

# GUIDE FOR ACCOMPANYING PEOPLE WITH SPECIAL NEEDS



**MONTREAL  
SCIENCE  
CENTRE**



A DIVISION OF  
Canada Lands Company  
Société immobilière du Canada

VOLVO

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LA PRESSE+

The Science Centre wants everyone to enjoy themselves while discovering science and technology, regardless of any personal challenges.

This guide is designed to help you plan your next visit to the Science Centre. It lets you know what types of settings to expect and helps you choose the best activities for the people you are accompanying so that they can benefit fully from their experience. On arrival, feel free to ask our staff questions or to make special requests. We look forward to welcoming you.

### **Any comments?**

Our teams want you to feel warmly welcomed and respected. If you have any comments about this guide or your visitor experience, please let us know.

### **Customer service**

514-496-4724 or 1 877-496-4724

(Wednesday to Sunday)

[information@oldportofmontreal.com](mailto:information@oldportofmontreal.com)

## **General Information**

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## **Crowds**

Our exhibitions and our movie theatre can be very busy. Sometimes visitors need to line up for an interactive activity. If you prefer to visit the Science Centre when it is less crowded, we suggest Sunday mornings or weekdays from mid-afternoon on, which tend to be quieter times.

Before coming to the Centre, you can contact customer service and ask about the projected attendance on the day you plan to visit.

## **Lost children**

The Science Centre has established a procedure for parents looking for their child or children looking for their parents. If you find yourself in this situation, notify a staff member immediately. And be sure to teach your child how to recognize our staff (see p. 6).

## **Peaceful Mornings**

Morning visits with reduced stimuli are offered on several Sundays during the year. On these mornings, we limit the number of visitors, reduce sound volume, and offer a shortened film in our IMAX® TELUS Theatre. If you are interested, please consult our website or contact customer service.

## **Need a break?**

If you or the person you are accompanying need a quieter place to recharge your batteries, you can take a break in one of the more peaceful corners of our exhibition halls. Please take as much time as you need. If you need help, our reception staff will be happy to direct you to a quiet spot.

If you leave an exhibition or the Science Centre, you can re-enter as many times as you wish. Just keep your paper or digital ticket with you during your visit.

## King-Edward parking lot

There is a large paid parking lot adjacent to the building. On the ground level, near the accessible entrance, five spaces are reserved for people with disabled parking permit.

Motorists with a disabled parking permit can park their vehicle free of charge in any spot on the King-Edward pier. Just press the assistance button when exiting the parking lot.



## Building entrances

The main entrance is at the front of the building. There are two other accessible entrances on the east side of the building: one under the glass walkway and the other just beyond the parking lot barrier gates.





## Tickets

Tickets can be purchased by phone or at our online ticket office. Entry is free for a person accompanying someone with special needs who has a Companion Leisure Card (CAL). However, free companion tickets must be reserved by phone and are not available online. Customer service can be reached by phone from Wednesday to Sunday at 514 496-4724 or 1 877 496-4724.

If you wish to reserve a place for people with reduced mobility at the IMAX® TELUS Theatre, please be sure to let us know when purchasing your tickets.

Tickets purchased online can be saved to your phone. This lets you go directly to an exhibition entrance or to the IMAX® TELUS Theatre. Otherwise, go to the ticket office.

### Equipment on loan from the ticket office

- Wheel chairs
- Noise-canceling headphones
- Timers
- A print version of this guide



### Note for companions

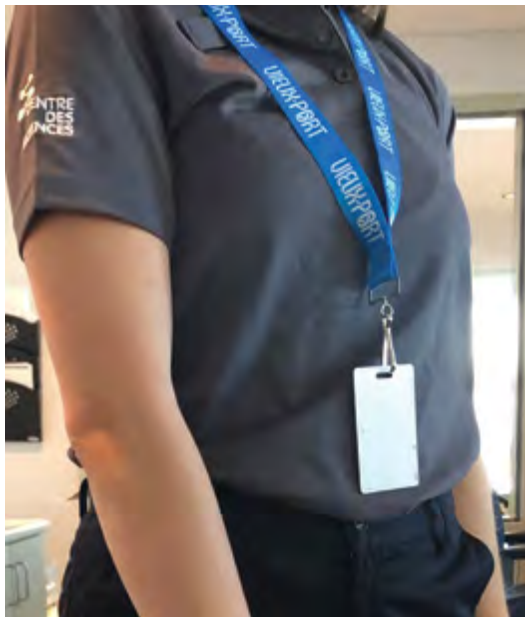
If the person you are accompanying does not have a Companion Leisure Card, tell the ticket office staff that you are accompanying a person with special needs.

### Note for companions

There is a limited supply of items available for loan. You will be asked to leave a piece of ID as a deposit.

## Our staff

Our reception staff and guides are recognizable by their uniform and the blue or red ID cord around their necks.



Security staff can be recognized by their uniform and jacket.

## Reduced mobility

All our exhibition halls are accessible to people with reduced mobility. Three elevators are available to transport you between levels.



Indoor elevator at the main entrance to the Centre.



If your car is parked on the upper floor of the parking lot, use this exterior elevator to access the main entrance to the Centre.



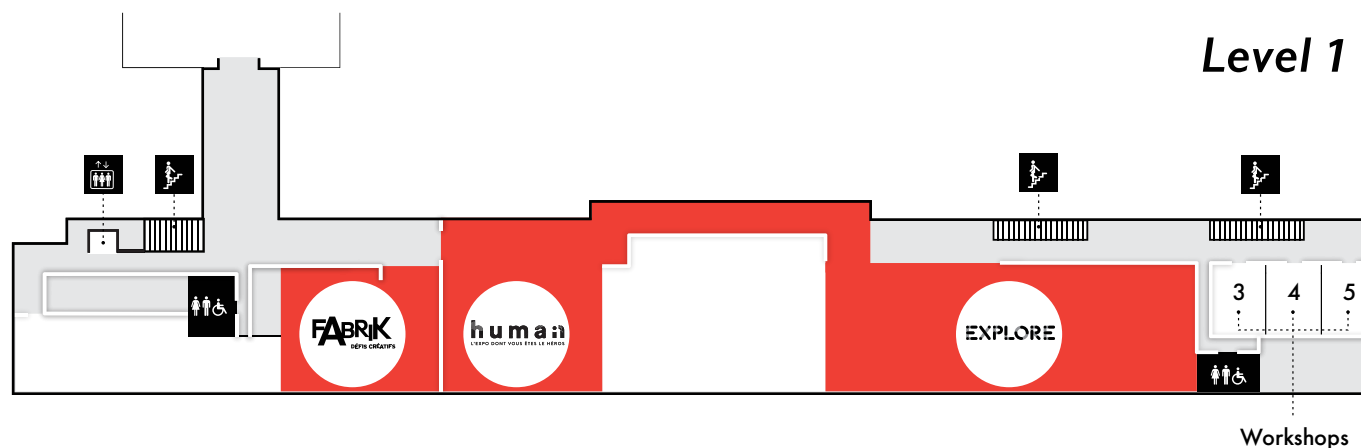
An elevator is available for the IMAX® TELUS Theatre upon request. Just ask our reception staff.



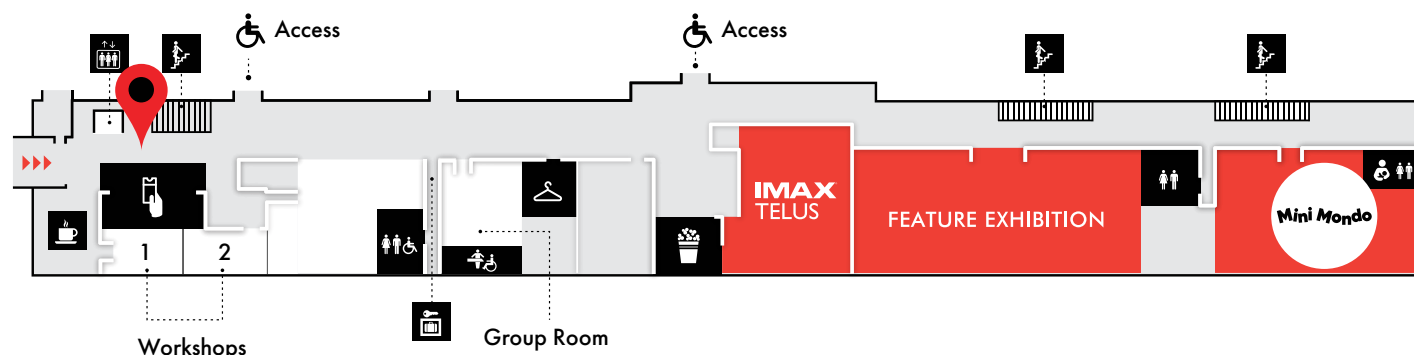
### Note for companions:

Please note that our stairs do not have risers.

## Science Centre map



## Ground Floor



Main Entrance



Ticket Counter



Coat checks



Lockers



Elevators



Stairs



Snack bar



Café



Nursing Room



Toilets



Disabled toilets



Changing Place  
(2.26 m x 4.76m)



### Note for companions:

This map is also available on digital screens and on our website at:  
<https://www.montrealsciencecentre.com/visitor-info>

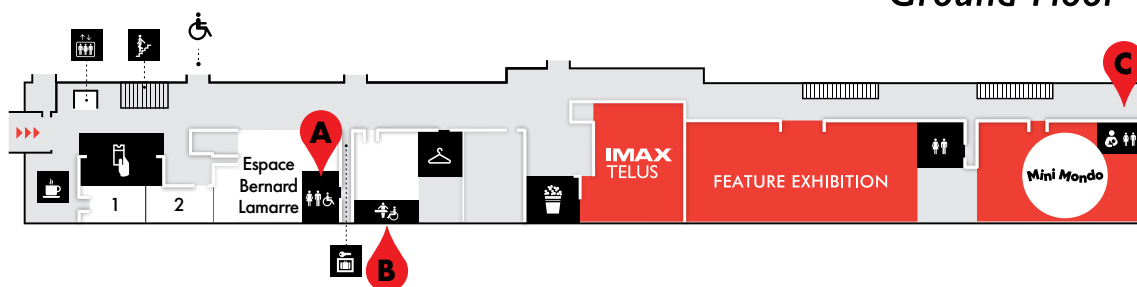


## Toilets

Several toilets are available on the ground floor and upstairs. Consult onsite signage or the map of the Centre.

Some downstairs toilets have features that you might find useful.

## Ground Floor



### A Universal toilet

Between the ticket office and the IMAX® TELUS Theatre

This toilet is gender neutral. There are several individual stalls as well as two family stalls accessible to people with reduced mobility.

### B Changing place

Between the ticket office and the IMAX® TELUS Theatre

Our changing place is accessible to people with reduced mobility. It includes a changing table for adults (max. 150 kg or 330 lbs).

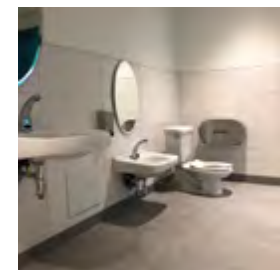


### C Family toilet

In the Mini Mondo exhibition

This family toilet has a children's toilet and sink in addition to the usual facilities. It is equipped with a large\* changing table for children and teenagers. This is the only bathroom with manual rather than automatic flushers.

\*The table is 147 cm/58" long.



### Note for companions:

A nursing room is available inside the Mini Mondo exhibition. It is equipped with armchairs, a microwave, a sink and a changing table for children under 22.5 kg (50 lbs).



### **Lockers**

Paid lockers are available on the ground floor, between the ticket office and the IMAX® TELUS Theatre.



### **Water fountains**

There are water fountains in several locations and some include a dispenser for refilling reusable bottles.



### **Meals and snacks**

You can find snacks at the snack bar near the IMAX® TELUS Theatre and a variety of meal options at the cafe near the ticket office.

# Fabrik

**Fabrik offers creative challenges that involve the invention and assembly of various objects. Working alone or in teams, visitors of all ages invent technological solutions and create them from the hodgepodge of materials provided. Your solution could be a racing car, a capsule or a floating structure... the possibilities are endless!**

**The Fabrik exhibition involves the manipulation of real tools that are freely accessible.**



## Note for companions:

Recommended for ages 8 and up. Fabrik offers six different challenges. Visitors attack one challenge at a time. To attempt a second challenge, you may need to line up again (if there is a line).

Completing a challenge takes around 30-45 minutes, but it can vary considerably.

None of the Fabrik challenges require reading. This is a hands-on experience where you work with the materials, building and testing. Brief oral instructions are provided. If necessary, signage provides a one-sentence summary of the challenge.



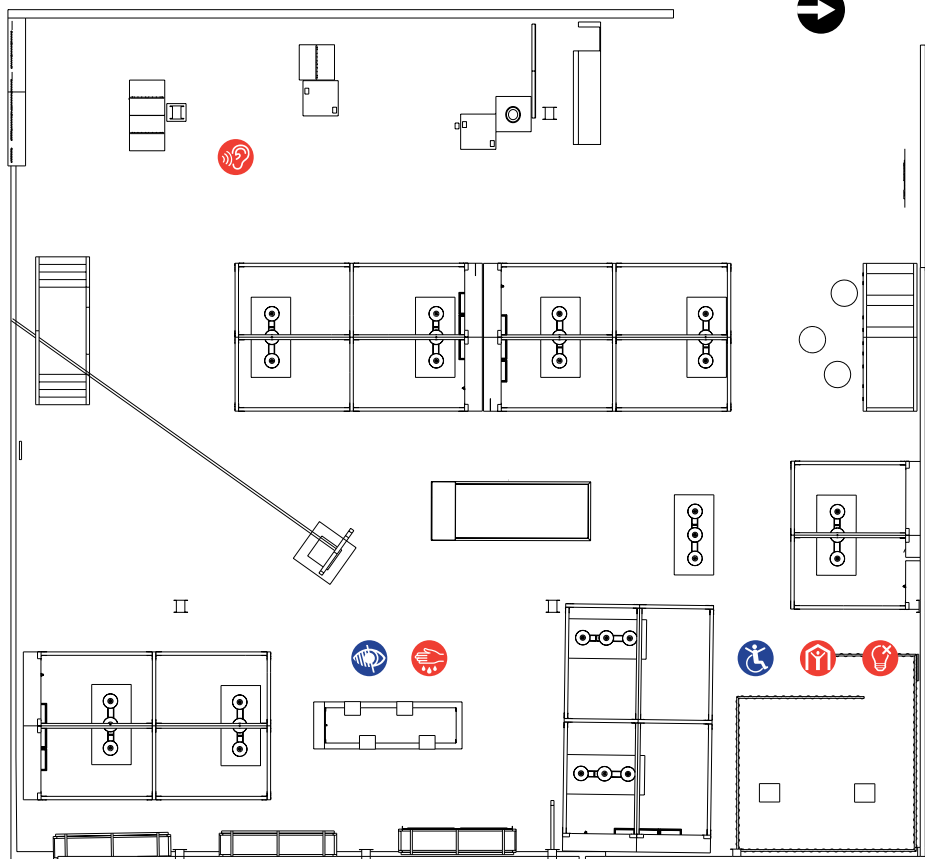


Toilets

To Ticket counter



To Human



## Fabrik Overview



Accessible  
challenges



Sudden noises



Confined spaces



Tactile or auditory  
challenges



Wet hands  
challenges



Low light

### Educators in attendance

Educators are present in the exhibition at all times. They can show you prototypes as examples to stimulate your creativity.

The educators do not offer a solution, but guide you in your discovery process.

There are no good or bad prototypes. No mistakes. Only trials and each one is a success.

At the end of the challenge, the educators will ask you to take apart your constructions so that the materials will be available for future visitors.



### Note for companions:

The Fabrik exhibition has a single opening through which you enter and exit. There are few partitions, so you have a good overview of the exhibition, with the exception of the Shack challenge with its enclosed space.





## CHALLENGES

### Accessible

Two of the challenges are readily accessible at both the worktable and the test bench. The other four challenges require testing a prototype either from a height or directly on the ground, which makes them less suitable for people with reduced mobility.

1 The Shack

2 The Pond



## CHALLENGES

### Tactile or auditory Wet hands

The challenge with the most intense tactile sensations is at the Pond. You are likely to get your hands wet when testing the buoyancy of your prototype.

1 The Pond



### Note for companions:

If you don't mind testing the solution yourself under the watchful eye of the person you are accompanying, then all the challenges are possible.

### Note for companions:

Hand towels are provided.





## SENSORY SENSITIVITY

### Sudden noises

The Garden Shed challenge is creating a chain reaction. Objects sometimes make a loud noise when falling on top of each other.

#### 1 The Garden Shed



## SENSORY SENSITIVITY

### Confined, dark space

The challenge of the Shack is to create a light structure to illuminate a dark space. The test bench is a small, dark room.

#### 1 The Shack



#### Note for companions:

Noise-canceling headphones are available on loan from the ticket office. Supply is limited.

#### Note for companions:

Before embarking on this challenge, you can check out the space for testing your prototypes.

# Human

**This is an interactive exhibition that lets you explore the many metamorphoses of humans since their origins, understand why and how the body is transformed at each stage of life, and preview what might await the humans of the future.**

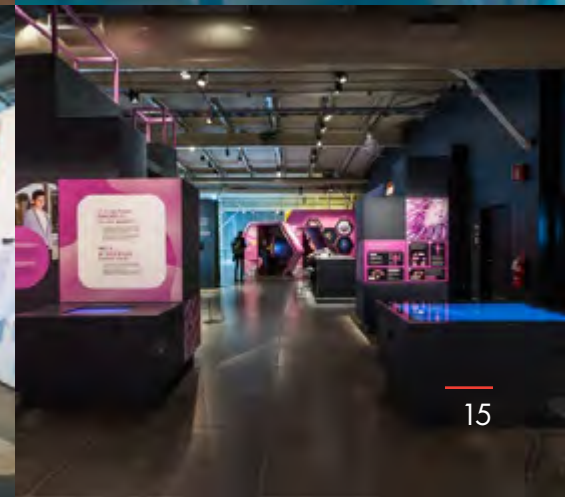
**The Human exhibition presents portraits of a variety of people. Diversity is validated.**

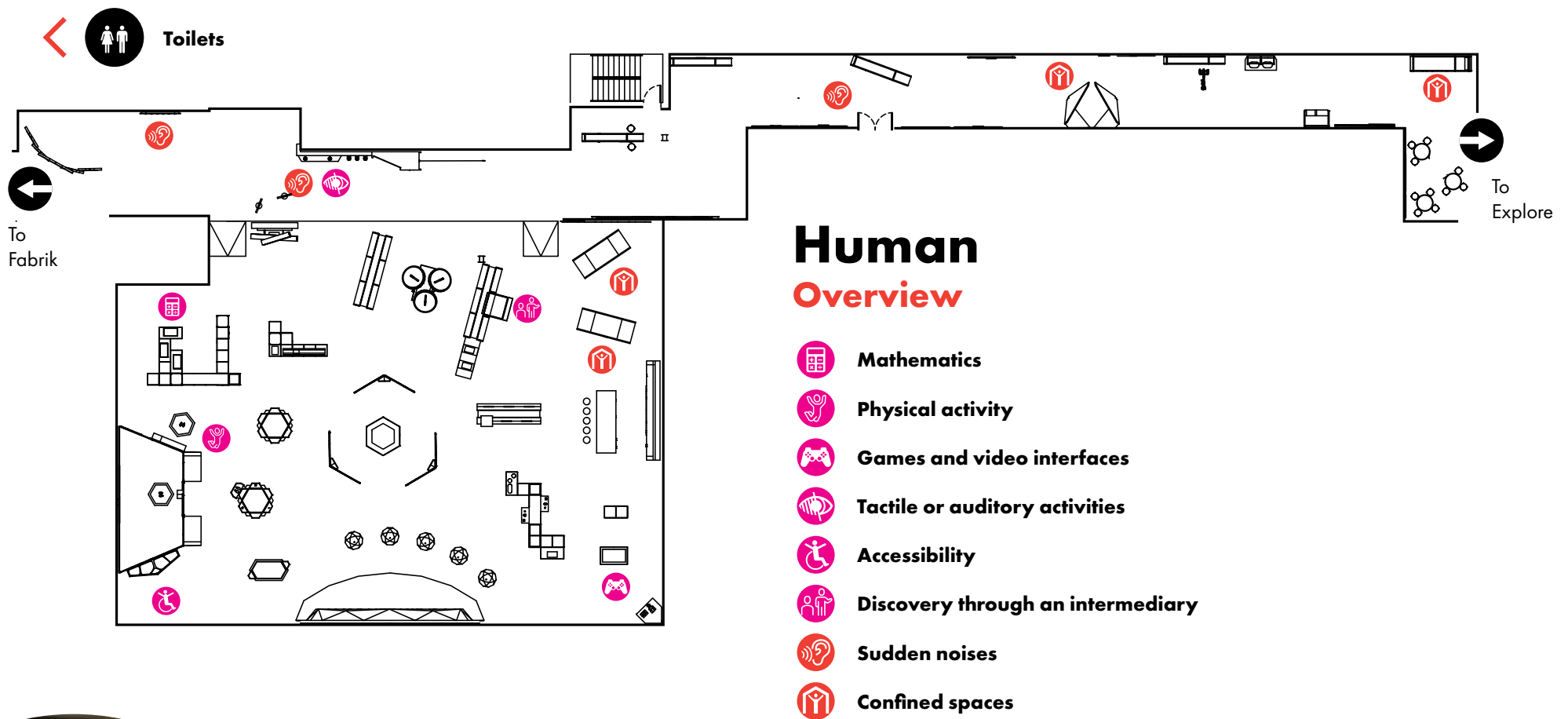


## **Note for companions:**

Human is recommended for children age 10 and older. There are numerous ways to relate to this exhibition.

The hall has several openings through which to enter and exit. Partitions do not allow for an overview of the exhibition. The exhibition continues into corridor to the Explore exhibition.





## Employee presence

Science educators from the Science Centre are available at certain times to lead activities. You can find them at the ScienceXpress kiosk.



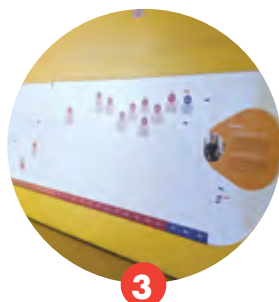
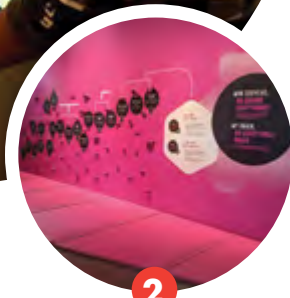


## INTERACTIVE ACTIVITIES

### Mathematics

Some activities related to biology and evolution involve graphs and numbers.

- 1 Tree of life
- 2 A diversity of extinct hominid species
- 3 My body is growing quickly

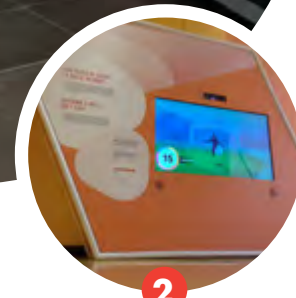


## INTERACTIVE ACTIVITIES

### Physical activity

Several activities ask visitors to move, to experience directly and to use their body by running, climbing or pedaling.

- 1 Bipedalism makes me unique
- 2 I acquire good sensorimotor coordination
- 3 I'm at the top of my game
- 4 Strength and endurance





## INTERACTIVE ACTIVITIES

### Games and video interfaces

Some content is available via interfaces such as video games and touch screens.

- 1 Stem cells
- 2 Genetic engineering  
Cell invaders
- 3 My skeleton resembles  
that of other vertebrates
- 4 Implants



## INTERACTIVE ACTIVITIES

### Tactile or auditory activities

Tactile exploration is possible for about 30% of the activities. Several also involve auditory content.

- 1 Body weight
- 2 My big brain makes me unique
- 3 I am acquiring good  
language skills
- 4 In the shoes of an elderly person



### Note for companions:

Timers are available at the ticket office. You can use them to remind the person you are accompanying about the time allocated to an activity.



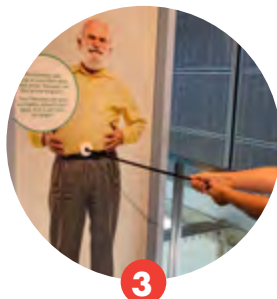


## INTERACTIVE ACTIVITIES

### Accessibility

Most of the Human exhibition zones are accessible to people with reduced mobility, except activities in confined spaces and so-called physical activities. The height of the exhibits allows them to be observed from a seated position.

- 1 The human hand is unique
- 2 I look like other members of my species because of my skin
- 3 Bowel length
- 4 I take more risks

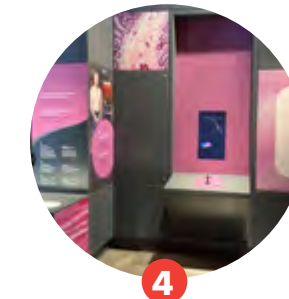
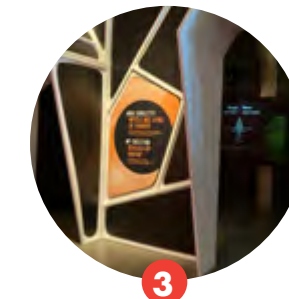


## INTERACTIVE ACTIVITIES

### Discovery through an intermediary

It is possible to explore Human by watching a companion interact with certain exhibition elements and, if possible, by making decisions for them.

- 1 Robotic prostheses
- 2 Sneezes and farts
- 3 My skeleton resembles that of other vertebrates
- 4 Printing organs

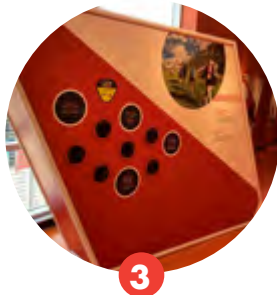




## SENSORY SENSITIVITY

### Sudden noises

Some interactive activities can be noisy, mainly near the entrance to the exhibition.



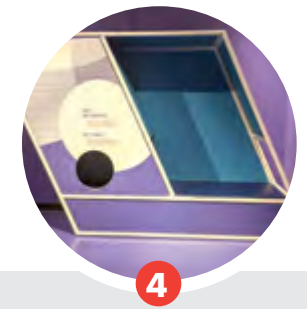
- 1 Sound and sight
- 2 Body weight
- 3 I take more risks



## SENSORY SENSITIVITY

### Confined spaces

Some exhibits ask you to enter tight spaces.



- 1 Brain mapping
- 2 BioMusic
- 3 In the shoes of a pregnant woman
- 4 The sleep cycle



### Note for companions:

Noise-canceling headphones are available on loan from the ticket office. Supply is limited.



# Explore

**Explore is an invitation to explore the science behind motion, air, light, water, geometry, matter and code. Your discoveries and interactive experiences will amuse and amaze you.**

**This exhibition is a giant-sized presentation of major scientific and technological principles. It engages the entire body.**



## **Note for companions:**

Recommended for children age 6 and over, this exhibition focuses on the visitor experience. In Explore, the texts are short and visitors make discoveries through free manipulation. You can touch absolutely everything in this entertaining, sensory exhibition.



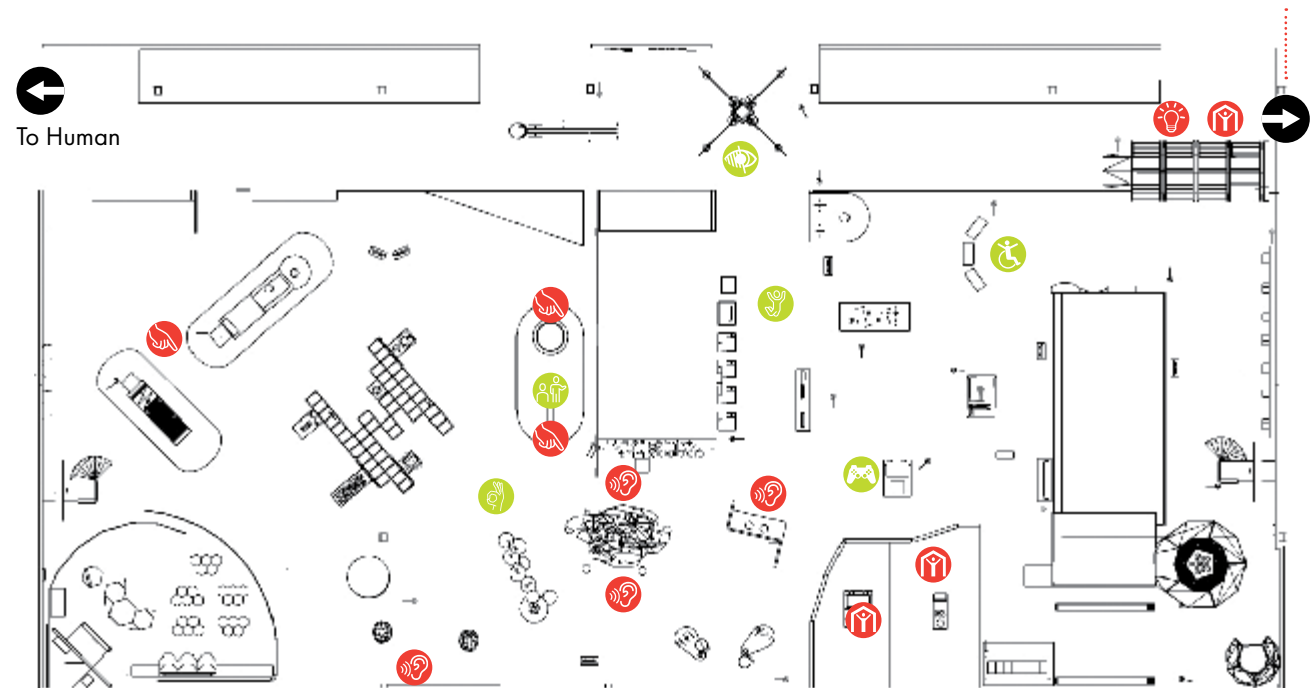
# Explore

## Overview

Toilets  

To Mini Mondo  
(by stairs)

-  **Fine motor skills**
-  **Physical activity**
-  **Games and video interfaces**
-  **Tactile or auditory activities**
-  **Accessibility**
-  **Discovery through an intermediary**
-  **Sudden noises**
-  **Confined spaces**
-  **Light**
-  **Touch**



### Employee presence

Science educators from the Science Centre are available at certain times to give demonstrations. You can find them in the ScienceXpress zone.



### Note for companions:

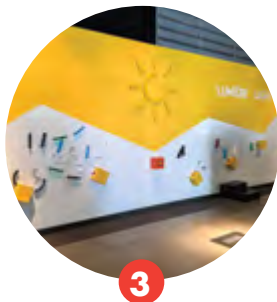
The Explore exhibition has several openings for entry and exit. Because of the partitions, you will not always have a full overview of the exhibition hall.



#### INTERACTIVE ACTIVITIES

### Fine motor skills

Some activities involve building a machine or creating a circuit.



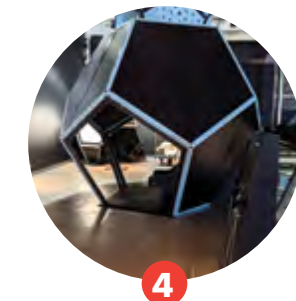
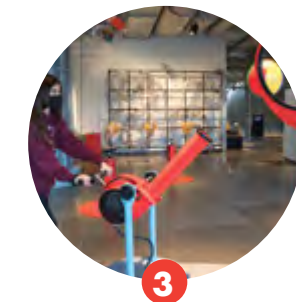
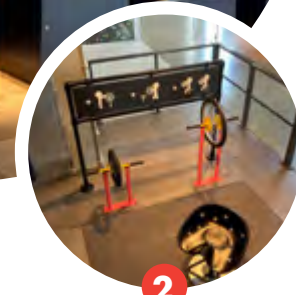
- 1 Wind turbines
- 2 Light wall
- 3 Electric blocks



#### INTERACTIVE ACTIVITIES

### Physical activity

Several activities ask visitors to move and to use their body. Most of these are in the Movement zone.



- 1 Solenoid
- 2 Gyroscope
- 3 Bernoulli effect
- 4 Slide



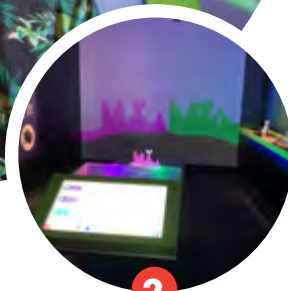


## INTERACTIVE ACTIVITIES

### Games and video interfaces

Some content is available via interfaces such as video games and touch screens. These are concentrated in the Code area.

- 1 VJing
- 2 Shadow theatre
- 3 Augmented reality
- 4 Machine learning

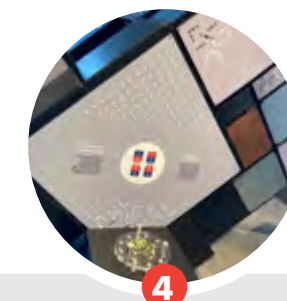


## INTERACTIVE ACTIVITIES

### Tactile or auditory activities

Tactile exploration is possible in about 30% of the activities. These are found in the Motion, Air and Water zones.

- 1 Crane
- 2 Gears
- 3 Parabolic antennas
- 4 Magnetism



### Note for companions:

Six audio terminals spread through the exhibition let you discover inspirational professionals and amazing innovations linked to the Explore themes.

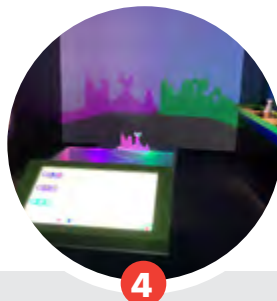


## INTERACTIVE ACTIVITIES

### Accessibility

Most of the Explore zones are accessible to people with reduced mobility.

- 1 UV camera
- 2 Water tables
- 3 Robot
- 4 Shadow theatre

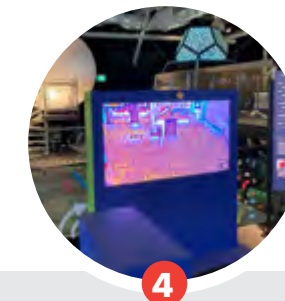
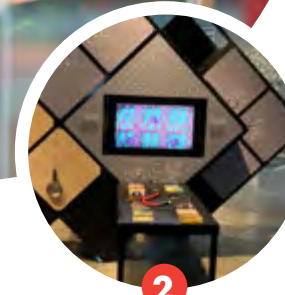


## INTERACTIVE ACTIVITIES

### Discovery through an intermediary

Explore can be experienced by watching a companion carry out certain activities and making decisions for them, when possible.

- 1 Square bubble
- 2 Magnifier
- 3 Air labyrinth
- 4 AI wall



### Note for companions:

Several pieces of furniture have sharp corners.



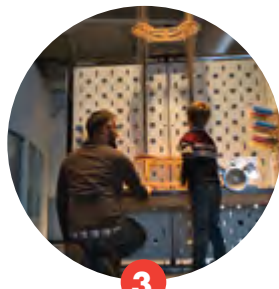
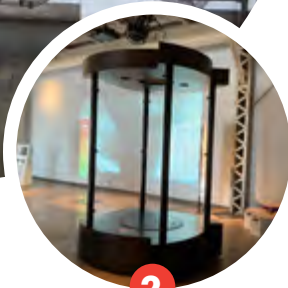


## SENSORY SENSITIVITY

### Sudden noises

Some interactive activities can be noisy or emit loud sounds, mainly in the Air zone.

- 1 Air labyrinth
- 2 Tornado
- 3 Air rocket
- 4 Cloud

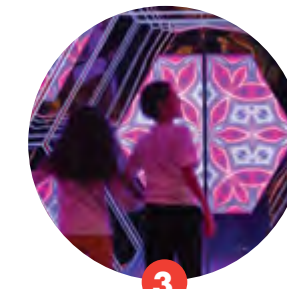
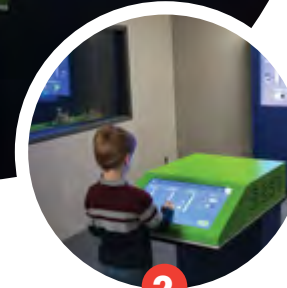


## SENSORY SENSITIVITY

### Confined spaces

Some interactive activities are located inside small enclosed spaces.

- 1 Shadow theatre
- 2 Machine learning
- 3 Kaleidoscope



### Note for companions:

Near the air labyrinth, there is a "spy tile" where you can hear the conversations of people talking into the parabolic antennas at the ends of the room.

Overhearing this conversation without seeing the talkers nearby can be a surprising experience. Noise-canceling headphones are available on loan from the ticket office. Supply is limited.



SENSORY SENSITIVITY

## Light

The giant kaleidoscope is very bright with stimulating visual effects.

### 1 Kaleidoscope



SENSORY SENSITIVITY

## Wet hands

In the Water and Matter zones, interactive activities involve the presence of water (soapy or clear). It is not uncommon to get your hands wet.

- 1 Water tables
- 2 Round bubble
- 3 Square bubble



### Note for companions:

Timers are available in limited quantities at the ticket office. You can use them to remind the person you are accompanying about the time allocated to an activity.

### Note for companions:

A hand dryer is installed nearby.



# Mini Mondo

**Mini Mondo introduces young people to ecological citizenship. There are three environments to explore: the city, the river and the forest. A series of activities in each of these environments raises awareness of the need to protect the environment.**

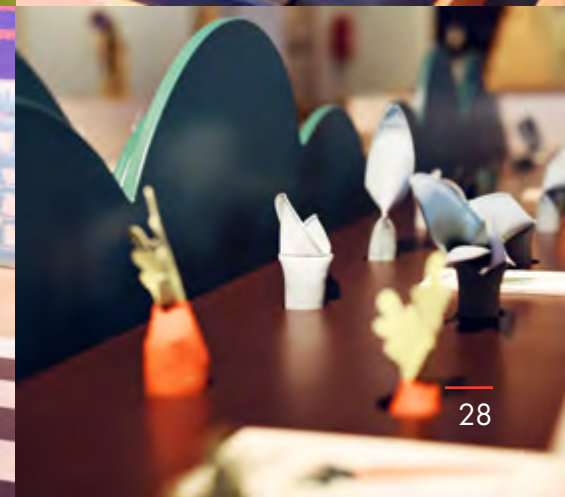


## **Note for companions:**

Recommended for children from 0 to 7 years old, Mini Mondo encourages discovery through play and imagination. The exhibition may appeal to older children, who are also welcome.

Words are gradually introduced during a visit to Mini Mondo, as in a picture book. The exhibition is presented in six languages: French, English, Haitian Creole, Simplified Chinese, Arabic and Spanish.

The Mini Mondo exhibition has a single opening through which you enter and exit. At a glance, you can take in a large part of the hall.





◀ To IMAX® TELUS theatre and Ticket counter



# Mini Mondo

## Overview

-  Physical activity
-  Tactile or auditory activities
-  Accessibility
-  Discovery through an intermediary
-  For lovers of reading
-  Sudden noises
-  Confined spaces
-  Odors



### Note for companions:

A family toilet and a nursing room are accessible inside Mini Mondo.  
See page 9 of this guide for additional information.

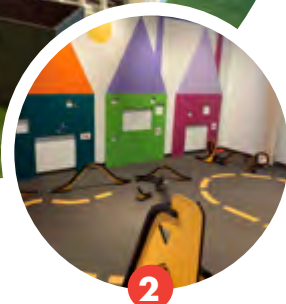


## INTERACTIVE ACTIVITIES

### Physical activity

In Mini Mondo, everything is experienced through the senses and physical activity. Some activities allow children to move even more by manipulating objects, jumping, crawling, etc.

- 1 House
- 2 Road
- 3 Crossing
- 4 Den



## INTERACTIVE ACTIVITIES

### Tactile or auditory activities

Tactile exploration is featured in several activities. In addition, there is an activity that features animal sounds.

- 1 Footprints
- 2 Vegetable garden
- 3 Logs and rocks
- 4 Animal sounds



### Note for companions:

In the middle of the forest, there is a little den where infants and toddlers from 0 to 2 years old can explore the world from a safe space.

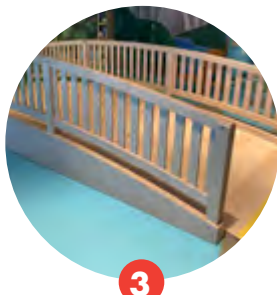
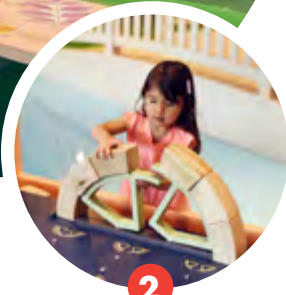


## INTERACTIVE ACTIVITIES

### Accessibility

Most of the Mini Mondo zones are accessible to people with reduced mobility.

- 1 Swirling leaves
- 2 Arches
- 3 Bridge
- 4 Grocery store

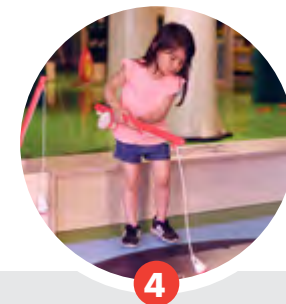
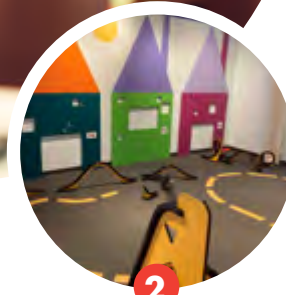


## INTERACTIVE ACTIVITIES

### Discovery through an intermediary

Mini Mondo can be experienced by watching a companion carry out certain activities and making decisions for them, when possible.

- 1 Vegetable garden
- 2 Road
- 3 Swirling leaves
- 4 Fishing



### Note for companions:

Several pieces of furniture have sharp corners.





#### INTERACTIVE ACTIVITIES

### For lovers of reading

Mini Mondo contains books for various age groups in several languages. In the hut, children can choose a book and explore it at their own pace, on their own or with a grownup.

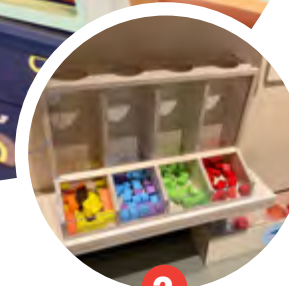
#### 1 Hut



#### SENSORY SENSITIVITY

### Sudden noises

Some activities can be noisy or emit loud noises.



#### 1 Arches

#### 2 Bulk foods in the grocery store

#### 3 Swirling leaves



#### Note for companions:

Noise-canceling headphones are available on loan from the ticket office. Supply is limited.



SENSORY SENSITIVITY

## Confined spaces

Two interactive activities take place, partly or entirely, in smaller spaces.

- 1 Ground floor of the house
- 2 Hut



SENSORY SENSITIVITY

## Odors

One interactive activity is based on smell and involves different scents.

- 1 Spices and soaps in the grocery store

# Movie theatre IMAX® TELUS

## **Duration of films**

The movies last 45 minutes on average. Visitors are permitted to leave and return if desired.

## **3D glasses**

When watching a 3D film, the images are sharper if you wear the 3D glasses that are loaned to viewers. However, wearing them is not compulsory.

## **Crowds**

There can be a large number of spectators watching a movie in the TELUS IMAX® Theatre. You might be seated next to other people.





### **Hearing-impaired people**

Hearing aid systems are available. Please speak to our reception staff when you arrive at the theatre.

### **Universal accessibility**

It is possible to remain seated in a wheelchair during the screening. Eight spaces are set aside for this purpose at the top of the theatre. To reserve one of these spaces, please mention it when purchasing your tickets.

### **Sensitivity – lighting**

The lights are dimmed before the start of the film. Once the film starts, the theatre is dark to enable projection.

### **Sensitivity – strong odors**

There is a smell of popcorn near the theatre as well as inside.

### **Sensitivity – volume**

The sound level may be perceived as loud by some spectators. Noise-canceling headphones are available on loan at the theatre reception.



#### **Note for companions:**

Personal hearing aid systems should be tuned to 72.9 FM.



#### **Note for companions:**

Headphones and hearing aid systems are in limited supply.

### Any comments?

Our teams want you to feel warmly welcomed and respected. If you have any comments about this guide or your visitor experience, please be sure to let us know.

### Customer service

514-496-4724 or 1 877-496-4724

(Wednesday to Sunday)

[information@oldportofmontreal.com](mailto:information@oldportofmontreal.com)



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