



Exploring Our Way: *the* Children's Museum of New Hampshire's Autism Partnership Program

MAPPS™ Version 2

the Children's Museum of New Hampshire

6 Washington Street

Dover, NH

603-742-2002

www.childrens-museum.org

Visual Tools created by Krissy Caster in partnership with Easter Seals





When



I



go



to



the



Children's



Museum,



I will



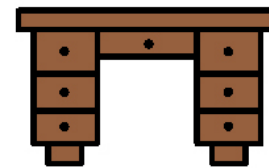
check in



at



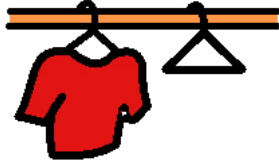
the



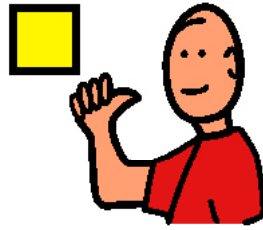
front desk.



I will



hang



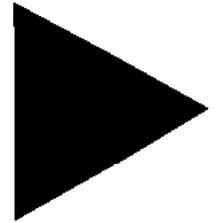
my



coat



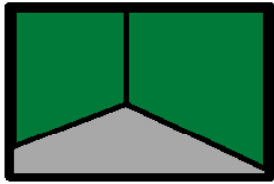
in



the



coat



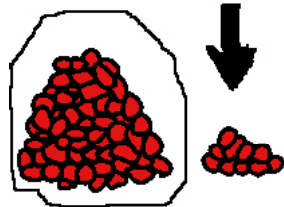
room.



I



can put



extra items



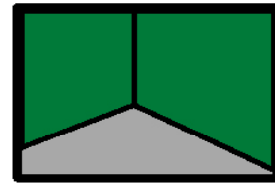
in



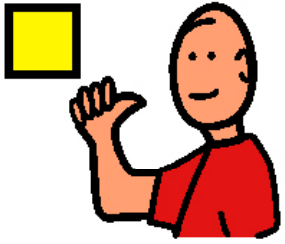
the



coat



room.



My

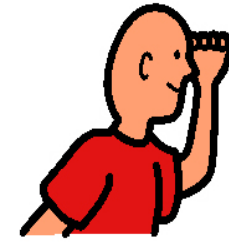


hands

will be free



to



explore.



I



can



walk



through



the



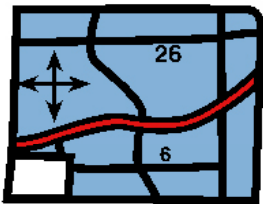
door



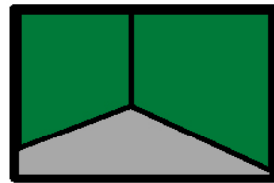
into



the



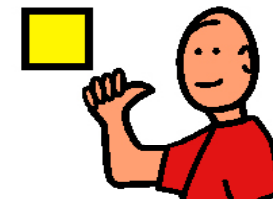
map



room



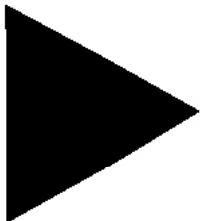
to plan



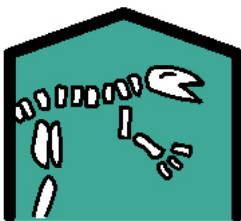
my



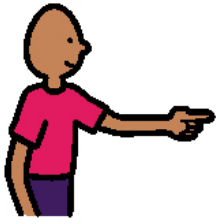
trip to



the



museum.



There



will be

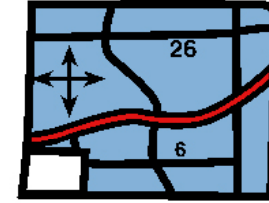
adults



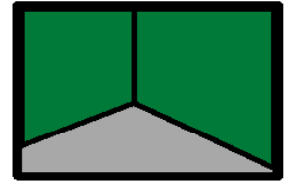
in



the



map.



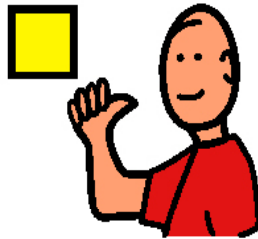
room



to



help



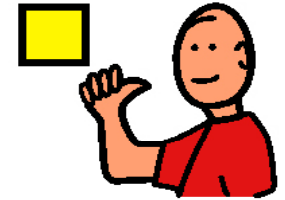
me



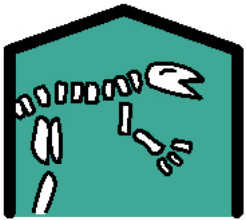
plan and



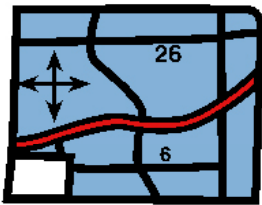
make



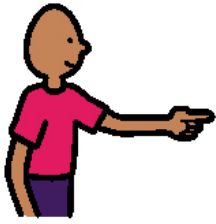
my



museum



map.



There



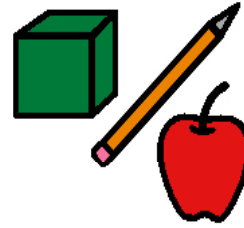
are



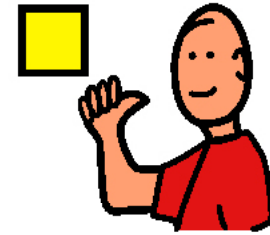
many



fun



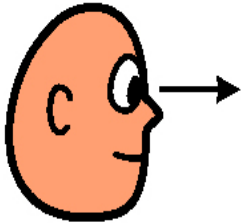
things



for me



to



see



and



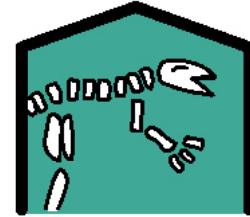
do



at



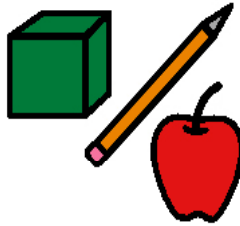
the



museum.



Some



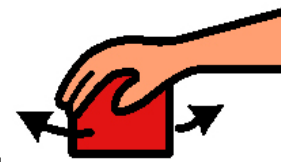
things



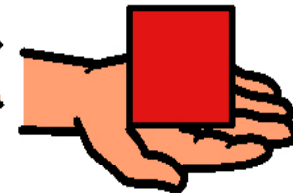
make



noise,



move



or have



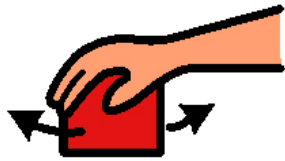
bright lights.



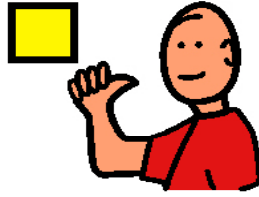
I



can



use



my



words



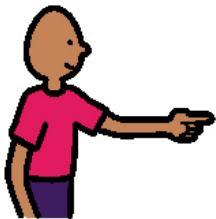
if I



need



a break.



There



are



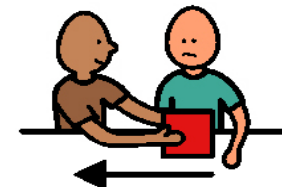
many



places



to



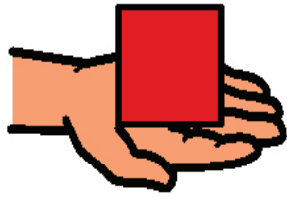
take



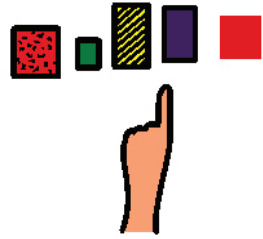
a break



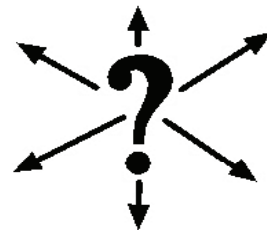
I



have



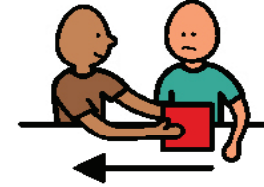
choices



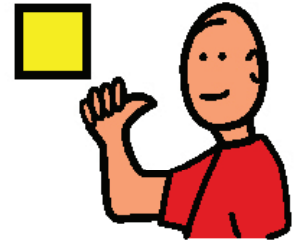
where



to



take



my



break.



I



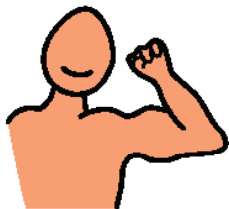
can



read a book



I



can



go



to



the



bathroom.



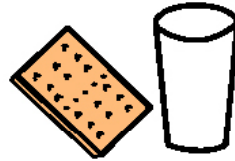
I



can



eat



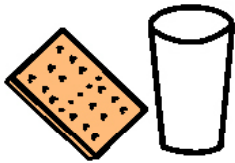
a snack



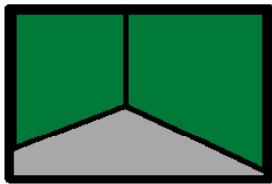
in



the



snack



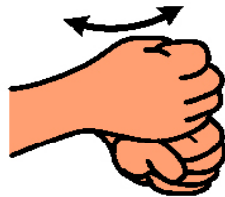
room.



I



can



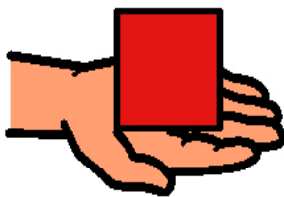
make



an art project



I will



have



fun



at



the



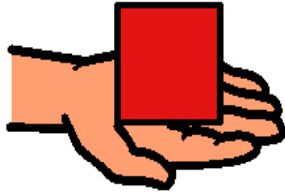
Children's



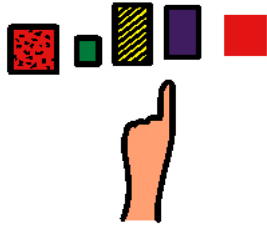
Museum.



I



may have



a choice



to



visit the



museum

shop.



When



I



am

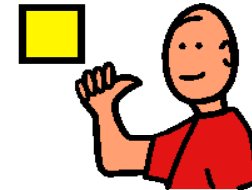


finished,

I



will get



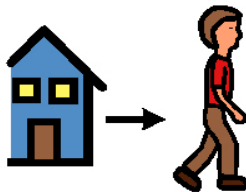
my



coat



to



leave.

