

Social Story for
Tinkertown Exhibition

at Scienceworks
5 April to Early 2026



Museum Foyer and Ticketing Desk

I am going to visit the *Tinkertown* exhibit at Scienceworks. I will need to buy an extra ticket for this exhibition. I might have already bought our ticket online, which will have a time and date that we will visit. I can buy a [Tinkertown tickets](#) online here.

Or, I might need to line up and buy a ticket when we get to Scienceworks.



Sensory Bag

Before I go into *Tinkertown*, I can ask the adult I'm with to borrow a sensory bag from the Information Desk.

A sensory bag contains:

- Noise reduction earmuffs
- Communication card
- Sensory tools

I can use the sensory bag throughout my day at Scienceworks, and then I'll bring it back to the Information Desk before I leave.



Entering *Tinkertown*

I will need to wait at the entrance to show a staff member my ticket to get into *Tinkertown*.

There may be a line because other people want to play in *Tinkertown*, too.



Entering *Tinkertown*

When I enter *Tinkertown*, I will see one big, open space with lots of different areas to explore and play.

There is a *Tinkertown* Museum with cool inventions that I can look at. There are lots of interactive spaces where I can engage in hands-on building and playing.

There are benches available if I need to take a break.

I can look at this map to understand how *Tinkertown* is set up.



Tinkertown Museum

The *Tinkertown* Museum has different types of inventions that I can look at and read about.

I can see a motor car chassis, a morse code typewriter, a giant Swiss Army Knife model and so much more!



Exhibit Interactives: The Neighbourhood Ring

The **Neighbourhood Ring** has interactive walls where I can experiment with Whisper Tubes, code a message or create a pattern in a giant popper wall, make a rollercoaster track or solve tangram puzzles.

The walls are double sided. I can access them from inside or outside the Neighbourhood Ring.

I may have to wait my turn to play with an interactive or share the wall with another person.



Exhibit Interactives: The Neighbourhood Ring

The interactive walls have a space in the middle where you can see through to the other side.

I can play by myself, or I can build with my family, my teacher, or my friends and share the building materials.



Sensory Supports

Parts of *Tinkertown* might be noisy because of other people.

I might like to wear the earmuffs from the sensory bag if I think this will help me.

I can also sit down on a bench and use the sensory tools if I feel like taking a break.



Exhibit Interactives: Town Round

The **Town Round** is in the middle of the Neighbourhood Ring. It is full of colourful magnetic cushions. I can use these cushions to build a cubby house, a rocket ship or whatever I want.

Other children may also be playing with the cushions. My building may accidentally get knocked over by someone else. If this happens, I can go take a break or I can rebuild.



Exhibit Interactives: The Workshop

The workshop is an area where I can build with loose parts. There are wooden boxes and wheels and connectors and lots of interesting materials. I can build something on the ground, or I can use the walls and tables as a launch point.

I can be an engineer in the workshop as I test out different ways of building something like a car or a bridge. Or, I can just start building and see what I create.



Leaving *Tinkertown*

If I am visiting *Tinkertown* with my school, I might be there for 1 hour. I will ask my teacher how much time we have.

If I am visiting with friends or family, the adult with me will tell me how long we will be in *Tinkertown*. We can come back to *Tinkertown* during our visit to Scienceworks.

