

SeaWorld.

Sensory Guide

A RESOURCE FOR GUESTS WITH COGNITIVE DISABILITIES INCLUDING AUTISM SPECTRUM DISORDER (ASD)

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OVERVIEW

Planning your trip to SeaWorld Orlando.

AMENITIES

SeaWorld Orlando has so many ways to make your day a success.

RIDES

Experience thrilling coasters and extraordinary rides for the whole family.

SHOWS

Enjoy fabulous, family-friendly, live entertainment.

SESAME STREET[®] AT SEAWORLD

Laughter and learning live at Sesame Street, and now Sesame Street lives at SeaWorld Orlando!

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SENSORY LEVEL SUMMARY

1 = low sensory stimulation, 10 = high sensory stimulation*

ТҮРЕ	ATTRACTION	тоисн	TASTE	SOUND	SMELL	SIGHT
	Antarctica: Empire of the Penguin	4	0	2	1	6
	Journey to Atlantis	7	2	5	1	7
	Manta	8	1	5	1	10
	Kraken	8	0	5	1	9
S	Mako	8	0	5	1	9
RIDES	Turtle Trek	3	0	1	0	5
<u>x</u>	Wild Arctic	3	0	1	0	5
	Sea Carousel	2	0	2	1	4
	Flamingo Paddle Boats	2	0	1	1	2
	Sky Tower	1	0	0	0	3
	Infinity Falls	5	6	7	2	8
	Dolphin Days	3	1	2	1	4
S	Ocean Discovery	2	0	2	1	3
SMOHS	One Ocean	3	1	2	1	4
HO	Pets Ahoy	2	0	3	1	4
S	Clyde & Seamore's Sea Lion High	3	1	3	1	4
	Countdown to Halloween	2	0	4	1	4
	Abby's Flower Tower	3	1	2.5	1	3
Ē	Big Bird's Twirl 'N' Whirl	3.5	1	4	1	2
SEE RLI	Cookie Drop	4	1	4	1	3
SESAME STREET AT SEAWORLD	Elmo's Choo Choo Train	2	1	2	1	1
ME	Rubber Duckie Water Works	3.5	1.5	3.5	1.5	1.5
SAI T S	Slimey's Slider	3.5	1	3	1	2
S B A	Super Grover's Box Car Derby	5	1	4	1	3
	Sesame Street Party Parade	5	1	6	1	6

*Rated by International Board of Credentialing and Continuing Education Services (IBCCES). © 2018 IBCCES. All rights reserved.



OVERVIEW

A SPECIAL THANK YOU TO THE INTERNATIONAL BOARD OF CREDENTIALING AND CONTINUING EDUCATION STANDARDS (IBCCES) FOR DEVELOPING THIS SENSORY GUIDE FOR SEAWORLD ORLANDO.

For almost 20 years, IBCCES has been the industry leader in autism training for licensed healthcare professionals and educators around the globe. IBCCES recognized that many families with children who have special needs have limited travel options, and in response, created training and certification programs specifically for the hospitality and travel industry. The assessors believe the information contained within this assessment report to be correct at the time of printing.

The assessors do not accept responsibility for any consequences arising from the use of the information herein. The report is based on matters which were observed or came to the attention of the assessors during the day of the assessment and should not be relied upon as an exhaustive record of all possible risks or hazards that may exist or potential improvements that can be made.







OVERVIEW

At SeaWorld Orlando, it is our goal to provide every family with an enjoyable and memorable visit, and we are proud to offer specialized services to guests with autism and other special needs.

Our team members generally receive applicable training in a variety of areas to help them address the needs of our guests with autism and other special needs, which may include:

- Sensory Awareness
- Motor Skills
- Autism Overview
- Program Development
- Social Skills
- Communication
- Environment
- Emotional Awareness

SEAWORLD ORLANDO ADDRESS

7007 Sea World Drive, Orlando, FL. 32821



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AMENITIES

GUEST SERVICES

SeaWorld Orlando's guest services team is equipped to assist your family with the following services. You may locate a member of our team at the Information & Reservation counter located inside the park.

- Enrollment in our Ride Accessibility Program
- Assistance with Annual Pass Memberships
- Ticket upgrades & Animal Tours

- Lost & Found inquiries
- Park Sensory Information
- Dining Options
- Noise-reducing headphones check-in/out

LOW SENSORY AREA

Guests in need of a less stimulating area in the park are encouraged to visit the area between Dolphin Cove and Turtle Trek.

QUIET ROOMS

Guests in need of some quiet time and relief from sensory stimulation can utilize our new quiet rooms located next to the Information and Reservations Counter and inside the Child Care Facility in Sesame Street at SeaWorld Orlando.

RESTROOMS

All restrooms are accessible to guests using wheelchairs and are marked with the wheelchair symbol throughout the park. Companion/Family Assist restrooms are located at:

- Main entrance next to "Exit Gifts" gift shop
- SeaSide Restrooms Next to the SeaWorld Gift Shop
- Journey to Atlantis Plaza area
- Shark Encounter®

- Baby Care Center in Sesame Street at Seaworld Orlando
- Seafire Inn Restaurant
- Voyagers Restaurant
- Spice Mill Restaurant

Manual flush toilets, for those with sensory needs, are at these locations as well.

NOISE-REDUCING HEADPHONES

SeaWorld Orlando is proud to offer a limited number of noise reducing headphones are available for use during your visit. Guests with hearing sensitivity may pick up their noise reducing headphones at The Information and Reservation Center located near the front of the park. Noise reducing headphones available on a first come, first served basis and must be returned to The Information and Reservation Center before the end of the day.

PARKING

A limited number of accessible parking spaces are available on a "first-come, first served" basis in our Accessible Parking Lot located in front of the main entrance to the park. Guests who display appropriate disabled parking permits as required by Florida state law should notify the tollbooth employee that accessible parking is needed so that they can be directed to the appropriate part of the lot.



DINING

Guests looking for a quieter dining environment are encouraged to visit meal facilities during non-peak hours or ahead of meal time.

ALLERGY FRIENDLY

SeaWorld Orlando is committed to providing all guests with a safe and enjoyable dining experience. Allergy-friendly meals are offered at our dining facilities. For additional assistance or questions please contact a member of leadership at the restaurant.

RIDE ACCESSIBILITY PROGRAM

Our Ride Accessibility Program (RAP) is designed to allow guests to fully participate and enjoy our parks while keeping in mind the safety requirements of our rides and attractions. The program was developed based on the requirements of the manufacturer and by evaluating the physical and mental attributes required to safely ride each ride and participate in our other attractions. It is our policy to allow anyone to ride our rides and enjoy our attractions so long as they meet all of these requirements and such that it does not present a potential hazard to the guests or others.

Special Access is designed to allow our guests to enjoy our attractions without waiting in line if the guest is not able to do so as a result of his/her disability. Special access is only available for rides listed, and is not available for shows, parades, gift shop check-out, or restaurant lines. Guests will be placed in a Virtual Queue which equals the estimated wait time at that respective location. Guests have the ability to enjoy other attractions throughout the park during this time and then proceed to the specific attraction at the estimated time.

The following procedures will be of assistance when utilizing our Ride Accessibility Program throughout the park:

- 1. Please enroll in our Ride Accessibility Program at the Information and Reservation Counter/Guest Services where you will receive a list of the rides and attractions and the requirements for riding and enjoying each. Once you have enrolled in the RAP, you will be able to utilize our Special Access program.
- 2. Proceed to the ride entrance of the respective attraction with your RAP sheet and request a boarding time from the entrance team member. These attractions include Antarctica: Empire of the Penguin[®], Manta[®], Mako[®] Kraken[®], Journey to Atlantis[®], Turtle Trek[®], Sky Tower, Super Grover's Box Car Derby[®], and Wild Arctic[®]. If the entrance is not staffed, you may proceed to the ride exit to request a boarding time. The time provided on your RAP sheet will be based on the current estimated wait time.
- 3. We suggest you take a moment to enjoy our other attractions throughout the park while you wait in the virtual queue system.
- 4. For our smaller attractions we ask that you proceed to the ride exit/entrance (marked with disabled access sign) and inform the team member that you wish to ride. You may be asked to wait 1-2 ride cycles prior to boarding.
- 5. Only the number of guests listed on the RAP sheet (Guest utilizing RAP and a maximum of 5 additional) are able to board with the guest needing special access. Other party members will be required to use the ride entrance.

Please note: The guest with the disability must ride in order for their party to take part in our Ride Accessibility Program.

FOOD POLICY

SeaWorld Orlando has clear limitations on what types of food/beverage purchased outside are allowed to be brought in to the park. Coolers are permitted, but they must be no larger than 16-quart size.

For guests with special dietary requirements a limited number of unlimited access daily picnic size lockers are available for rent at the park. A picnic area located in the Pet Walk area next to the Pet Care Center. at the front of the park and guests may re-enter that areas as often as they would like during an operating day. The following food and beverage items are not permitted:

- Picnic lunches or other family portion servings (such as large bags of chips great than 3.5 oz, sandwiches, hot dogs, slices of pizza, subs, fried chicken, etc)
- Any outside beverages except bottled water (this includes teas, sodas, alcohol, etc in any size containers)
- Glass containers of any kind are not permitted

Coolers may contain:

- Snacks in individual serving sizes (cracker packs, bags of chips, fruit snacks, etc. that are under 3.5 oz)
- Bottled water
- Baby food in plastic containers

For the safety of our animals, plastic straws, balloons, and cup lids are not permitted inside SeaWorld.





RIDES



SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = low sensory stimulation, 10 = high sensory stimulation*

ATTRACTION NAME:

ANTARCTICA: EMPIRE OF THE PENGUIN

ACTIVITY SUMMARY:

Get transported into the rarely seen and icy world of Antarctica. You'll be able to choose a "mild" or "wild" version of this trackless, motionbased simulator experience. After you step off the ride, you'll explore the penguins' colony in an expanse that envelopes you in cool extremes: bringing you above and below their icy world.

ſ	тоисн	4	TASTE	0	စ sound	2	💪 SMELL	1	SIGHT	6
٠	Participants are seated but cannot exit the ride	t	Taste stimulation not likely	ſ	• Ride is an indoor simulation	r	Ride is indoors		 Ride is a simulat with viewing of animals as well 	
	Slight movement								Air temperature	c

 Slight movement or perceived movement as ride simulation moves through its course • Air temperatures change to mimic the Arctic.



ATTRACTION NAME:

JOURNEY TO ATLANTIS

ACTIVITY SUMMARY:

This exciting flume ride/roller coaster hybrid treats you to more than its share of surprises as you explore dark, watery passageways through the sunken city before being flung from its gates down a thrilling plunge into the waters below.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = low sensory stimulation, 10 = high sensory stimulation*

🕛 тоисн 7	TASTE 2	SOUND 5	🖒 SMELL	1 💿 SIGHT 7
 Ride features a lap bar 	 Potential for water to splash indo 	 Potential for rushing wind and water 	 Slight smell of water, outdoors 	 Changing scenery, transition from dark
 Potential for feeling weightlessness 	mouth near end of ride	sound as well as noise from other		interior to bright exterior scapes
during drop		riders		 Splashing/rushing water and drop from
 Riders will be splashed/soaked with water 				height



SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = low sensory stimulation, 10 = high sensory stimulation*

ATTRACTION NAME: MANTA

ACTIVITY SUMMARY:

Riders are taunted by a head-first, face-down inverted nosedive... and that's just the beginning. Experience the full force and power of riding the high seas, all on one of the smoothest tracks in the world.

🕛 ТОИСН 8	TASTE 1	Image: Sound state	💪 SMELL	1 🛞 SIGHT 10
 Participants are locked in over the shoulders and are 	 Slight potential for water near the end of ride 	 Potential for rushing wind sound, screams and cheers 	• Ride is outside	 Inversions, speeding by scenery headfirst are features
inverted or riding head first over scenery		of other riders		 Participants close their eyes if it becomes
 Coaster is rated as 				overwhelming

Coaster is rated as "high thrill"

ATTRACTION NAME:

KRAKEN

ACTIVITY SUMMARY:

Orlando's only floorless roller coaster is themed after a massive, mythological underwater beast unleashed from the depths of the sea. Riders' feet dangle as they travel in open-sided seats, riding on a pedestal above the track at highway speeds to heights of more than 150 feet.

Splashing/rushing

water



SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = low sensory stimulation, 10 = high sensory stimulation*

🕛 тоисн 8	TASTE 0	Image: Sound state		1 <	SIGHT 9
 Participants are locked in over the shoulders 	• No water or other potential for taste	 Potential for rushing wind sound, screams, and cheers of other riders 	• Ride is outside	٥	Ride is floorless and open on the sides, with rushing scenery and high heights
 Coaster is rated as "high thrill" 				٠	Participants close their eyes if it becomes overwhelming



SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = low sensory stimulation, 10 = high sensory stimulation*

ATTRACTION NAME:

ΜΑΚΟ

ACTIVITY SUMMARY:

Named for one of the ocean's fastest known sharks, this roller coaster speeds up to 73 mph and up to 200 feet high. Surge through ship wreck reef on Orlando's tallest, fastest, and longest roller coaster.

🕛 του	СН 8	TASTE	0	စ sound	5	💪 SMELL	1	SIGHT	9
	at the waist	1		 Potential for rushing wind so screams and ch 	,	• Ride is outside		Ride is situated water, with rush sights and a big	ing
 Several "z Coaster is 	ero-g" drops			of other riders	eers			sights and a hig speed format	n
	ed and has							Participants close their eyes	

 Coaster is rated as "high thrill"

seated in the theater

ATTRACTION NAME:

ACTIVITY SUMMARY:

Turtle Trek's 3D 360° theatre showcases the vulnerable sea turtle and asks everyday heroes across the globe to help make a difference in saving animals in the wild.

if it becomes

overwhelming

SENSORY LEVEL & PARTICIPANT GUIDELINES: 1 = low sensory stimulation, 10 = high sensory stimulation*

TOUCH SOUND **SMELL** 0 1 0 SIGHT 3 TASTE 5 Must wear 3-D • Taste stimulation Theater experience, Ride is indoors Activity is a 3-D glasses and be not likely volume may be loud theater experience



SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = low sensory stimulation, 10 = high sensory stimulation*

ATTRACTION NAME: WILD ARCTIC

ACTIVITY SUMMARY:

Experience Wild Arctic, where a flight simulator meets daring adventure as you embark on a thrilling jet-helicopter ride through the breathtaking, perilous, icy landscapes of the frozen north.

stimulating

🕛 тоисн	3	TASTE	0	🔊 sound	1	💪 SMELL	0	SIGHT	5
• Ride is indoors, simulates flight		 Taste stimulatio not likely 	n	 Simulation experience, volu may be loud 	me	• Ride is indoors		 Activity is a flight simulation perceived movement and sights may be 	1,



ATTRACTION NAME: SEA CAROUSEL

ACTIVITY SUMMARY:

Adding a classical element to SeaWorld, a marine-themed masterpiece topped by a behemoth 45-foot-wide pink octopus.

SENSORY LEVEL & PARTICIPANT GUIDELINES: 1 = low sensory stimulation, 10 = high sensory stimulation*

TOUCH SOUND **SMELL** 0 2 1 SIGHT 2 TASTE 4 Requires sitting, • Taste stimulation Music may stop and • Ride is outdoors Bright colors, holding onto not likely start or be slightly movement, and close proximity to moving carousel loud animal other riders



SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = low sensory stimulation, 10 = high sensory stimulation*

i = low sensory stimulation, IO = high sensory stimulation

ATTRACTION NAME:

FLAMINGO PADDLE BOATS

ACTIVITY SUMMARY:

Climb aboard one of our paddle boats for a leisurely tour of SeaWorld Orlando's large central lake. These flamingo-themed boats are fun for both the young and young at heart.

🕛 ТОИСН 2	TASTE 0	စ sound 1	🚫 SMELL	1 💿 SIGHT 🛛	2
 Requires sitting in moving boat 	Taste stimulation not likely	 Ride is outdoors, slight possibility of noise from other riders 	Ride is outdoors	 Ride is outdoors on a body of water in sight of other paddlers 	r.



ATTRACTION NAME: SKY TOWER

ACTIVITY SUMMARY:

Our 400-foot Sky Tower has stood as an icon for our park since we opened in 1974. Today the Sky Tower adds a dose of retro-cool to the day's adventures. Get a seabird's eye view of Orlando during this leisurely capsule ride, and take a load off as you plot the rest of your day in the park.

SENSORY LEVEL & PARTICIPANT GUIDELINES: 1 = low sensory stimulation, 10 = high sensory stimulation*

heights

🕛 ТОИСН 1	TASTE	0	® sound	0		0	SIGHT	3
 Requires sitting in an enclosed space riding to high 	Taste stimulation not likely	ו	• Attraction is ind	oors	Attraction is inc	loors	 Involves looking down on the pa from a high heig 	rk



ATTRACTION NAME: INFINITY FALLS

ACTIVITY SUMMARY:

Climb aboard one of our paddle boats for a leisurely tour of SeaWorld Orlando's large central lake. These flamingo-themed boats are fun for both the young and young at heart.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = low sensory stimulation, 10 = high sensory stimulation*

SOUND TOUCH **SMELL** 2 SIGHT 5 TASTE 6 7 85 •

- Features class 3 rapids. verv wet environment throughout ride
- jostling, unexpected turns and bumps throughout
- High potential for water to splash in mouth
- Area can be crowded. noise from other guests in close proximity and loud music throughout
- Slight smell of water
- Bright colors
- Outdoors/natural . lighting
- View from heights, elevator lift then steep drop
- Changing scenery



SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = low sensory stimulation, 10 = high sensory stimulation*

ATTRACTION NAME:

DOLPHIN DAYS

ACTIVITY SUMMARY:

Dolphin Days will entertain and inspire while educating your family about dolphins and their importance to our natural world. Together with a soaring rainbow of tropical birds, sea and sky unite while guests receive an up close look at the relationships the majestic animals have with their animal care specialists.

🕛 тоисн	3	TASTE	1	(f) sound	2		1	SIGHT	4
 Requires sitting during show in proximity to oth guests 	close	 Potential to be splashed by wa 	ter	 Attraction is outdoors in a cr event—potentia cheers, clapping 	l for	 Attraction is outdoors in an o area 	pen	 Up-close look at dolphins and ot animals in an are Splashing water 	her ena
 Potential to be splashed by wa 	ter			etc. from other guests				tricks, and other close proximity	r



ATTRACTION NAME: OCEAN DISCOVERY

ACTIVITY SUMMARY:

Learn more about killer whales, also called Orcas, and other species of whales during a special educational show. This interactive, 30-minute presentation teaches guests about the animals' adaptations, habitats and behavior.

other guests

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = low sensory stimulation, 10 = high sensory stimulation*

SIGHT TOUCH SOUND **SMELL** TASTE 0 2 2 3 Low possibility for Up-close look at **Requires sitting** Attraction is Attraction is during show in taste stimulation outdoors in a crowd outdoors in an open orcas during show, close proximity to close proximity to event-potential for area other guests cheers, clapping, other guests.

etc. from other guests



SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = low sensory stimulation, 10 = high sensory stimulation*

ATTRACTION NAME:

ONE OCEAN

ACTIVITY SUMMARY:

Killer whales join you on a journey into a world that drenches your senses in vivid colors, vitality, and the global rhythms of the ocean. Dancing fountains set the stage as you connect with thrilling sea creatures, feel the energy and spirit of life underneath the sea, and realize that we are all part of one world, one ocean.

🕛 тоисн	3	TASTE	1	(f) sound	2		1	SIGHT	4
 Requires sitting during show in proximity to ot 	close	 Potential for was splashing 	ater	 Attraction is outdoors in a cr event—potentia 	l for	 Attraction is outdoors in an o area 	pen	• Up-close look a dolphins and ot animals in an ar	her
guests				cheers, clapping etc. from other],			Show features fountains and w	ator

Some water splashing onto crowd possible

tc. from other quests

fountains and water displays

comedic themes



1 = low sensory stimulation, 10 = high sensory stimulation*

PETS AHOY

ATTRACTION NAME:

ACTIVITY SUMMARY:

Dogs and cats, ducks and doves, potbellied pigs and a few surprise animal guest stars will show you just what SeaWorld Orlando's encouragement-based training techniques can accomplish. Come see the wonderful connections that happen when animal care specialists turn their attention toward animals that aren't quite so exotic.

SOUND TOUCH 2 TASTE 0 3 **SMELL** 🕢 SIGHT Δ Show features Low possibility for • Attraction is indoors **Requires sitting** Attraction is indoors during show in taste stimulation in a theatre settingmultiple animal close proximity to potential for cheers, acts performing other guests clapping, etc. from tricks with trainers,

other guests



ATTRACTION NAME:

SEA LION HIGH: THE NEW CLASS

ACTIVITY SUMMARY:

Go to the head of the class in SeaWorld's fresh new take on a day at Sea Lion High. Those lovable sea lion stars, Clyde and Seamore, are back in school and this semester the SeaWorld Mime is ready to join the fun.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = low sensory stimulation, 10 = high sensory stimulation*

🕛 тоисн з	TASTE 1	Image: Sound state	🙏 SMELL	1 ③ SIGHT 4
 Requires sitting during show in close proximity to other guests 	 Potential for water splashing 	 Attraction is outdoors in a crowd event—potential for cheers, clapping, 	Attraction is outdoors	 Show features multiple animal acts performing tricks with trainers,
 Some splashing water possible 		etc. from other guests		comedic themes, in a crowd setting



SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = low sensory stimulation, 10 = high sensory stimulation*

ATTRACTION NAME:

ABBY'S FLOWER TOWER

ACTIVITY SUMMARY:

Just a sprinkle of magic from Abby Cadabby's wand will send you up, up, up in colorful flower pots aboard Abby's Flower Tower! Parents and kids get a fairy's-eye view of all the action on Sesame Street as they soar and turn atop this lively family ride.

sensitivity

🕛 тоисн з	TASTE	1	③ SOUND 2.5		1	SIGHT 3
 Ride (strapped to seat) 	Not applicable	le • Buzzing sound as ride spins		 Natural smells associated with 		 Ride height (reaches approx. 40 feet) and
Spinning sensation			 During busy times, crowd noise levels 	outdoor parks		spinning sensation may impact visual

can be verv high



ATTRACTION NAME:

BIG BIRD'S TWIRL 'N' WHIRL

ACTIVITY SUMMARY:

Ready... set ... spin in a nest of your own when you enjoy Big Bird's Twirl 'n' Whirl. The whole family will sing with delight as you twist around, around, around everyone's favorite bird. There's no napping in these nests.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = low sensory stimulation, 10 = high sensory stimulation*

🕛 тоисн 🗄	3.5	TASTE	1	SOUND	4		1	SIGHT	2
• Ride (must be ab to sit upright)	le	• Not applicable	ride spins associated with		associated with		 Spinning sensat may impact visu 		
Spinning sensation	on			Music playing outdoor parks		sensitivity			
Fast motion				 During busy tim crowd noise leve 	,				

can be very high



ATTRACTION NAME: **COOKIE DROP**

ACTIVITY SUMMARY:

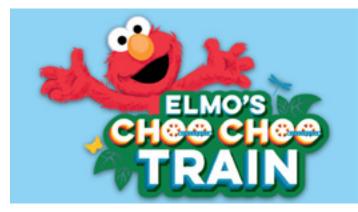
Get carried away in a cloud of cookie crumbs as you bounce up and down on Cookie Monster's Cookie Drop! Hold on tight for a giggling good time when you catch a ride on Cookie's favorite snack-time treat

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = low sensory stimulation, 10 = high sensory stimulation*

DUCH 4	TASTE	1	Sound 4	4		1	SIGHT	3
 Ride (strapped to seat) 	Not applicable		• During busy times, crowd noise levels		 Natural smells associated with 		• Ride height (read approx. 40 feet)	
 Grip (must be able to hold onto safety 			can be very high		outdoor parks		may impact visu sensitivity	al

- to hold onto safety restraint)
- Ride (jerking motion as it bounces up and down)
- Ride (fast movement)



SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = low sensory stimulation, 10 = high sensory stimulation*

ATTRACTION NAME:

ELMO'S CHOO CHOO TRAIN

ACTIVITY SUMMARY:

It's all aboard for everyone on Elmo's Choo Choo Train, an interactive bell-ringing, hornhonking train ride you won't want to miss! With Elmo as your guide seek-and-finders can spot beautiful butterflies, playful caterpillars and maybe a glimpse of Elmo's special friends, the Twiddlebugs!

🕛 тоисн	2	TASTE	1	စ္တာ sound	2	🖒 SMELL	1	SIGHT	1
 Slight rocking sensation 		Not applicable		 Clicking sounds wheels move on 		 Natural smells associated with 		Not applicable	
 Slow motion 				tracks		outdoor parks			



SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = low sensory stimulation, 10 = high sensory stimulation*

ATTRACTION NAME:

RUBBER DUCKIE WATER WORKS

ACTIVITY SUMMARY:

You're the one who will have the splashiest fun when you join Ernie and Rubber Duckie at Rubber Duckie Water Works! Enter through a spectacle of watery blasts, fountains, and pop jets while you cool off and explore a world of creative water play with bubbling fun for everyone.

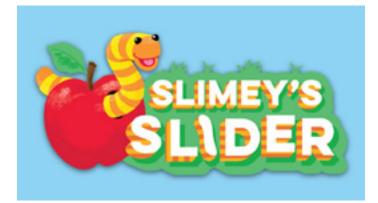
ĺ	ђ тоисн з	5.5	TASTE	1.5	🔊 sound	3.5	💪 SMELL	1.5		SIGHT	1.5
•	Wade pool (water setting)	•	Chance of water splashing in mor	uth	 Water and spl sounds 	ashing	 Slight chlorine s in water 	mell	reflec	e from the s cted on wat	,
•	Fountains and mazes spray water	r	(small amounts))	During busy ti crowd poise k	,	Other natural sr associated with		2	be bright 1 areas to p	lav

Open areas to play in water

or ears)

(may splash in eyes

- crowd noise levels can be very high
- associated with outdoor parks
- in water



SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = low sensory stimulation, 10 = high sensory stimulation*

ATTRACTION NAME: SLIMEY'S SLIDERS

ACTIVITY SUMMARY:

Climb into Slimey's Slider for an exhilarating swoop and swivel ride through Oscar the Grouch's treasured compost collection! Join Oscar's pet worm for a grouchy good time in a "boat" made just for him as he spins, rocks, and slides his way through oversized apple cores and more!

🕛 ТОИСН 3.5 📅 TASTE	1	စ္တာ sound	3	🖒 SMELL	1	SIGHT 2
 Ride (metal bar Not applicable straps rider in seat; must be able to sit upright) Grip (must be able to hold onto lap bar) 		 Buzzing sound a ride spins and sli During busy time crowd noise leve can be very high 	des es, Is	 Natural smells associated with outdoor parks 		 Spinning sensation may impact visual sensitivity
Spinning sensation						
Sliding sensation						
Fast motion						



SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = low sensory stimulation, 10 = high sensory stimulation*

ATTRACTION NAME:

SUPER GROVER'S BOX CAR DERBY

ACTIVITY SUMMARY:

Sesame Street's own furry superhero wants you behind the wheel for a racing good time at Super Grover's Box Car Derby. Get ready... get set... Super Grover's great box car race is about to begin! This family-friendly coaster is full of fun hills, big turns, and mini-dives!

🕛 тоисн	5	TASTE	1	🔊 sound	4	💪 SMELL	1	SIGHT	3
 Ride (metal bar straps rider in s must be able to 	eat;	• Not applicable		 Clicking sounds ride wheels more along the track 	ve	 Natural smells associated with outdoor parks 		 Ride height (rea approx. 40 feet) spinning sensati) and
upright) • Jerking and roc	king			 During busy tim crowd noise lev 	,			may impact visu sensitivity	ual

can be very high

- sensation from twists, turns and dips
- Fast motion



SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = low sensory stimulation, 10 = high sensory stimulation*

ATTRACTION NAME:

SESAME STREET PARTY PARADE

ACTIVITY SUMMARY:

Move to the beat during the coolest party on wheels and celebrate with your favorite friends at the award-wining Sesame Street Party Parade. Visitors of all ages will be up and dancing as Elmo, Big Bird and friends accompany colorful floats – and a few special surprises – in the first parade ever at SeaWorld Orlando.

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 Standing outside in close proximity to others 	Not applicable		 Sesame Street characters talk a sing 	nd	 Natural smells associated with outdoor parks 		 Life-size Sesame Street characters and large floats
 Sesame Street characters interact with the audience 			Music playingDuring busy time	· ·			 Sesame Street characters walk, dance, sing and
 Participants may sing and dance 			crowd noise leve can be very high				interact on "the street"

*Guests who want to enjoy the parade without direct character interaction are encouraged to view several rows back from the parade viewing line.

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