.



On request, we can accommodate visually impaired individuals or groups. Please call ahead to confirm availability for any special needs.

Sport Hall















Look into the science behind the games people play. The Sport Hall lets visitors try their hand at many sports.

Wayfinding Instructions


















Proceed through portal straight ahead. You will enter the hall with Sport exhibits.

Which Senses
Ratings

Left Side

		Grab A Piece of Rock! Climbing Wall <ul style="list-style-type: none">◆ Climb around a curve on a wall or walk beside and feel the hand-holds and footholds.
		
		Climbing Equipment <ul style="list-style-type: none">◆ Touch materials used in rock climbing.◆ Climber's lifeline.◆ Climbing shoe and other life-saving equipment.
		Get A Grip <ul style="list-style-type: none">◆ Test your grip strength.
		
		Foot Shapes <ul style="list-style-type: none">◆ Touch models of feet with differing arches.
		
		Sweet Spot (Far side of Pitching Cage) <ul style="list-style-type: none">◆ Tap a baseball bat and feel the vibrations to find the sweet spot.
		

Right Side

 		Bobsled Simulator <ul style="list-style-type: none">Steer a bobsled and feel the air rushing past your face.
 		Karate Chop <ul style="list-style-type: none">How fast is your hand?
		Hand In Glove <ul style="list-style-type: none">Try the boxing glove on for size.
 		Balance Beam <ul style="list-style-type: none">Test your balance on the 60 cm-high beam.
 		Rowing Machine <ul style="list-style-type: none">Exercise equipment that emulates rowing motion.
 		Wheel Chair Race <ul style="list-style-type: none">Race a friend on the stationary wheelchairs.

Communication Exhibit Hall

This hall examines the science of human nature, from memory and intelligence to our willingness to submit to authority.

Wayfinding Instructions

Enter through the portal on the right side of the Science HotSpot presentation stage in the Weston Family Innovation Centre.

Mindworks Exhibition

Which Senses?
Ratings

Front of Hall, On the Right



Pattern Talk

- ◆ Feel the cutout shapes and then try to describe them to your partner.



Listen! Can you Keep Track?

- ◆ You will hear many sounds at the same time. Can you follow them all?



Mind Over Matter

- ◆ Please keep your hands on the bar!



Which Senses?
Ratings

Front of Hall, On the Left



Performance

- ◆ How does feedback improve the number of times you can depress a lever?



MindBody: Stress Detector

- ◆ Put your finger on the stress detector and find out how stressed you are.



Back of Hall, On the Right



Papermaking Demo

- ◆ Using familiar household items such as plant fibres and a blender, a demonstrator reveals centuries-old tricks of paper making. Free daily science demonstration by Science Centre hosts - visit Information Kiosks for schedule.

A Question of Truth Exhibition

Bias. Racism. Sexism. How have they affected scientific practice through history? *A Question of Truth* comes to grips with that question while exploring the science and technology of many cultures. This exhibition helps visitors discover the validity of different points of view in science.

Wayfinding Instructions

Walk through the black curtains located at far corner of the Communication Hall.

Which Senses?
Ratings

On Your Right



Build A Civilization

- ◆ Puzzles that compare hierarchical and cooperative systems.



Scientists Speak Up

- ◆ Hear twenty-five scientists from diverse backgrounds talk about science.

Which Senses?
Ratings

On Your Left



Confinement Chamber

- ◆ Confinement – this will be disturbing...



Prejudice and Discrimination

- ◆ Why is prejudice a part of human life everywhere?



Ancient Writings

- ◆ Make a rubbing and explore the Mayan alphabet, which was carved into stone.



The Living Earth Exhibit Hall (A)

Dramatic living environments are the highlights of this hall, which looks at the delicately balanced, ever changing nature of our planet.

Wayfinding Instructions

Enter The Weston Innovation Centre and go to your right to enter a corridor. Proceed past Communication Hall and the Cafeteria in the corridor. Take a left before ramp and go down five steps to the Living Earth Hall.

Which Senses?
Ratings

In Front



Are the Frogs Croaking?

- ♦ Can you recognize these frog calls?



Great Lakes Topological Map

- ♦ Located at the right of the stairs.



Drinking Water Taste Test

- ♦ Taste drinking waters A,B, and C. Do they taste different? Which do you prefer?



At the Back



Touch And Tell Table

- ♦ Explore the various objects on the table through touch.



Animal Sounds

- ♦ Listen to recorded sounds of various animals (to the right of the entrance to the Rainforest).









TELUS Rain Forest

Wayfinding Instructions

Enter through doors next to green railing.

Which Senses?
Ratings

		<ul style="list-style-type: none">◆ Feel the hot, humid atmosphere of a tropical rain forest.◆ Touch the leaves of plants, the spiky bark of the kapok tree.◆ Listen to a waterfall and hear birdcalls recorded in an actual rain forest!◆ Features an uneven footpath in some parts that simulates the hazards of stones and tree roots, as well as a narrow foot-bridge (2 m long) with a rope and net railing that runs over the stream.
		
		
		
		

- ◆ Feel the hot, humid atmosphere of a tropical rain forest.
- ◆ Touch the leaves of plants, the spiky bark of the kapok tree.
- ◆ Listen to a waterfall and hear birdcalls recorded in an actual rain forest!
- ◆ Features an uneven footpath in some parts that simulates the hazards of stones and tree roots, as well as a narrow foot-bridge (2 m long) with a rope and net railing that runs over the stream.

The Living Earth Exhibit Hall (B)

Continue to explore the wonders of our planet.

Wayfinding Instructions

At the exit of the Rain Forest.

Which Senses?
Ratings

On Right



Cutting Round A Log

- ◆ Feel the cuts made to get many planks from a single log.



Which Wood You Rather Lift?

- ◆ Compare the weights of two wood samples.

Around The Cave



The Cave

- ◆ Walk through a dark, wet and narrow cave.
- ◆ Listen to your voice bounce off the walls.



Ocean Theatre

- ◆ Listen to ocean waves in this small theatre.
- ◆ Discover the ecosystems of a coral reef and maritime coast.

Which Senses?
Ratings



An Example of “Pitkarren”

- ◆ Touch a piece of limestone pitted by the acid formed when ground water combined with carbon dioxide in the air.



Feel The Flow

- ◆ Touch the dimples formed by flowing water on limestone.



Touch A Piece Of Pre-historic Ontario

- ◆ Touch Ontario fossilized coral from pre-historic times.



Listen To The Bats

- ◆ The sound of bats, frequency slowed down so humans can perceive it.

Science Arcade

The clanking, whirling, flashing exhibits of the Arcade form a playground for the mind and senses, exploring phenomena from gravity to synthesized music.

Wayfinding Instructions

After you enter The Weston Innovation Centre go to your right to enter a corridor. Proceed past Communication Hall and the Cafeteria and keep going straight past the Living Earth Hall and down the ramp. At the end of the ramp is the beginning of the Science Arcade.

Which Senses?
Ratings

Front Hallway, On Left



Strength Is Not Always The Answer

- ◆ Lift 6 kilos with the help of 3 different pulley arrangements.

Front Hallway, On Right



Fulcrum And Leverage

- ◆ How can the same weight seem different? Check the leverage.



How Long is 15 Seconds?

- ◆ Test your concept of time.



Garden Gate

- ◆ This is a puzzle: figure out how to open the gate.

Front Hall, On Right



Electricity Demonstration

- ◆ Feel a 500,000 volt Van de Graaff generator spark a hair-raising experience. Daily science demonstration by Science Centre hosts - visit Information Kiosks for schedule.



What Makes The Sound?

- ◆ Hear about the physics of sound. (at far wall)

Front Part of Hall, on Left



Come Inside And Listen

- ◆ Walk through a sound-proofed tunnel.



Pedal Power

- ◆ Pedal the stationary bicycle to power the radio or the light. (Far corner on the left side).



Steel Drums

- ◆ Make the music of the West Indies



What's in a Spin?

- ◆ Discover what makes you turn faster or slower.



Musical Metal

- ◆ Play a percussion sculpture.



Which Senses?
Ratings



Audio Delay

- ◆ Speak or sing into the microphone and hear the results.



Cold + Warm = Hot?!

- ◆ Place your hands on a grill. How do they feel?



Cold Hands, Warm Heart

- ◆ Two temperature phenomena explored by touch.



Level E

Human Body Exhibit Hall

Visitors can hear a heart murmur and test their balance in this hall, which also features exhibits on reproduction, contraception and immunology.

Wayfinding Instructions

After you enter Weston Family Innovation Centre go through the doors to the right and up the stairs. Human Body exhibits are on your right at the top of the stairs.

Which Senses?
Ratings

On The Right of Path



Growing Pains

- ◆ Feel the difference between a woman's internal organs before and during pregnancy with these 3D models.

























Balancing Act

- ◆ Where is your centre of gravity?

Which Senses?
Ratings

On The Left of Path

  		Stretch <ul style="list-style-type: none">◆ Test your flexibility.
  		Defence <ul style="list-style-type: none">◆ Open the door and discover the sneeze.
 		What Makes A Rigid Guy Like Me Loose Enough To Pedal A Bike? <ul style="list-style-type: none">◆ Learn about different joints that allow various kinds of motion.
 		Search And Destroy <ul style="list-style-type: none">◆ Locate the 'virus' that doesn't belong by touch.
 		Doom The Invader <ul style="list-style-type: none">◆ Fit Y-shaped antibodies into the proper grooves on the invader.
   		A Powerful Pump <ul style="list-style-type: none">◆ Listen to three different heartbeats.

The Access Guide has been prepared to assist visually impaired people plan visits to the Ontario Science Centre. We welcome your comments on this publication and other ways that the Centre can improve accessibility for visually impaired people.

Please note that the information in this Guide was correct at time of publication, but exhibits and programs often change.

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