

CONNER PRAIRIE STORY GUIDE

This guide is designed to help a child with sensory and/or developmental differences prepare for a visit to Conner Prairie. The story is told from the child's perspective to help you and your child choose the places you want to explore. You may want to print portions of this guide and bring it with you on the day of your visit. In addition, you may find the videos on our website (see the dropdown menu called "[Places to Explore](#)") helpful to better understand what happens at Conner Prairie.

The outdoor historic areas are open through October 29, 2017. The Welcome Center is open year-round. Please check our website for [hours and admission](#) prices.



MY VISIT TO CONNER PRAIRIE

I am going to visit [Conner Prairie](#)! It is a place where I can have fun and learn about Indiana history as well as science, nature and art. There will be many things to do when I am there.

I will remember these manners when visiting:

1. I will stay with my adult.
2. I will use my walking feet indoors.
3. I will keep food and drinks put away when indoors.
4. I will only pet the animals if an adult says it is OK.



When I get to Conner Prairie I might need to stand in line and wait for my adult to pay for us. Here my adult can ask for a **Sensory-Friendly map**, too.



At the Ticket Desk I can ask for **ear plugs** if it is too noisy.

I will wear an **admission sticker**. I can choose to wear it on my front or on my back.



If my sticker falls off and gets lost during my visit, that's OK. That happens sometimes.

I will meet people who work at Conner Prairie, called **interpreters**. They can help me. Some interpreters wear blue shirts and our volunteers wear red shirts, like this:



Some Interpreters wear costumes because they are showing how people lived a long time ago. They will talk and act like they are living in that time.



If I want to I can pretend that I am living in that time, too.

If I need a break during my visit, I can go to a **Quiet Spot** to calm down. I will tell my adult when I need a break. The Quiet Spots are marked on the Sensory-Friendly map my adult got at the Ticket Desk. The people who work at Conner Prairie can help me find the nearest Quiet Spot, too.



There will be a **box of things that I can use** while I am in the Quiet Spot.



DISCOVERY STATION AND CRAFT CORNER

There are lots of toys and books in [Discovery Station](#). I can have fun playing here!



There are art supplies in [Craft Corner](#). I can make some art of my own. It's OK to get messy. There are aprons to wear and a sink for me to wash my hands.



Sometimes there are too many people and too much noise here. I can ask my adult to leave.

CREATE.CONNECT

I can learn about science in [Create.Connect](#).

There are many things I can use to build and explore.



It's OK if things don't work perfectly the first time around. I can be a scientist and keep trying different things to see what happens.



Sometimes there are too many people and too much noise here. I can ask my adult to leave.

GOING OUTSIDE

If it's not wintertime, I can go outside. There are many things to see and do outside.

I might meet a staff person when I go outside who can help me and answer my questions.



I can walk around Conner Prairie, or I can decide to ride the **tram** out to Civil War Journey and River Crossing.

There is a **place to buy food** out here, too, if my adult says it's OK.

1859 BALLOON VOYAGE

Conner Prairie has a big **balloon** in the [1859 Balloon Voyage](#) area. People can ride on it. It goes high up into the air.

The balloon costs money. My adult will decide if we can ride on it during our visit.

Sometimes it is too windy for the balloon to fly, so nobody can ride on it.



Even if I don't ride the balloon, I can still play with many different things in the balloon exhibit.

LENAPE INDIAN CAMP

I can learn about the ways the Lenape Indians and the early settlers lived in Indiana in 1816 in the [Lenape Indian Camp](#).

There will be interpreters in blue shirts and in costumes.



They will help me try fun things. I can talk to them if I want to, or I can just watch them.



Sometimes there are gunfire demonstrations here that are loud. I can ask the interpreters when these are going to be. I can use ear plugs or ask my adult to leave.

ANIMAL ENCOUNTERS



I can have fun petting animals here. I will meet interpreters in blue shirts who can help me at [Animal Encounters](#).

I will remember my manners so that the animals and I stay safe:



Sometimes there are too many people here. I can ask my adult to leave.

WILLIAM CONNER HOUSE AND LOOM HOUSE



The [William Conner House](#) was built by William Conner in 1823.

I can go inside and look around. There will be interpreters in blue shirts to help me.



I can go to the **Loom House** to see an interpreter in a blue shirt spinning wool or weaving with yarn.

I might get to touch some wool.

1836 PRAIRIETOWN



[1836 Prairietown](#) has many old buildings and Interpreters in costumes. They are showing how people lived in 1836.

There are **toys and games** that I can play with.

When I first get to Prairietown I will meet an interpreter in a blue shirt who can help me find things to do.

I can play a game and **pretend to be a person living in 1836** if I want to. Or, I can just watch the interpreters.

I might get to try things and **help the interpreters**. They will ask me if I want to help. It's OK to say no.

1863 CIVIL WAR JOURNEY



I will walk over a **red covered bridge** to get to into [1863 Civil War Journey](#).

There will be an interpreter in a blue shirt to help me.



There will be **interpreters in costumes** who can show me what happened in 1863 during Morgan's Raid.

I can see **two media shows** here to find out what happened in 1863. The shows are loud and have flashing lights and darkness.



Sometimes there are gunfire demonstrations here that are loud. I can ask the interpreters when these are going to happen. I can use ear plugs or ask my adult to leave.

RIVER CROSSING (Open Memorial Day-Labor Day)

I can **have fun playing with toys and climbing** here.

There will be an interpreter in a blue shirt to help me.

In the summertime, there is an **outdoor water play area** where I can get wet.

I will only put my hands in the water when playing at the water table. At the water cannons I can get all of me wet!



Sometimes there are too many people and too much noise here. I can ask my adult to leave.

NATURE WALK



I can **walk through the woods and out on to the prairie** on the [Nature Walk](#), which I can access through [Treetop Outpost](#).

I will see trees and flowers.

I might see birds and animals.

Part of the trail is steep and paved with rocks, so I will wear closed-toe shoes and walk carefully.

At the **observation platform** I can look through big binoculars and try to see birds and animals.

I can **check out a red backpack at Treetop Outpost** to take with me on my walk. The backpack checkout is free. My adult will decide if we can check one out during our visit.

TREETOP OUTPOST



I can visit the [Treetop Outpost](#) and **learn how nature inspires art and music.**

There are things that I can build with, and instruments I can play.

There is an **archeological dig site** where I can dig for artifacts.

I can choose to enter the Treehouse by using the ramp or bridge.

I can go up to the top of the Treehouse and **look through a telescope.**

I can visit the Treetop Workshop and make a craft. It costs money to make a craft and take it home. I can make a craft if my adult says it's OK.

If I make a craft I will listen to instructions to stay safe. There will be an interpreter in a blue shirt to give me instructions.