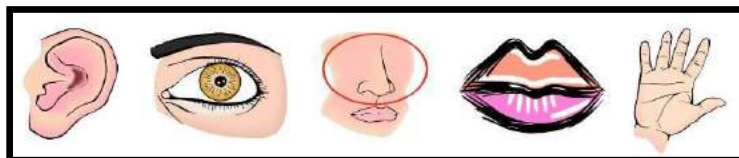


America's Greatest History Attraction



## SIGHTS ~ SOUNDS ~ SMELLS

### A Sensory Overview



The following are different areas of Greenfield Village my family might want to visit. It covers what we might see, hear, smell, taste, and touch or feel at Greenfield Village. This will help my family and I prepare for our trip to Greenfield Village.

	<u>Page</u>
Rules to Follow at Greenfield Village .....	3
Profile and Emergency Contact Card .....	4
1. Josephine Ford Plaza .....	6
2. Working Farms .....	8
3. Liberty Craftworks .....	11
4. Henry Ford's Model T .....	17
5. Railroad Junction .....	20
6. Main Street .....	22
7. Edison at Work .....	31
8. Porches & Parlors .....	33
9. Walnut Grove District .....	41
10. Places to stop at Greenfield Village .....	42
11. Restaurants at Greenfield Village .....	43
12. Ways to get Around Greenfield Village .....	44



*A program developed in conjunction with the Autism Alliance of Michigan and the Michigan Autism Safety Training program.*

## **RULES TO FOLLOW AT GREENFIELD VILLAGE**

**Follow the  
Rules!**

**My parents or the person that brought me go over the Greenfield Village rules one more time when we get there:**

- 1. I stay with my parents or the person who brought me at ALL times.**
- 2. I only walk only at Greenfield Village--no running.**
- 3. No touching anything unless my parents say it is ok.**
- 4. No climbing on anything unless my parents say it is ok.**
- 5. I **NEVER** go in ponds or other water at Greenfield Village.**
- 6. If I get lost, go to the place my mom, dad, or person I came with tell me to wait. I can also find a worker at Greenfield Village and give them my mom or dad's phone number.**



**NO SWIMMING  
OR GOING INTO  
THE WATER!**




**NO CLIMBING  
ON FENCES,  
BUILDING,  
ROPES, OR  
ANYTHING ELSE  
AT GREENFIELD  
VILLAGE!**

## Profile and Emergency Contact Form

Maintaining the safety of a loved one is of utmost importance at The Henry Ford. The following two pages are samples of an Emergency Contact Form. We ask parents or guardians to consider filling this form out and giving a copy to our office to keep on file. We also encourage families to maintain an updated copy in your home. Below is a link to get an updatable form.

Link: [www.autismallianceofmichigan.org](http://www.autismallianceofmichigan.org). Go to Downloads on left side of page/AAOM Emergency Contact Card.

		<b>PROFILE AND EMERGENCY CONTACT INFORMATION</b>		Place Photo Here or Attach to this Form	
For _____ Date _____					
Parent/Guardian Name					
Address/City/State/Zip					
Phone: Home/Cell/Other					
Registered with 911 database or law enforcement		Explain:			
Personal Information		Male/Female _____ Age _____ Height _____ Weight _____ Eye Color _____ Hair Color _____ Scars/Identifying Marks:			
Runs Away Easily?		___ No ___ Yes Possible triggers for running/wandering?			
Where would individual likely go?					
Medical Diagnosis (specify if more than one diagnosis)					
Medical Conditions/Other		Sense of Danger _____ Non-Verbal _____ Seizures _____ Other _____ Explain:			
Allergies to Food/Other					
Behaviors that may be Exhibited (i.e. spinning, flapping hands, eating non-edible items, etc.)					
Medications (List)					
Identifying or Unique Marks on Person					
GPS/Tracking Device Information					
Primary Care Physician Name, Address, Phone					
Insurance Information Policy/Group/Contract					
Other Important Information (i.e.: unique phrases the individual may respond to)					
Emergency/Alternate Contact Name and Phone Number/Other Information					

## PROFILE AND SUPPLEMENTAL INFORMATION

For \_\_\_\_\_ Date \_\_\_\_\_

<b>Communication Method</b> <i>My child communicates with others by:</i>	<ul style="list-style-type: none"> <li>• Verbal</li> <li>• Non-verbal      ___ Picture boards      ___ Signing      ___ PECS</li> <li>• Other _____</li> </ul>
<b>Learning Style</b> <i>My child best learns in the following way:</i>	<ul style="list-style-type: none"> <li>• Auditory – listening to directions</li> <li>• Visual      ___ Visual schedules      ___ Signing      ___ Pictures      ___ Social Stories</li> <li>• Hands on – demonstration and practice</li> </ul>
<b>Transitions</b> <i>My child has difficulty transitioning from one activity to another and to changes in routine</i>	<ul style="list-style-type: none"> <li>• No</li> <li>• Yes If “yes,” what works best with your child (please check all that apply):                         <ul style="list-style-type: none"> <li>• Giving a 5 minute verbal reminder</li> <li>• Using a picture schedule of events planned for that day</li> <li>• Using a timer</li> <li>• Other – please explain</li> </ul> </li> </ul>
<b>Regulation of Emotions</b> <i>Situations may become stressful for my child and he/she has difficulty regulating his/her emotions, and may have tantrums</i>	<ul style="list-style-type: none"> <li>• No</li> <li>• Yes If “yes,” please tell us what behaviors your child exhibits when they are stressed (agitated, refusing to participate, becomes aggressive towards self or others, etc.) Do you know of particular activities that might promote a tantrum? Please explain:</li> </ul>
<b>What Helps Calm Child</b> <i>The following are helpful to calming my child</i>	<ul style="list-style-type: none"> <li>• Walking</li> <li>• Sitting quietly away from others</li> <li>• Other (Explain): _____</li> </ul>
<b>Sensory Information</b> <i>My child has difficulty with:</i>	<ul style="list-style-type: none"> <li>• Tactile/Sensation Seeking: ___ Difficulty standing in line    ___ Being in close proximity to other people    ___ Touches people/objects    ___ Does not like being touched                          ___ Textures (Explain): _____</li> <li>• Taste/Smell Sensitivity                          ___ Food</li> <li>• Visual/Auditory Sensitivity                          ___ Over-sensitivity to unexpected or loud noises                          ___ Holds hand over ears If yes, triggers: _____                          ___ Distracted or trouble focusing with noise                          ___ Difficulty paying attention                          ___ Does not respond to name when called                          ___ Is bothered by bright lights—may squint or shut eyes</li> <li>• Energy                          ___ Tires easily                          ___ Is overly active Triggers: _____                          ___ Difficulty sitting still</li> </ul>

## Josephine Ford Plaza District

1. Ticket Building
2. Greenfield Village Store
3. Ticket Surrender Building
4. Benson Ford Research Center®
5. Fountain
6. Firestone Station



### 1. Ticket Building



- What I might **SEE**: a big brick building with windows, lines of people waiting to go into Greenfield Village. I might also see lots of busses with people and children getting on and off. This might be very loud and people may be standing close to me.
- What I might **SMELL**: smoke from trains, animal smells, food, or just fresh air
- What I might **HEAR**: train whistles, people talking, animal sounds, and a water fountain
- In the back of the ticket building there are restrooms and things people with disabilities might need.



### 2. Greenfield Village Store



- What I might **SEE**: a big brick building with windows. Inside there are things to buy like paintings, clothes, toys, and souvenirs to remember your visit!
- What I might **SMELL**: candy, fudge, and perfume people are wearing in the store
- What I might **HEAR**: people talking, the cash register, music.
- What I might **TOUCH**: I can only touch what my mom or dad say is ok to touch—I

need to be careful to not break anything in the store.

- What I might **TASTE**: only food my mom or dad buys for me at the store.



I do not run inside the store or touch anything without asking my parents or the person who brought me! There are many things that can break in the store.





### 3. Ticket Surrender Building



- What I might **SEE**: a brick building where there entry ways that look like halls. I have to walk through one of the entry ways to get into the park.
- What I might **FEEL**: there may be lines of people waiting to get in and I have to wait my turn quietly.
- I need to give the Greenfield Village worker my ticket.



### 4. Benson Ford Research Center



- What I might **SEE**: when I go inside, lots of written books and articles about cars.
- What I might **TOUCH**: I can only touch papers and books when my parents get them for me.



I must stay with my parents or the person who brought me to Greenfield Village!



### 5. Fountain



- What I might **SEE**: a big, spraying fountain of water. It shoots really high in the air. It falls down the fountain and splashes.
- What I might **FEEL OR TOUCH**: I might feel splashes from the water. I can sit on the **OUTSIDE** of the fountain with my parents, but I **CANNOT** go into the fountain!
- What I might **HEAR**: I might hear the water sounds, and it gets louder if the fountain is spraying high in the air.



I can throw coins into the fountain if my mom or dad says it is ok.



### 6. Firestone Station



- What I might **SEE**: a train! This is where trains stop first at Greenfield Village. I can get a ticket at the booth at the Firestone Station. I may also see a train conductor, lines of people, and smoke from the trains.
- What I might **FEEL**: the ground shaking from the train.
- What I might **HEAR**: I might hear **LOUD** train whistles!!! It's **VERY** loud.



I might want to bring ear plugs or ear muffs in case the train whistle is too loud.

## Working Farms District

7. Soybean Lab Agricultural Gallery
8. Richart Wagon Shop
9. Firestone Farm
10. Cider Mill
11. William Ford Barn
12. Carriage Barn
13. Stony Creek



### 7. The Soybean Lab Agricultural Gallery



- What I might **SEE**: tools that farmers used many years ago like big rakes and machines that make hay (a kind of food) for farm animals. I might see small pieces from machines like knobs and buttons. I might also see a place where they tested food and other things to find ways to help people.
- What I might **FEEL**: the wood on the floor might move a little under my feet—but I am safe!
- What I might **HEAR**: I might hear the floor creaking a little when I walk.



### 8. Richart Wagon Shop



- What I might **SEE**: old wagons that were used by farmers and other machines farmers used many years ago. I might also see workbenches, where farmers kept hammers, nails, drill, and other tools to make wagon. This is where wagons were made and painted.
- What I might **HEAR**: I will hear a voice talking about the wagon shop. It is recorded which means it will say the same thing about the wagons over and over. I might want to remember my ear plugs here—the voice is a little loud and might bother me.



If I go up or down the stairs, I need to hold the rail and be very careful—the stairs are high and I could trip and fall.



*A picture of a horse taking a break....the horse lives in the Working Farm District of Greenfield Village.*





### 9. Firestone Farm (9)



- What I might **SEE**: a house that looks like a farm house inside. I will also see someone talking about the farm. I may see workers inside the house making food or sewing clothes. There is a big stove in the kitchen—it is **HOT**! I will see animals outside of the house. I might also see workers outside using farm tools and machines. Some machines are so big they need horses to pull them!
- What I might **HEAR**: I might hear a person talking about the farm and what farmers used to do. I may need my ear plugs! I might also hear the farm animals making their farm animal noises, like sheep saying baaa, ducks saying quack, horses saying neigh, pigs saying oink, and other farm animals making their sounds.
- What I might **TOUCH**: I might be able to touch the animals through the fence. I **HAVE** to ask my parents! I want to be safe.
- What I might **SMELL**: animal smells!!!! If animal smells bother me, I need to stay away from this area of the farm.



### 10. Martinsville Cider Mill



- What I might **SEE**: a brown building that looks like a house with an upstairs and downstairs. I see other people looking at the building.
- What I might **HEAR**: I might hear people talk about the building as they walk by, but no one goes in. It is not open to visitors.



Do **not** go into the building! It is not open for people to go in.



### 11. William Ford Barn



- What I might **SEE**: a brown building that looks like a barn where they keep horses for Greenfield Village.
- What I might **HEAR**: I can hear horses going “neigh”, and people talking inside.
- What I might **SMELL**: I might smell horses and other barn smells. If it bothers me I will ask to leave.



Do **not** go into the barn with the horses or into the field with the horses!



## 12. Carriage Barn



- What I might **SEE**: a brown building that looks like a garage where they keep carts (also called carriages) for the horses to pull behind them. Carriages carry people in them.
- What I might **HEAR**: I can hear horses going “neigh”, and people talking inside.
- What I might **SMELL**: I might smell horses. I may want to stay away from this area if horse smells other me.



Do **not** go into the Carriage Barn – it is only for workers at Greenfield Village to go into.

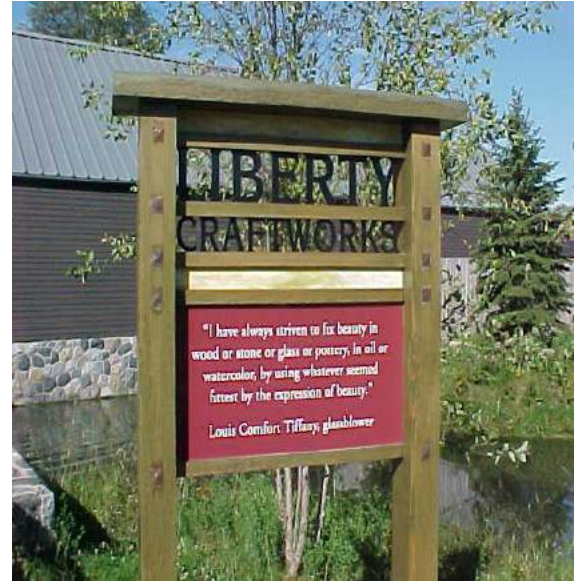


*A picture of a curious sheep who lives in the Working Farm District of Greenfield Village*



## Liberty Craftworks District

14. Loranger Grist Mill
15. Weaving Shop
16. Pottery Shop
17. Stony Creek Circular Saw Mill
18. Tripp Saw Mill
19. Spofford Saw Mill
20. Stony Mill Pond
21. Printing Office & Tin Shop
22. Gunsolly Carding Mill
23. Glass Shop
24. Guild Beer Hall
25. Armington & Sims Machine Shop
26. Hanks Silk Mill
27. Mulberry Grove
28. Liberty Craftwork Store



### 14. Loranger Grist Mill



- What I might **SEE**: water that looks like a pond—and a water wheel with water moving all around it. I love the way the water splashes on the water wheel.
- What I might **HEAR**: the water move in the water wheel. It makes splashing sounds and sounds like “shhhhhh”. I also will hear a worker talking about the water and building.
- What I might **FEEL**: I might feel water splashing from the water wheel or pond.



Do **not** go into the water!!! The water is moving fast and I could get hurt. I need to stay with my parents or my group!



### 15. Weaving Shop



- What I might **SEE**: water outside the building in what looks like a pond. I can see the reflection of the building in the water! Inside I will see machinery and lots of writing about how people made cotton many years ago.
- What I might **HEAR**: upstairs I will hear a machine that used to make cotton. It may hurt my ears so I might want to bring my ear plugs.



Do **not** into the water!!! The water is moving fast and I could get hurt. I need to stay with my parents or my group!



### 16. Pottery Shop



- What I might **SEE**: people making crafts like cups and bowls that were made from clay, called pottery.
- What I might **HEAR**: people talking about how cups and bowls are made. I will also hear machine sounds.



I do **not** touch things in the shop! There are many things that break. I need to stay with my parents or person who brought me!



### 17. Stony Creek Circular Saw Mill



- What I might **SEE**: grey buildings that are old saw mills, but I cannot go inside.
- What I might **HEAR**: people talking about the buildings as they walk by.



I do **not** go into this building. It is not open for visitors!



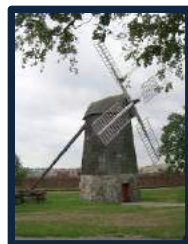
### 18. Tripp Saw Mill



- What I might **SEE**: a red building that looks like a barn and I cannot see what is inside. It is not open to visitors.
- What I might **HEAR**: a voice that talks about the saw mill and how it was used.



I do not go inside this building as it is not open to visitors!



*A picture of a beautiful windmill at Greenfield Village.*





### 19. Spofford Saw Mill



- What I might **SEE**: a brown building that looks like a barn and inside there are machines like large saws in the mill. Across the road there is a pond with water in it. I cannot go in the water!
- What I might **HEAR**: a voice that talks about the saw mill and how it was used.



I see the pond across from the mill, but I do not climb over or go through the ropes to touch the water! I could fall in—I want to stay safe! I do **not** move away from my parents or group!!



### 20. Stony Creek Mill Pond



- What I might **SEE**: a big pond of water! I can see shadows and reflections in it, but I can NOT go in the water or touch the water—I just really like looking at it!



I see the pond but I do not climb over the fence or go through the fence to touch the water! I could fall in—I want to stay safe! I do **not** move away from my parents or group!!



### 21(a). Printing Office



- What I might **SEE**: inside is a place they make paper products like newspapers and restaurant menus. I will see a worker talking about making paper products.
- What I might **HEAR**: a worker talking about paper products.



I do **not** touch anything in the printing office! I stay with my parents or group!



### 21(b). Tin Shop



- What I might **SEE**: inside is a place they make tin (like a metal) products like tin bowls and cups.
- What I might **HEAR**: a worker talking about tin products.



I do **not** touch anything in the printing office! I stay with my parents or group!





## 22. Gunsolly Carding Mill



- What I might **SEE**: a red building that looks like a barn and inside there are machines that used to make thread. Around the building there is a pond with water in it. I cannot go in the water!
- What I might **HEAR**: a person that talks about the thread mill and how it was used.



I see the pond next to the mill, but I do **not** climb over or go through the fence to touch the water! I could fall in—I want to stay safe! I do **not** move away from my parents or group!!



## 23. Glass Shop



- What I might **SEE**: a brown building that looks like a barn with lots of windows. Inside there are machines and people making glass things. Some people get to make glass flowers and take them with them—but not everybody. I may not be able to do that. I have to ask my parents or person I came with. I also see very bright orange holes (called glory holes).
- What I might **HEAR**: a furnace (machine) that is kind of loud that helps make the glass bend into different shapes like glasses and plates, and the flower that people can make. I might also hear a worker talking about making things out of glass.
- What I might **SMELL**: I might smell the burning glass. The smell may bother me
- What I might **FEEL**: this building can be very hot inside. I might feel heat from the burning glass or furnace.



I need to be careful in this building and not lean over rails. It is also very loud. It may bother me. I know the workers are very careful and will help me be safe. If the smell or heat bothers me, I can ask my parents or person I came with to leave the building.



*A picture from inside the Tin Shop. There are lanterns, spoons, knives, forks, plates and other products made from tin.*



## 24. The Workshop & Guild Beer Hall

- What I might **SEE**: a brown building that looks like a barn with lots of windows and a big door. Inside I will see a piano playing music with no one sitting at the piano—how do they do that? There also is food and things to drink inside the building.
- What I might **HEAR**: I will hear a piano playing music. If the music bothers me, I will ask my parents or the person

who brought me to leave the building.

- What I might **SMELL**: I might smell food or drinks in the building. They may be good smells, or the smells may bother me and I will tell my parents or person I came with I need to leave the building because the smell bothers me.



I see food and I want some! I need to ask my parents or person who brought me first. I do not take food without asking first. If I do not like the sounds or smells in the building, I need to ask to leave.



## 25. Armington and Sims Machine Shop



- What I might **SEE**: a brick building that looks like a barn with lots of windows and a big door. Inside I will see machines and things made by machines. Some people get to make candles holders. Not everybody gets to do this—I have to ask my parents or person who brought me if I want to do this. It may not be ok for me to make a candle holder.
- What I might **HEAR**: machines making noises. These

noises may bother me. I will ask to leave if I do not like the sounds. I can also bring my ear plugs—that might help the noise not be so loud in my ears. I will hear a person talking about the machines and what kinds of things make.

- What I might **SMELL**: I might smell the machines while they are making candle holders. If the smells may bother me and I will tell my parents or person I came with I need to leave the building because the smell bothers me.



I see people making candles and I want to do it. I need to STOP before touching anything. I could get hurt on the machines. I need to ask my parents or person who brought me before I touch anything.



## 26. Hanks Silk Mill



- What I might **SEE**: a yellow building that looks like a house and inside there are machines to make silk material.



I will walk through the building but not touch anything. I need to stay with my parents or person who brought me.



## 28. Liberty Craftworks Store

- What I might **SEE**: a brown building that looks like a store with a sign on top. Inside I see a lot of things for sale and a lot of things that could break if they are dropped or bumped.



I need to be **VERY** careful in this store as many things can be broken. I need to **WALK** in the store and not run through the store. I need to stay with my parents or the person who brought me.



*A picture from inside the Gunsolly Carding Mill, where wool from sheep was made into products such as clothing and blankets.*



## Henry Ford's Model T District

- 29. Ford Home
- 30. Henry Ford Theatre
- 31. Bagley Avenue Workshop
- 32. Ford Motor Company
- 33. Owl Night Lunch Wagon
- 34. Miller School
- 35. Model T Loading Dock



### 29. Ford Home

- What I might **SEE**: a white house that has an upstairs. I see an old kitchen, living room, and bedrooms. I also see someone dressed in old style clothes that is talking about Henry Ford. This used to be his house!



I need to stay with my parents or the person who brought me. I should not touch anything in the house.



### 30. Henry Ford Theatre

- What I might **SEE**: a small building that looks like a house that will be showing a video of Henry Ford when he was young.
- What I might **HEAR**: a person that talks on the video about Henry Ford when he was young. The sound of this video might bother me. If it does, I can ask to leave.



I need to stay with my parents or the person who brought me. I should not touch anything in the building.

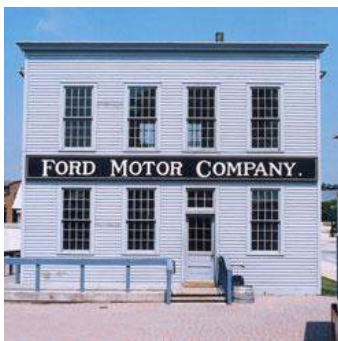


### 31. Bagley Avenue Workshop

- What I might **SEE**: a small building that looks like a house that has a strange looking bicycle in it, it is called a "Quadricycle" which means it had 4 wheels. It is not a bicycle, it is the first car Henry Ford made!
- What I might **HEAR**: a person that talks on the video about Henry Ford when he was young. The sound of this video might bother me. If it does, I can ask to leave.



I need to stay with my parents or the person who brought me. I should not touch anything in the building.



### 32. Ford Motor Company



- What I might **SEE**: a big, white building that looks like a house that has machines and an old car called a Model T. Also I see a video about the car.
- What I might **HEAR**: a person that talks on the video about Henry Ford and the Model T car. The sound of this video might bother me. If it does, I can ask to leave.



I need to stay with my parents or the person who brought me. I should not touch anything in the building.



### 33. Owl Night Lunch Wagon



- What I might **SEE**: a wagon with the word "OWL" on it that has food for sale in it! There is food and things to drink inside the cart, and if I want something, I need to ask my parents or the person who brought me.
- What I might **HEAR**: I might hear people taking orders for food, and people ordering food.
- What I might **SMELL**: I might smell food or drinks in the cart. They may be good smells, or the smells may

bother me. I will tell ask my parents or person I came with if I want something to eat. It might be ok for a snack, but it might not be ok at the time I ask.

- What I might **TASTE**: I might taste food I get from the Lunch Wagon if my parents buy it for me!



I see food and I want some! I need to ask my parents or person who brought me first. I do not take food without asking first. If I do not like the sounds or smells in the building, I need to ask to leave.



### 34. Miller School



- What I might **SEE**: a building that looks like a house that used to be a school! It looks a lot different than MY school. It has only a few desks and chairs. I also see someone talking about the school. This is what schools looked like many years ago, like 50 year ago! Sometimes the school is closed and I may not be able to go inside.
- What I might **HEAR**: a person that talks about the school and what children did in school many years ago.



I may not be able to visit the school on certain days when it is closed to visitors. That is ok, I can look at the outside of the school.





### 35. Model T Loading Dock



- What I might **SEE**: a line of old cars with people getting in and out of them. I may want to get in myself, but I have to wait. There may be a line of people, and I need to be patient and wait my turn.
- What I might **HEAR**: I might hear the cars honking their horns. I might hear people talking too.
- What I might **SMELL**: I might smell gas and car smells.
- What I might **TOUCH**: I might be able to touch the cars, or even ride in the cars if my parents say it is ok! I might **FEEL** people close to me in line if I have to wait to ride in the car. This might really bother me. If it does, I will tell my parents or the person who brought me so I can move to another place.



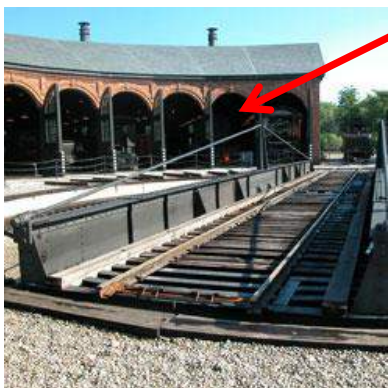
I will **WAIT** for my parents or the person who brought me before going to the cars. I can not go by myself. I may **not** be able to pick the car I get to ride in and that is ok, I am just happy to ride. I **WALK** to the car. I could get hurt if I run to the car!



*A picture of people riding in a Model T at Greenfield Village.*

## Railroad Junction District

- 36. Detroit, Toledo, and Milwaukee Roadhouse
- 37. Railroad Turntable
- 38. Edison Illuminating Company's Station A
- 39. Smiths Creek Depot



### 36. Detroit, Toledo, & Milwaukee Roundhouse

- What I might **SEE**: a big building that has tall doors that look like garage open garage doors, it is called a Roundhouse. This is where the trains are fixed and they are taken care of by workers. I may also see train engineers, train tracks, and trains next to each other inside the tall doors.
- What I might **HEAR**: I might hear the trains making a lot of noise, blowing their whistles, moving on the tracks. This is going to be loud! I might want to bring my ear plugs or something to cover my ears! I might also hear someone talking about the trains and the Roundhouse.

- What I might **SMELL**: I might smell steam from the trains.
- What I might **FEEL**: I might be able to feel the ground shaking a little when trains pass by or are moving. They are SO HEAVY when they move!



I can never touch the trains when they are moving, or go to the open doors where trains are being worked on. This is dangerous and I could get hurt. I need to stay with my parents or the person who brought me.



### 37. Pere Marquette Railroad Turntable

- What I might **SEE**: a big piece of railroad track that turns. The track will turn when to the garage doors so that trains can get in and out of the Roundhouse.
- What I might **HEAR**: squeaking when it turns. I might also hear the trains making a lot of noise, blowing their whistles, moving on the tracks. This is going to be loud! I might want to bring my ear

plugs or something to cover my ears! I might also hear someone talking about the trains and the Roundhouse

- What I might **SMELL**: I might smell steam from the trains.
- What I might **FEEL**: I might be able to feel the ground shaking a little when trains pass by or are moving. They are SO HEAVY when they move



I can never touch the trains when they are moving, or go to the open doors where trains are being worked on. This is dangerous and I could get hurt. I need to stay with my parents or the person who brought me.



### 38. Edison Illuminating Company, Station "A"



- What I might **SEE**: a large building that looks like a house with a lot of windows.
- What I might **HEAR**: a person that talks about the electric power plant. The sound of this video might bother me. If it does, I can ask to leave.



I need to stay with my parents or the person who brought me. I should not touch anything in the building.



### 39. Smith Creek Depot



- What I might **SEE**: a big brick building where tickets for train rides are sold.
  - What I might **HEAR**: the trains come near the building and they might blow their whistles which are going to be loud! The trains will move down the track and make a "clickity-clack" sound. I might want to bring my ear plugs or something to cover my ears! I might also hear people in the building about train information.
  - What I might **SMELL**: I might smell steam from the trains.
- What I might **FEEL**: I might be able to feel the ground shaking a little when trains pass by or are moving. They are SO HEAVY when they move!



I can never touch the trains when they are moving, or go onto the train tracks! This is dangerous and I could get hurt. I need to stay with my parents or the person who brought me.



*A picture of a train at Greenfield Village chugging down the railroad track!*



## Main Street District

40. Village Pavilion
41. J.R. Jones General Store
42. Eagle Tavern
43. A Taste of History Restaurant
44. Martha-Mary Chapel
45. The Garden of Leavened Heart
46. Village Green
47. Suwanee Landing
48. Suwanee Lagoon
49. Suwanee Island
50. Scotch Settlement School
51. Logan County Courthouse
52. Dr. Howard's Office
53. Dr. Howard's Garden
54. Town Hall
55. Phoenixville Post Office
56. Frozen Custard



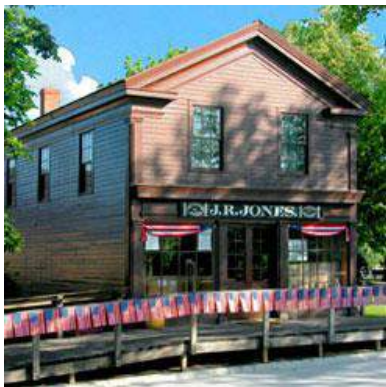
### 40. Village Pavilion



- What I might **SEE**: a brown brick building with its may be closed—I cannot go in this building without permission. Most days it is not open to visitors.



I do not go inside this building, and need to stay with my parents or the person who brought me.



### 41. J.R. Jones General Store



- What I might **SEE**: a building with a ramp to get inside that has pretend drinks, food, and other things. There are a lot of people walking around in this building. There are workers wearing clothes like people wore many years ago.
- What I might **HEAR**: There will be people talking. There also will be a worker talking about the store.



I may get tired of hearing the person talk in the store and the worker talk about the store. I have to remember this is a pretend store, and should not **TOUCH** anything without asking first. **NO RUNNING** in the store!



#### 42. Eagle Tavern

- What I might **SEE**: a white building that looks like a big house with big columns in front and a porch that is up high. This is a restaurant and there also is food and things to drink inside the building and tables to sit at. If I go in, I need to sit down quietly and not run around. If we go inside to eat, a waiter or waitress will take our order for food, and bring it to us at the table.

- What I might **HEAR**: I will hear people talking, and waiters and waitresses talking to people inside the restaurant.
- What I might **SMELL**: I will smell food in the building. They may be good smells, or the smells may bother me and I will tell my parents or person I came with I need to leave the restaurant because the smell bothers me.



I see food that is different than I usually eat. If I am hungry, I may need to make a new food choice. This could worry me, but I will try something new. I need to ask my parents or person who brought me to help me order my food. I do not take food without asking first. If I do not like the sounds or smells in the building, I need to ask to leave.



#### 43. A Taste of History Restaurant



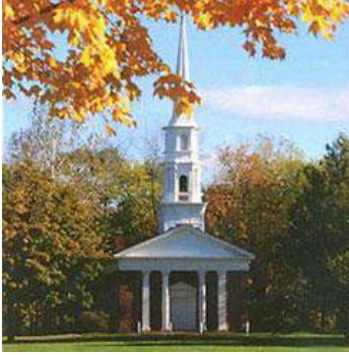
- What I might **SEE**: a big building that is a kind of restaurant, and people can sit inside or outside to eat. People are picking what they want to eat from a line of food—I can't wait to pick my food! I need to stand in line quietly and wait my turn to get my food and drinks. I need to sit down quietly after I get my food and not run around.

- What I might **HEAR**: I will hear people talking and dishes making sounds when they are put on trays to be cleaned. I also may hear chairs sliding on the floor. This room is **VERY LOUD** and may bother my ears. I can bring my ear plugs to wear in this restaurant, and it will not be as loud.
- What I might **SMELL**: I will smell food in the building. They may be good smells, or the smells may bother me and I will tell my parents or person I came with I need to leave the restaurant because the smell bothers me.



I need to ask my parents or person who brought me to help me order my food. I do not **TOUCH** food without asking first. If I do not like the sounds or smells in the building, I will ask to leave. There are restrooms if I need to go to the bathroom in this building.





#### 44. Martha-Mary Chapel



• What I might **SEE**: a beautiful white steeple, or pointed top on a brick building with a big white door—I cannot go in this building, it is not open to visitors. I will also see a worker talking about the building, called a chapel.



If I go in this building, I can look around but not **TOUCH** anything. I need to stay with my parents or the person who brought me.



#### 45. The Garden of the Leavened Heart



• What I might **SEE**: a beautiful garden of plants and flowers.



I can look at the beautiful garden, but I cannot **TOUCH** anything. I also need to walk through this garden and **NO** running. I need to stay with my parents or the person who brought me.



#### 46. Village Green



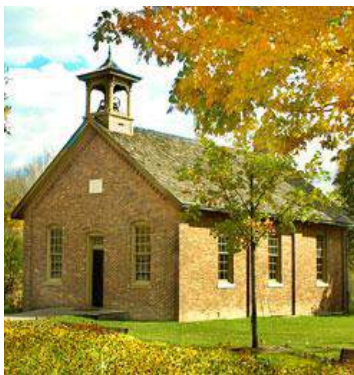
• What I might **SEE**: a big open area with a lot of grass that looks like a field. Sometimes there are activities going on in the field, but if my parents or the person who brought me say it is ok, I can run in the field! There may be a worker talking about activities going on in the field.



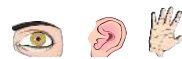
I need to stay with my parents or the person who brought me. I need to ask before running in the field.



*A picture of people at Greenfield Village demonstrating how baseball may have looked many years ago—they were playing at Village Green!*



### 50. Scotch Settlement School



- What I might **SEE**: a brick building where kids used to go to school. I can pretend I am a student in this school!
- What I might **HEAR**: a loud bell ringing outside to me and other students know it is our turn to pretend we am in school. The teacher will talk to me and the other students like we really are in a classroom—but it is just a pretend school.
- What I might **TOUCH**: I might be able to sit at a desk like kids from many years ago got to sit at! They look a lot different than the desks at my school!



I need to ask my parents or the person who brought me if I can pretend to be a student at the school.



### 51. Logan County Courthouse



- What I might **SEE**: a building that looks like a house and has benches to sit on.
- What I might **HEAR**: a worker talking about the building.



I need to stay with my parents or the person who brought me. I need to ask before sitting on the benches or touching things in the building.



### 52. & 53. Dr. Howard's Office (52) and Garden



- What I might **SEE**: a red building that looks like a house and it used to be a doctor's office! It looks a lot different than the doctor's office I go to! I also will see a garden outside the building.
- What I might **HEAR**: a worker talking about the building and garden.



I need to stay with my parents or the person who brought me. I should **NOT** run in the garden because it might ruin some of the planted vegetables!



### 54. Town Hall



- What I might **SEE**: a white building with tall windows that looks like a house. There also may be a worker inside who talks about the building. There may be benches to sit on also. Some days, there may be people singing and dancing on the stage.
- What I might **HEAR**: a worker talking about the building. I might hear music playing and singing while people are dancing.



I need to stay with my parents or the person who brought me. I should **NOT** run in the building.



### 55. Phoenixville Post Office



- What I might **SEE**: a small building that looks like a house but is a post office! This does not look like the post office in my town! There also may be a worker inside who talks about the building. I can even mail a letter or postcard from this building—but I have to ask my parents or the person who brought me! I can also get a special stamp to take home.
- What I might **HEAR**: a worker talking about the building and people at the post office.



I need to stay with my parents or the person who brought me. I should NOT run in the post office!



### 56. Frozen Custard



- What I might **SEE**: a small brown building where people are waiting in line! They sell frozen custard which tastes like ice cream! I also may see lines of people waiting to get frozen custard. They have different flavors of custard.
- What I might **HEAR**: workers inside the custard shop talking and taking orders, people in line talking while they are

waiting for their turn.

- What I might **SMELL**: food smells coming out of the custard shop.
- What I might **TASTE**: yummy custard! Sometimes people do not like custard, that's ok. If I do not like it or want it, I need to let my parents or person who brought me know.
- What I might **FEEL**: I will have to wait my turn to get frozen custard. There may be lines of people waiting for custard. People may be very close to me. If it bothers me too much, I need to tell my parents or person who brought me.



I really want my frozen custard! I need to be patient while I wait in line, not touch other people, and keep my voice low. I will stay with my parents or the person who brought me. Sometimes the custard shop is not open, so that means I may not get custard on the day I visit.



### 57. Activities Area



- More information coming soon!





### 58. Carousel



- What I might **SEE**: a lot of large jungle and other outdoor animals like tigers, horses, and frogs. They are what I ride on during the carousel ride. I see lines of people waiting for tickets to ride. I **HAVE** to have a ticket to ride the carousel.

- What I might **HEAR**: music from the organ that is in the middle of the carousel. It plays while the carousel is moving.

- What I might **SMELL**: food smells coming out of the snack shop next to the carousel.

- What I might **FEEL**: I will have to wait my turn to ride the carousel. There may be lines of people waiting to ride. People may be very close to me. If it bothers me too much, I need to tell my parents or person who brought me. I also may feel the carousel going up and down—I love that feeling!



I really want my turn to ride, but I have to wait in line! I am very excited, so it is hard to wait. I will be patient while I wait in line, not touch other people, and keep my voice quiet.



### 59. Carousel Confections



- What I might **SEE**: a yellow building where they sell ice cream and other snacks. There may be people waiting in line for snacks and drinks. They also sell tickets to ride the carousel, so there may be people waiting in lines for tickets too.

- What I might **HEAR**: workers inside the building talking and taking orders, people in line talking while they are waiting for their turn. I also will hear organ music coming from the carousel area, right next to the building.

- What I might **SMELL**: food smells coming out of the building.

- What I might **TASTE**: yummy snacks!

- What I might **FEEL**: I will have to wait my turn to get my snack. There may be lines of people waiting for snacks and drinks. People may be very close to me. If it bothers me too much, I need to tell my parents or person who brought me.



I really want my snack! I need to be patient while I wait in line, not touch other people, and keep my voice low. I will stay with my parents or the person who brought me. Sometimes the custard shop is not open, so that means I may not get custard on the day I visit.



*A picture of the Carousel at Greenfield Village*



### 60. Sir John Bennett Sweet Shop



- What I might **SEE**: a brick building where they snacks to eat. There may be people waiting in line for snacks and drinks.
- What I might **HEAR**: workers inside the building talking and taking orders, people in line talking while they are waiting for their turn.
- What I might **SMELL**: food smells coming out of the building.
- What I might **TASTE**: yummy snacks!
- What I might **FEEL**: I will have to wait my turn to get my snack. There may be lines of people waiting for snacks and

drinks. People may be very close to me. If it bothers me too much, I need to tell my parents or person who brought me.



I really want my snack! I need to be patient while I wait in line, not touch other people, and keep my voice low. I will stay with my parents or the person who brought me.



### 61. State Street Lunch Stand



- What I might **SEE**: a building with windows where people are buying their food and drinks for lunch. There may be people waiting in line for snacks and drinks. There are seats outside to sit and eat lunch too.
- What I might **HEAR**: workers inside the building talking and taking orders, people in line talking while they are waiting for their turn. I also hear the train whistle from here, the train tracks are right across the

road from the lunch stand.

- What I might **SMELL**: food smells coming out of the building. Some may smell good; others may not be good smells to me.
- What I might **TASTE**: if I get to eat at the lunch stand, I will taste the food I pick out. I also can bring my own lunch and sit outside the lunch stand and eat.
- What I might **FEEL**: I will have to wait my turn to get my lunch. There may be lines of people waiting for food and drinks. People may be very close to me. If it bothers me too much, I need to tell my parents or person who brought me.



I am very hungry, and I really want my lunch! I need to be patient while I wait in line, not touch other people, and keep my voice low. I will stay with my parents or the person who brought me.



### 62. Grimm Jewelry Store



- What I might **SEE**: a tall building that looks like a house but is a jewelry store. There also may be a worker inside who talks about the building. I may see watches, necklaces, and bracelets that were made many years ago.
- What I might **HEAR**: a worker talking about the building and people visiting talking inside the building.



I need to stay with my parents or the person who brought me. I should **NOT TOUCH** anything in the building.



### 63. Heinz House



- What I might **SEE**: a tall building that looks like a house but is supposed to be an old business, call Heinz. Hey, they still make ketchup today!!
- What I might **HEAR**: people visiting inside talking about the building.



I need to stay with my parents or the person who brought me. I should **NOT TOUCH** anything in the building.



### 64. Cohen Millinery



- What I might **SEE**: a brick building that looks like a house with a shade in front. I might see a worker inside making a hat. Some people get to help make hats and then take them home.
- What I might **HEAR**: people visiting inside talking about the building.



I need to stay with my parents or the person who brought me and ask them if I want to make a hat. If they say “no”, it’s ok, I know I need to stay with them. . I should **NOT TOUCH** anything in the building.



### 65. Hearse Shed



- What I might **SEE**: a small building that looks like a garage with a cart inside. A worker may be inside talking about the building.
- What I might **HEAR**: people visiting inside talking about the building.



I need to stay with my parents or the person who brought me.





### 66. Wright Cycle Shop



- What I might **SEE**: a building that looks like a business with shades on the outside. A worker may be inside talking about the building. I will also see many different types of bicycles. I cannot ride the bicycles! In the back of the building, I can see pieces of an old airplane, and these are pieces of the first airplane that was ever made!!!
- What I might **HEAR**: people visiting inside talking about the building.



I need to stay with my parents or the person who brought me—and do **NOT TOUCH** the bicycles!



### 67. Wright Home



- What I might **SEE**: a building that looks like a house with a porch. There are rooms like in a house. A worker may be inside talking about the building. I will also see many different types of rooms like in my house.
- What I might **HEAR**: people visiting inside talking about the building.



I need to stay with my parents or the person who brought me—and do **NOT TOUCH** the furniture and other things in the house! There may be tight spaces, so I can ask to leave if it bothers me too much.



### 68. Greenfield Village Tintype Studio



- What I might **SEE**: a building that looks like a small house and old machines that used to take pictures. These machines are old cameras. Wow! They do not look like my camera!
- What I might **HEAR**: people visiting inside talking about the building.



I need to stay with my parents or the person who brought me—and if I feel like people are too close and **TOUCHING** me, I can ask to leave if it bothers me too much.



*A picture of people riding their old-fashioned bikes at Greenfield Village!*

## Edison at Work District

1. Thomas Alva Edison Statue
2. Thomas Edison's Menlo Park Complex
3. Sarah Jordan Boarding House
4. Thomas Edison's Fort Meyers Laboratory



### 69. Thomas Edison Statue

- What I might **SEE**: a stone figure that looks like a man sitting down—it is supposed to look like Thomas Edison.



I need to stay with my parents or the person who brought me—I should **NOT** climb on the stone statue!



### 70. Menlo Park & Thomas Edison

- What I might **SEE**: a group of buildings with machines, record players, light bulbs, old telephones and other things in them. Thomas Edison invented many of these things. I will see a worker who talks about the buildings.
- What I might **HEAR**: people visiting inside talking about the buildings. I will also hear the worker talking about the buildings.



I need to stay with my parents or the person who brought me—I should **NOT TOUCH** things in the buildings as some things are old and breakable.



### 71. Sarah Jordan Boarding House

- What I might **SEE**: a big yellow house with a lot of windows and a porch. There are a lot of rooms inside the house.
- What I might **HEAR**: people visiting inside talking about the buildings. I will also hear the worker talking about the buildings.



I need to stay with my parents or the person who brought me—I should **NOT TOUCH** things in the buildings as some things are old and breakable.

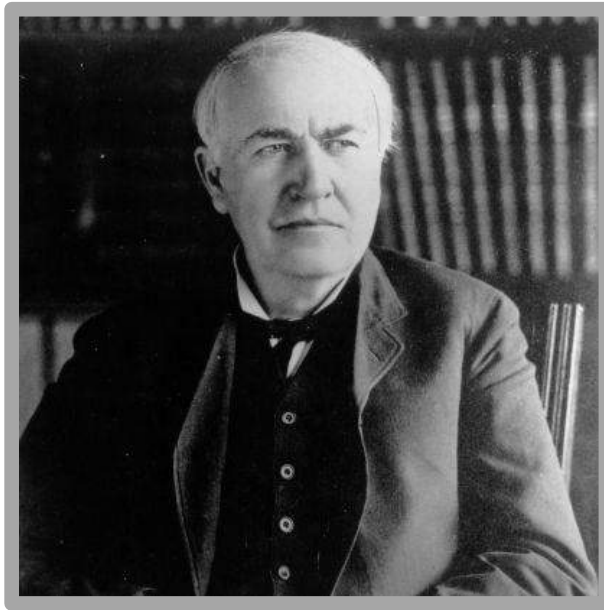


## 72. Fort Meyers Laboratory



- What I might **SEE**: a white building that looks like a house. We will walk through and look at the inside, and then walk out.

I need to stay with my parents or the person who brought me—I should **NOT TOUCH** things in the buildings as some things are old and breakable.



*A picture of Thomas Edison*

*(Taken from [www.biography.com](http://www.biography.com))*



## Porches and Parlors District

73. Rocks Village Toll House
74. Luther Burbank Garden Office
75. Bandstand
76. Ackley Pond
77. Ackley Covered Bridge
78. Mrs. Fisher's Southern Cooking
79. Susquehanna Station
80. Susquehanna Plantation
81. Plympton Family Home
82. Farris Windmill
83. Daggett Farmhouse
84. Cotswold Forge
85. Cotswold Cottage & Tea at Cotswold
86. Giddings Family Home
87. Noah Webster Home
88. Robert Frost Home
89. Swiss Chalet
90. Edison Homestead
91. Luther Burbank Birthplace
92. Hermitage Slave Quarters
93. Mattox Family House
94. William Holmes McGuffey School
95. William Holmes McGuffey Birthplace
96. George Washington Carver Cabin
97. Chapman Family Home
98. Adams Family Home
99. Charles Stein Cabin
100. Sounds of America Gallery



### 73. Rocks Village Toll House



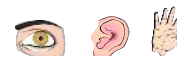
- What I might **SEE**: a small white house. It looks very small to me.
- What I might **HEAR**: people visiting inside talking about the building. I will also hear a voice talking about the house.



I need to stay with my parents or the person who brought me—I should **NOT TOUCH** things in the house as some things are old and might break.



#### 74. Luther Burbank Garden Office



- What I might **SEE**: a green building with windows.
- What I might **HEAR**: people visiting inside talking about the building. I will also hear a voice talking about the building.



I need to stay with my parents or the person who brought me—I should **NOT TOUCH** things in the building as some things are old and might break.



#### 75. Bandstand



- What I might **SEE**: a white small white building without walls, it is called a gazebo. It is kind of like a porch and it is called a bandstand. I may see people playing instruments on the bandstand.
- What I might **HEAR**: music coming from instruments.



I do not go on the bandstand, and stay with my parents or the person who brought me!



#### 76. Ackley Pond and 77. Covered Bridge



- What I might **SEE**: a pond and a covered bridge I can walk through! It is kind of dark inside, but I can see the daylight where I walk out. I also see the pond and the water looks very calm. I might also see animals around the pond like geese and ducks. Sometimes they may have babies with them. I can **NEVER CHASE** them or **TOUCH** them.
- What I might **HEAR**: I can hear my voice over and over inside the covered bridge that is called an echo. I can also hear carts pulled by horses called “carriages” and I can hear the wheels on

the bridge floor. The horses feet are heavy and make a loud clop-clop sound when they walk through the bridge. It is very loud inside and I may need my ear plugs.



I do **NOT** go on near the pond. I can look at it, but I do not touch it or jump into it. If there are animals in or near the pond, I **NEVER** chase them or try to touch them. I could get hurt. I need to stay close to my parents or the person who brought me!



### 78. Mrs. Fisher's Southern Cooking



What I might **SEE**: a building where people are buying their food and drinks for lunch. There may be people waiting in line for snacks and drinks. There are seats outside only to sit and eat lunch.

- What I might **HEAR**: workers inside the building talking and taking orders, people in line talking while they are waiting for their

turn.

- What I might **SMELL**: food smells coming out of the building. Some may smell good; others may not be good smells to me.

- What I might **TASTE**: if I get to eat at the restaurant, I will taste the food I pick out.

- What I might **FEEL**: I will have to wait my turn to get my lunch. There may be lines of people waiting for food and drinks. People may be very close to me. If it bothers me too much, I need to tell my parents or person who brought me.



I need to be patient while I wait for my food. I might have to wait in line, and ask my parents or the person who brought me to get food or drinks at this restaurant.



### 79. Susquehanna Station



- What I might **SEE**: a building where people are getting on and off a train. I may get to get on or off here, but I will need to check with my parents or the person who brought me. There may be people waiting in line to ride the train.

- What I might **HEAR**: The train making a clickity clack sound or the train squeaking loudly as it comes to a stop. Someone might also be talking about the train and train station. The train also might blow its whistle—I may need my ear plugs for this!

- What I might **SMELL**: steam smells from the train.



If I am on the train, I need to stay on the train. I need to keep my feet and hands inside the cars. I never run on a train track, and will stay with my parents or the person who brought me so that I stay safe.



### 80. Susquehanna Plantation



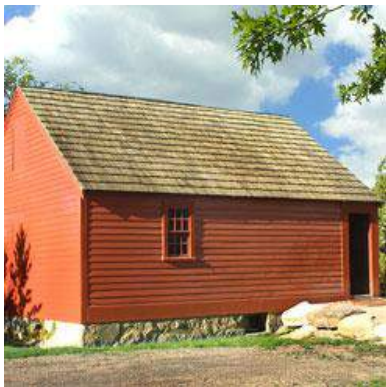
- What I might **SEE**: a house with a big front porch. A plantation is the same as a big farm. I might see workers in the field working with farm tools and machines. They are growing tobacco, a type of plant.

- What I might **HEAR**: someone talking about the house and other people talking. Sometimes workers, who look like farmers, are in the field singing or talking loudly.



I need to stay with my parents or the person who brought me—I should **NOT TOUCH** things in the house as some things are old and might break.





### 81. Plympton Family Home



- What I might **SEE**: a red house.
- What I might **HEAR**: people visiting inside talking about the building.



I need to stay with my parents or the person who brought me—I should **NOT TOUCH** things in the house as some things are old and might break.



### 82. Farris Windmill



- What I might **SEE**: a big building with a fan on the front, and it is called a windmill. I might see it turning slow or fast.



I need to stay with my parents or the person who brought me—I should **NOT TOUCH** or go near the wind mill. It might not be open to for me to get close too.



### 83. Daggett Farmhouse



- What I might **SEE**: a grey, wooden house. I might see workers who look like farmers using farm tools outside, or sewing clothes or making food inside the house. There is a small fireplace inside the house. I do not get close to it as I could get burned.
- What I might **HEAR**: people visiting inside talking about the house.



I need to stay with my parents or the person who brought me—I should **NOT TOUCH** things in the house as some things are old and might break.



### 84. Cotswell Forge



- What I might **SEE**: a small brick building.



This building is closed. I need to stay with my parents or the person who brought me and go to the next thing on our list.



### 85. Cotswold Cottage



- What I might **SEE**: a large house made out of stones and a big garden with lots of flowers. I may see people eating and drinking tea outside. There are pretty tea pots and tall plates on the tables!
- What I might **HEAR**: people visiting inside talking about the house, and a worker talking about the house to people visiting.



I need to stay with my parents or the person who brought me—I should **NOT TOUCH** things in the house as some things are old and might break.



### 86. Giddings Family Home



- What I might **SEE**: a large grey house.
- What I might **HEAR**: people visiting inside talking about the house, and a worker talking about the house to people visiting.



I need to stay with my parents or the person who brought me—I should **NOT TOUCH** things in the house as some things are old and might break.



### 87. Noah Webster House



- What I might **SEE**: a large white house with a lot of windows.
- What I might **HEAR**: people visiting inside talking about the house, and a worker talking about the house to people visiting.



I need to stay with my parents or the person who brought me—I should **NOT TOUCH** things in the house as some things are old and might break.



### 88. Robert Frost Home



- What I might **SEE**: a large white house with a big porch.
- What I might **HEAR**: people visiting inside talking about the house.



I need to stay with my parents or the person who brought me—I should **NOT TOUCH** things in the house as some things are old and might break.





### 89. Swiss Chalet



- What I might **SEE**: a large home made of stone. I may see workers going in and out of the house. I should not go inside of this house.



This building is closed. I need to stay with my parents or the person who brought me and go to the next thing on our list.



### 90. Edison Homestead



- What I might **SEE**: a small white house.
- What I might **HEAR**: people visiting inside talking about the house, and a worker talking about the house to people visiting.



I need to stay with my parents or the person who brought me—I should **NOT TOUCH** things in the house as some things are old and might break.



### 91. Luther Burbank Birthplace



- What I might **SEE**: a large brick house with a lot of windows. I might see a sign that says “closed”, which means I cannot go inside.
- What I might **HEAR**: people visiting inside talking about the house, and a worker talking about the house to people visiting.



I need to stay with my parents or the person who brought me—if the building is open, I should **NOT TOUCH** things in the house as some things are old and might break.



### 92. Hermitage Slave Quarters



- What I might **SEE**: a small white house.
- What I might **HEAR**: people visiting inside talking about the house.



I need to stay with my parents or the person who brought me—I should **NOT TOUCH** things in the house as some things are old and might break.





### 93. Mattox House



- What I might **SEE**: a small white house with a porch.
- What I might **HEAR**: people visiting inside talking about the house, and a worker talking about the house to people visiting.



I need to stay with my parents or the person who brought me—I should **NOT TOUCH** things in the house as some things are old and might break.



### 94. William Holmes McGuffey Schoolhouse



- What I might **SEE**: a log building that used to be a school and looks like a school room inside.
- What I might **HEAR**: people visiting inside talking about the house, and a worker talking about the house to people visiting.



I need to stay with my parents or the person who brought me—I should **NOT TOUCH** things in the school unless they say it is ok.



### 95. William Holmes McGuffey Birthplace



- What I might **SEE**: a small log house.
- What I might **HEAR**: people visiting inside talking about the house.



I need to stay with my parents or the person who brought me—I should **NOT TOUCH** things in the house as some things are old and might break.



### 96. George Washington Carver Memorial Cabin



- What I might **SEE**: a log house with windows.
- What I might **HEAR**: people visiting inside talking about the house.



I need to stay with my parents or the person who brought me—I should **NOT TOUCH** things in the house as some things are old and might break.



### 97. Chapman Family Home



- What I might **SEE**: a yellow house with a porch and windows.
- What I might **HEAR**: people visiting inside talking about the house.



I need to stay with my parents or the person who brought me—I should **NOT TOUCH** things in the house as some things are old and might break.



### 98. Adams Family Home



- What I might **SEE**: a white house with two windows in the front.
- What I might **HEAR**: people visiting inside talking about the house, and a worker talking about the house to people visiting.



I need to stay with my parents or the person who brought me—I should **NOT TOUCH** things in the house as some things are old and might



### 99. Charles Steinmetz Cabin



- What I might **SEE**: a very small white house.
- What I might **HEAR**: people visiting inside talking about the house.



I need to stay with my parents or the person who brought me—I should **NOT TOUCH** things in the house as some things are old and might break.



### 100. Sounds of America Music Gallery



- What I might **SEE**: a small white house with musical instruments inside.
- What I might **HEAR**: people visiting inside talking about the house. I will hear music playing but it is not loud, but I will tell my parents or person who brought me I need to leave if it is too loud for me.



I should **NOT TOUCH** things in the house as some things are old and might break.



## Walnut Grove District



Sometimes there are special things going on in this area that looks like an open field. I might want to stop and watch. I will need to ask my parents or person who brought me if it is ok. If no one is in the field, they may let me run in it.



## Places to Shop in Greenfield Village



Greenfield Village  
Store

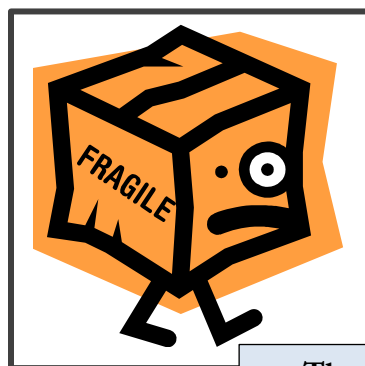
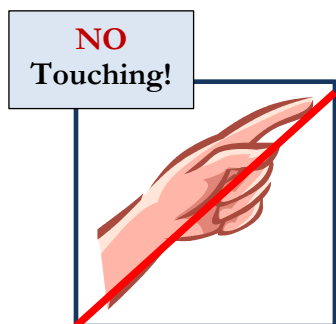


Liberty Craftworks  
Store



Main Street  
Emporium

These stores have great things for me to pick something special to take home with me...BUT, I have to remember these stores have a lot of glass, jewelry, and other things that can break easily. If I go into these stores I will keep my **HANDS DOWN** and **NOT TOUCH** anything, I will **NOT RUN** in the store, and stay close to my parents or the person who brought me in. I will **ASK** before I **TOUCH** anything. I would love to get a souvenir from Greenfield Village so I remember my visit!



The stores at  
Greenfield Village  
are businesses. I  
need to keep my  
**voice quiet!**

There are many  
things that break in  
the stores at  
Greenfield Village.  
They are fragile! I  
need to **ask for help**  
before picking up  
anything!

## Restaurants at Greenfield Village



Sir John Bennett  
Sweet Shop



Eagle Tavern



Taste of History



The Custard Shop



Carousel Confections



State Street  
Lunch Stand

Greenfield Village has a few snack shops, and these 3 restaurants. If my parents or the person who brought me to Greenfield Village say it is ok, I can get snacks or lunch at these places. I have to remember that they **SMELL** like different kinds of food, and if the smells bother me, I need to ask to leave. I also may have to **WAIT** in line for food, which is hard, especially when I am hungry. It will be worth the wait. I will remember **NOT TO RUN** in the restaurants and to keep my voice **QUIET**.



I need to **wait** patiently  
and **quietly** in line

If smells of foods **bother**  
**me**, I need to ask to  
leave the restaurant.



**NO RUNNING** inside  
the restaurant!

## Ways to get Around Greenfield Village



### Greenfield Village Omnibus Company

I might be able to get around in a cart that is pulled by one or two horses. This could be hard for me if I don't like horse smells.



### Model A Bus

I may be able to ride in a bus around Greenfield Village. This costs money and my parents or the person who brought me has to say it is ok and pay for it.



### Model T

I would love to ride in this old car. I need to ask my parents or person who brought me, because it costs money. If they say "no", it is ok; we can go do something else.



### Weiser Railroad

It would be fun to take a train ride around Greenfield Village. Sometimes the trains do not run, and if they are not, it is ok. I will find something else to do at Greenfield Village. The train makes a few stops where people get off and on again. There may be lines I have to wait in to get on the train. I have to ask my parents or the person who brought me because it costs money to ride the train.