



We hope you enjoy your visit.
Please let us know if you need any assistance.

General DCM accessibility information:

Restrooms on each level have a handicap-accessible stall. The family restroom on the first floor is large enough to accommodate a wheelchair and personal assistant.

All activity tables located throughout the Museum are wheelchair accessible.

If you need a quiet area, Creativity Connections by the Shadow Theater on the first floor or the Math Young Explorers area on the second floor tend to be more quiet.

The Museum offers a visual communications system called the Photo Book which has pictures of Museum exhibits. We also have picture schedules available at some of our exhibits (compliments of Illinois Autism/PDD Training and Technical Assistance Project) and in the Studio.

Braille books are located throughout the Museum. Please let a Play Facilitator know if you need assistance in finding one.

Therapeutic Play Guide

Recommendations for using our exhibits for therapeutic benefit and General information for visitors with special needs

DCM's open-ended exhibits include sensory, tactile, and auditory opportunities for children to experiment with color, light, texture, sound, movement and fine and gross motor skills.

Each of the suggested activities can be used to accomplish goals/objectives in regard to multiple domains of development.

Recommendations for using our exhibits for therapeutic benefit:

Creativity Connections

Glow Art—Investigate different kinds of light; create patterns and sequences; create a design while you describe the colors you, then have child imitate design

Light Garden—Identify colors through experimentation; combine colors in patterns; create with color

Music Room—Investigate sound; have child copy the patterns of music you make with the instruments; teach sound acuity and location by having child discriminate where sound came from

Multisensory Room—Take a journey of sensory discovery; have child step on the cord to make the music play to strengthen the muscles in their legs

Make It Move

Mini Rollways—Explore gravity, movement, cause and effect; visually track the balls after you put them on a ramp; have child follow certain color ball along the track

Kidnetic Motion Machine—Explore the physics of energy as you: spin the wheel; listen to/describe the sound the balls make as they travel; visually track the balls

AirWorks

Feel the movement of air; feel the pressure of wind; describe sensations; watch/feel a spinning pinwheel; listen to and describe the sounds moving air can make; create a rhythm or pattern with sound

WaterWays

Investigate buoyancy, displacement, volume and space; feel the sensation of water; listen to the sounds moving water can make; develop cause and effect, for example: cover spouts and see what happens

Bubbles—Explore surface tension, diffraction, color; feel the bubbles expanding and popping; pop bubbles by using one finger to poke at them to promote finger isolation; pop bubbles by clapping them to promote bilateral coordination

Math Connections

Explore materials by touch; feel and count to develop math concepts; create patterns; examine spatial awareness

Pin Screen—Feel the texture of the pins; model how to press your hand or shapes into the screen and view it on the other side; for those children who need extra sensory stimulation, have them press their hand into one side and you press your hand back on the other side

Giant Geoboarl—See and feel shapes; trace around shapes and describe what you feel

Building Blocks—Explore patterns and shapes; feel the variation between different sizes and shapes of blocks

Interact with Art

This is a changing exhibit, currently:
body awareness, language, socialization, pretend play, fine and gross motor tasks, visual perception tasks, visual motor tasks, explore texture and color

Young Explorers

Creativity Connections YE—experiment with color, light, shadow, texture and sound

Build It YE—experiment with your effect on the world while exploring the properties of gravity, motion and construction

Math YE—explore mathematical concepts such as sorting, patterning and matching without numbers

All areas have:

Mats for crawling and walking; mirrors with bars for walking; benches at wheelchair height; various textures