



# Exhibit Design, Fabrication, and Installation

Request for Qualifications

Released: September 21, 2020

<b>Section 1: Project Introduction</b>	<b>3</b>
<b>Section 2: Museum Background</b>	<b>4</b>
<b>Section 3: Scope of Work</b>	<b>5</b>
General	5
Project Deliverables	6
Project Priorities	6
Ideal Working Relationship	6
Project Timeline	6
<b>Section 4: Statement Submission Requirements</b>	<b>7</b>
<b>Section 5: Request for Qualification Schedule</b>	<b>9</b>
<b>Section 6: RFQ Evaluation Criteria</b>	<b>9</b>
<b>Section 7: Contact</b>	<b>11</b>
<b>Appendix A - Exhibit Descriptions</b>	<b>12</b>
GREAT BIG RIVER	12
CLIMBER TO THE CLOUDS	12
BIG WOODS WORKSHOP	13
GREAT EXPLORATIONS	14
BRIDGES TO THE WORLD	15

## Section 1: Project Introduction

Great River Children's Museum (GRCM) is an emerging children's museum with a projected opening in Q3 2022. We are currently seeking qualifications for the design, development and fabrication of our multiple hands-on, interactive, children's museum exhibits and gallery spaces. The primary audience for exhibits will be children from birth to age 10 years old and their caring adults.

Over the past 2 years our Board and team of volunteers have been very busy working to conceptualize much of this museum. We engaged with Vergeront Museum Planning to create our Museum Strategic Master Plan in September 2019, and since that time our Exhibits Committee has worked to further conceptualize 5 key exhibits that will embody and enhance GRCM's "Opening Worlds" theme. Additionally, we are hoping to fill our museum with many other play and learning opportunities that are secondary and support much of what has been outlined in our vision and values.

We are seeking a design-build firm that can help us translate these concepts into designs efficiently, work directly with our museum staff and volunteers as well as our architectural team and construction manager, and help us move towards our opening goal in a budget-conscious way. If efficiencies can be found we would like to hear about them, if there are creative ways to incorporate storage into the design we will greatly value this in some of our galleries. We would like these experiences to be layered, immersive and designed such that robust programming can be built around them.

In this project we have identified 5 main exhibits that will span throughout our museum as well as a few other opportunities that are open for design. These 5 exhibits are identified briefly below. More information is provided for each exhibit in the attached [Appendix](#). The exhibit explanations provided in the Appendix will be the main reference for firms working to compile and submit a Statement of Qualifications to GRCM.

- **GREAT BIG RIVER**
  - 3 gallery spaces, spanning 3 floors, with approximate sizes of 1800 sq ft / 1500 sq ft / 500 sq ft available on each respective floor.
  
- **CLIMBER TO THE CLOUDS**
  - Approximately 600 sq ft of floor space and a height of 20 ft. Starts on level two of the building and continues up through level three with elevator access 3rd floor overlook of climber space.
  
- **BIG WOODS WORKSHOP**
  - Approximately 1800 sq ft.
  
- **GREAT EXPLORATIONS**
  - Infant and Toddler exhibit space, approximately 1000 sq ft.

- **BRIDGES TO THE WORLD**
  - Approximately 1200 sq ft.

Additional design opportunities include:

- Outdoor Play Space - The architects and planning teams have identified that an outdoor space adjacent to the main entrance is desired. The exhibits committee would look to further conceptualize this space with a designer familiar with outdoor exhibit space. Approximate size of space is 5,000 sq ft.
- Rooftop Exhibition Space - The architects and planning teams have identified the potential for a second floor walkout rooftop space. Ideally we would like the learning and hands-on experiences to move out into this space, however at this time this space will be subject to final architectural approval and budget. Approximate size of space is 2,000 sqft.
- Interactive Donor Wall

## Section 2: Museum Background

In 2012, the idea of creating a children’s museum in the Central Minnesota region began to take shape in conversations amongst a group of educators. Those educators, a team of five individuals, formed a small board and planning committee comprised of community members and set out to create a local children’s museum for area families to enjoy. Great River Children’s Exploratorium (the original name) was registered in 2012, established 501c3 status in 2013, and joined the Association of Children’s Museums shortly thereafter. *[As a 501c3 organization, the Great River Children’s Museum receives a portion of its revenue from donors, sponsors, foundations, and other grant opportunities.]*

Observations were collected through over 30 museum visits organized for the group to look into environments and operations at other facilities. Those museum visits were followed by a feasibility study and the formulation of a business plan. In 2016, GRCE\* (now GRCM) collaborated with Stearns History Museum and CentraCare to host the Healthyville exhibit at Stearns History Museum’s space. The Healthyville exhibit was visited by 6,000 people in 2016 and its success helped to build awareness about what a children’s museum within the community could mean for quality of life and the economy in the area.

In 2017, the team researched Parent Learning, surveyed interest, met with community leaders, wrote grants, prepared case studies of museums in similar-sized communities and searched for a potential building. By early 2018 the small board and planning committee made the decision to establish a larger Board of Directors to strengthen the organization, increase the workload capacity, and the website ([www.greatrivercm.org](http://www.greatrivercm.org)) was launched. In May 2018 a local banking organization, Liberty Bank MN, made the decision to generously donate their 25,000 sq ft building, previously home to their company headquarters, located on Seventh Avenue South in Downtown St. Cloud. In late 2018, the decision was made to change the organization’s name from Great River Children’s Exploratorium to Great River Children’s Museum (GRCM) and Vergeront Museum Planning was engaged to help GRCM develop a detailed Strategic Master

Plan.

The 25,000 sq ft future home of the Great River Children's Museum has a rich history, dating back to the early 1900's. There are three separate but connected buildings that have been occupied by a variety of businesses and residents such as a chicken hatchery, a tire store, a creamery, a grocery market, an athletic club, law firms, and a bank, to name a few. The Board of Directors engaged JLG Architects to draw up pre-design plans in 2019 and visuals were prepared so that fund raising could begin. Preparations are being made for the Schematic Design phase to begin which includes the search for an Exhibit Designer and a construction manager.

The Great River Children's Museum's mission is to shine a bright light on the power of play to spark children's learning, strengthen families, and build community connections. Its dynamic, interactive environments and experiences are a gateway to the world and its people for children and families of all backgrounds.

## Section 3: Scope of Work

### General

The selected firm shall furnish all expertise, labor, and resources to provide complete services for this project. The work shall be conducted in coordination and collaboration with GRCM staff, Board of Directors, Key Volunteers, and other stakeholders.

*The chosen firm may be required to complete any or all of the following:*

1. Informational meetings with GRCM and JLG Architects to understand the overall museum design and function, which may include:
  - a. Coordination with JLG Architects and their team of consultants on building infrastructural requirements for exhibits.
  - b. Meet with GRCM stakeholders, members, and staff to listen to needs and wants for incorporation in the overall exhibit design and function. This will include the review of exhibit conceptualization report documents compiled by the GRCM Exhibits Committee.
  - c. Ongoing contact with GRCM Staff throughout the duration of the project.
2. Analysis of non-exhibit spaces within the facility to help determine exhibit storage options/needs.
3. Conceptual comprehensive guest experience plan narrative with illustrative art
  - a. Coordination with JLG Architects on the overall finish palette and materials
  - b. Coordination with JLG Architects with regards to environmental graphics, signage, and branding.
4. Evaluation of project schedule and coordination with GRCM and other contractors.
5. Continued evaluation of project budget and clearly defined payment plan.
6. Other services consistent with the intent of this RFQ including, but not limited to, consultation on value engineering opportunities and cost-savings strategies for the

design. Additionally, employment of efforts to reduce environmental impact and pursuit of green design and sustainability practices.

### Project Deliverables

1. Formative evaluation report/summary of initial review and findings
2. Concept narrative and preliminary budget based on concept drawings
3. Conceptual and final design drawings/renderings for all elements including AV, technology, exhibit specialty lighting design, and infrastructural requirements
4. Prepare renderings and/or models illustrating key components of the exhibits and as appropriate for fundraising
5. Keep costs in line with agreed upon budget and submit timely itemized invoices
6. Proposed project schedule
7. Fabrication - including use of materials and design that provides a long lifespan and reasonable maintenance needs
8. Installation of all exhibits into the museum & Testing to assure smooth functioning
9. Final walkthrough inspection with GRCM staff and 2-3 vendor representatives (including project manager)
10. Post installation support, long-term maintenance manuals/schedules, and warranty of product

### Project Priorities

GRCM celebrates diversity and is seeking a firm that can highlight the many wonderful facets of our community's cultures. "Opening Worlds" is the experiential theme that will be present throughout the museum and its exhibits.

### Ideal Working Relationship

GRCM is an emerging children's museum led by our Executive Director and a passionate board and key volunteers. We are seeking a firm with forward-thinking and creative theories around hands-on, interactive, and immersive learning. It isn't enough to push a lever or a button. Instead, we are concerned with the environment created for learning, and strive for a richly layered, locally relevant experience, that is also open to an expanding world. We are seeking an engaged partner who clearly communicates and passionately collaborates with GRCM every step of the way.

Throughout the project we will require direct contact with a project manager as well as the design team, and wish for an open channel of regular communication between the firm, GRCM Executive Director, and principle exhibits and facilities volunteers.

### Project Timeline

At this time a project completion date ("museum opening date") has been tentatively set for Late Summer 2022. We expect that the building renovations will begin in the preceding 12 months to the completion date.

The architect has completed the “Pre-Design Phase”, and we are expecting to move forward into the “Schematic Design Phase” at the start of 2021 once our exhibit design firm has had a chance to connect with the architect.

## Section 4: Statement Submission Requirements

Please read the following section carefully and include all information requested in order to be considered to move forward in evaluation for this project.

The Great River Children’s Museum’s intent is to contract one design team to lead the exhibition development and design project outlined in the Project Introduction. The design team chosen will have demonstrated expertise and abilities in creating dynamic and immersive environments that leverage a visitor-centric design process. The team will also be equally skilled at collaborating with multiple client stakeholders.

While GRCM welcomes single design firm proposals, our expectation is the project will be led by an exhibit design-build firm skilled in complex multi-gallery projects, and subcontracting (when needed) with outside entities specializing in media, interactive design and implementation, and other areas pertinent to the identified projects, who complement the lead firm’s expertise.

The museum is requesting that Statement of Qualifications in response to this RFQ be delivered via email no later than 5:00pm CT on Friday, October 23, 2020. Statements should be no longer than 50-pages (25 spreads), delivered in pdf format (file size not to exceed 20MB) or website link to Cassie Miles, Executive Director at [cassie.miles@greatrivercm.org](mailto:cassie.miles@greatrivercm.org).

The following information is requested to be included in submitted Statement of Qualifications:

❖ Letter of Interest

Outline why this project is of interest to your firm and how your proposed team can partner with the Children’s Museum to meet its project goals.

❖ Summary of Firm Background and Competencies (6 pages maximum)

Share with the Children’s Museum the expertise your design firm has in-house, and the expertise any additional partners bring to the project. Please address in narrative form the following bullets:

- Describe the design team’s exhibition development and design philosophy, and process.
- Please describe your experiences working with Children’s Museums and/or similar institutions. Speak to the design team’s understanding of the role of Children’s Museums in today’s cultural institutions, community gathering spaces, and child education through play.
- Describe your approach to designing spaces that support education through play. What solutions have you produced for other institutions whose projects had similar goals?

- Please describe any experience you have with projects funded in whole or in part by grant dollars.

❖ Current Workload

Provide a list of other projects the lead design firm currently has under contract. If possible, include client name, current phase, estimated completion date and total percent of project completed. Also provide the firm's estimated starting time frame, anticipated availability, and approximate duration for projects of GRCM's size and scope.

❖ Proposed Design Team Structure

Outline your design team's organizational structure through a team organization chart.

❖ Proposed Team Members (12 pages maximum)

Share the role of identified team members in key positions and their relevant experience to this project.

A portion of the funds used to pay for the work identified in this RFQ may be sourced through grants. Terms can vary from grant to grant and certain stipulations may apply to work that is subcontracted and/or vendors from whom materials are sourced.

If applicable, please specify how subcontractors and vendors are selected (e.g. bidding process), and confirm that all affirmative steps are taken to assure that targeted vendors and subcontractors from businesses with active certifications through the following entities are used, when possible:

- [State Department of Administration's Certified Targeted Group, Economically Disadvantaged and Veteran-Owned Vendor List](#)
- [Minnesota Unified Certification Program](#)
- [Central Certification Program](#)

❖ Fee Schedule, Hourly Rate and Expense Schedule

Provide an approximate fee schedule, hourly rate schedule and expense schedule. The expense schedule should be as inclusive as possible and should account for all congruent fees such as delivery fees, support staff costs, and travel expenses (if applicable).

❖ Previous Work

Provide five (5) recent case studies with project descriptions that demonstrate the lead design firm's use of a creative approach to similar projects. Please include examples that demonstrate the use of technology in innovative and creative ways. We are seeking evidence of experience in designing exhibits that are highly-interactive and provide experiences with a broad appeal. The project descriptions should include the following information:

- Services rendered
- Total square footage of project
- Total design fees for all partners involved in the design process



➤ Total fabrication and implementation budget

*Teams can submit up to two (2) additional case studies for each partner team member, separate from lead designer's case studies.*

❖ Professional References

Provide three (3) professional references for the lead design firm and one (1) professional reference for each design team partner.

## Section 5: Request for Qualification Schedule

Please read the following schedule carefully and adhere to all dates listed in order to be considered for a short list.

Date	Activity
September 21st, 2020	Request for Qualifications Posted/Released
<b>October 2nd, 2020</b>	<b><u>Intent to Submit Due</u></b> <sup>1</sup> - email museum contact of your intent to submit qualifications by 5:00pm CT
September 18th - October 5th, 2020	RFQ Inquiry Period - please submit any questions you may have by October 5th at 5:00pm CT
October 6th, 2020	Answers to Inquiries Released
<b>October 23rd, 2020</b>	<b><u>Qualifications Due via Email by 5:00pm CT</u></b> <sup>2</sup>
	Any printed materials must be received by the museum by October 28th <sup>3</sup>
November 10th, 2020	Shortlist/Decision Notification

1. The Great River Children's Museum must receive notice of your design firm's intent to submit qualifications by 5:00pm CT on October 2nd, 2020. Please email your intent to submit to Cassie Miles at [cassie.miles@greatrivercm.org](mailto:cassie.miles@greatrivercm.org).
2. The museum is requesting that Statement of Qualifications in response to this RFQ be delivered via email no later than 5:00pm CT on Friday, October 23, 2020. Statements should be no longer than 50-pages (25 spreads), delivered in pdf format (file size not to exceed 20MB) or website link to Cassie Miles, Executive Director at [cassie.miles@greatrivercm.org](mailto:cassie.miles@greatrivercm.org).
3. If a design team would like to submit a printed and bound copy of their response (in addition to the electronic version), the museum will accept hard copies through October 28th. Respondents are responsible for arranging timely delivery.

## Section 6: RFQ Evaluation Criteria

All Qualifications will be subject to a review and evaluation process by the Exhibit Committee. It is the intent of the Museum that all firms responding to this RFQ, who meet the requirements, will be ranked in accordance with the criteria established in these documents. The Museum will consider all responsive and responsible Qualifications received in its evaluation and award process. For evaluation purposes, the term “Responsible” means: A business entity or individual who is fully capable to meet all of the requirements of the solicitation and subsequent contract. Must possess the full capability, including financial and technical, to perform as contractually required and be able to fully document the ability to provide good faith performance.

Qualifications shall include all of the information solicited in this RFQ, and any additional data that the offeror deems pertinent to the understanding and evaluating of the Qualification. Respondents should not withhold any information from the written response in anticipation of presenting the information orally or in a demonstration, since oral presentations or demonstrations may not be solicited. Each respondent will be ranked based on the criteria herein addressed.

Respondents submitting the required criteria will have their Qualifications evaluated by a committee. In addition to a determination that the respondent aligns with GRCM’s project and museum objectives, each respondent’s submission will also be scored for factors as identified below.

During the evaluation process and at the sole discretion of the Museum, requests for clarification of one or more respondent submittals may be conducted. This request for clarification may be performed by the Museum in a written format, or through scheduled oral interviews. Such clarification requests will provide respondents with an opportunity to answer any questions the Museum may have on a respondent’s submittal.

Submissions will be evaluated on a total score basis, with a maximum score of one hundred (100) points. The following criteria will be used as part of the evaluation process to determine the successful respondent(s):

	<u>Maximum Points</u>
Respondent’s Qualifications (Firm & Project Team)	25
Experience with Children’s Museums	25
Experience with a project of this scope and size	15
Approach to the Engagement	20
Current Workload and Availability	<u>15</u>
<i>Total Points</i>	<i>100</i>

The request for qualifications or any subsequent request for proposal does not commit GRCM to award a contract or to pay any costs incurred in the preparation of the proposal. GRCM

reserves the right to extend the due date for the RFQ, to accept or reject any or all proposals received as a result of this request, to negotiate with any qualified consultant, or to cancel the RFQ in part or in its entirety.

Possible interview of top selected applicants: November 2020.

General Requirements for Selected Firm (not necessary for proposal):

The selected firm will be required to carry commercial general liability insurance as well as an excess/umbrella liability policy that is in force at all times during the contract period. The museum must be provided a certificate of these insurance policies. Limits and specifics of these insurance coverages will be determined at the start of the contract.

All proposal packages received by GRCM will become GRCM's property for use as deemed appropriate. Great River Children's Museum is an equal opportunity Employer. Every effort will be made to ensure that all persons, regardless of race, religion, gender, color and national origin have equal access to contracts and other business opportunities with GRCM.

## Section 7: Contact

### **Cassie Miles**

Executive Director

Great River Children's Museum

111 Seventh Avenue South

Saint Cloud, MN 56301

320.200.4110

[cassie.miles@greatrivercm.org](mailto:cassie.miles@greatrivercm.org)

## Appendix A - Exhibit Descriptions

- GREAT BIG RIVER

Three different places in the Great River Children's Museum will feature three different elements of our Mississippi River. These three separate, but connected (via the narrative of our museum's theme), elements will be spread across 3 floors. Each experience will represent different stages of the river as it leads to our local area.

On the main floor will likely be our most expansive water exhibit, identified as the "Confluence and Home", which will be the most familiar to our visitors. Ideally this water experience will be modeled after our local attributes, including the local river parks, dams, bridges, and the Beaver Islands. It presents an opportunity for children and families to interact and engage with our river. We hope to have this gallery feature a naturalistic stream table, and share many of the same aesthetics and design elements as the adjacent Big Woods Workshop. Smaller-scale elements could also be built nearer to the toddler area (Great Explorations) to allow for small children to engage with the water. As visitors peek towards the large 19 ft atrium, they will see a waterfall that hints at what might be going on up on the second level.

Moving up to the second floor, visitors will enter the "Waterfall" river experience. This industrial-themed feature may include real water (if feasible), and we will highlight the various industries that are a part of our community (e.g. a water treatment facility), understanding hydrology, and how dams work to name a few. If real water is not present on the second floor there will still be excitement and the "Waterfall" theme will still be present. The second floor may also be a place to include appropriately-themed, non-water STEM experiences. Including balls, scarves, pneumatics, and other fun hands-on experiences.

On the third floor guests have the opportunity to *find* the "Headwaters" of the Mississippi. Similar to how the origins of the mighty Mississippi are hidden in Northern Minnesota, the "Headwaters" are nestled deep in the museum and visitors will be urged to seek out this experience. This experience could simply include an acrylic floor (no live water) for children to walk across the headwaters, stepping stones, digital kiosks, and other information about the wildlife they might encounter. Additionally, this segment of the Great Big River exhibit could provide opportunities to learn about the cultures that have connected with the river, and serve as an entry point to the "Bridges to The World" gallery. There has been some discussion about moving this exhibit to the entry of the museum, however, a designer may need to help us weigh the pros/cons to these options.

- CLIMBER TO THE CLOUDS

This weather-themed, multi-story climber is largely fabricated from clear and translucent materials. Even at the lowest levels, climbers feel as though they are high above the ground, like they are stepping into the sky. Through all levels, this will be an immersive experience highlighted by aerial views of the city below, spectacular views of neighboring landmarks from 3rd-floor windows, and multimedia projections on walls in every direction.

Starting on the lowest level, both parents and children will be able to interact with weather-related kiosks and view various apparatuses as they watch other climbers navigate the climber. Smaller toddlers will have their own opportunity to engage with a small slide and cloud element sized appropriate to their abilities. There will also be multiple paths to begin your ascent up the climber, or the option to enter the basket of a hot air balloon. This balloon has functional controls that will raise and lower the overhead balloon within the exhibit space. Further up the climber children will feel that they are within the clouds with the ability to stop and sit, take in the views and continue to challenge themselves to reach the top (which may include a ceiling pop up to view above the roofline). There will also be several ways for children to climb back down to exit the climber, including multiple slides that can mimic thunder as they slide back to the ground.

Safety and accessibility are paramount, with a desire to also make this experience immersive. We want children to be able to interact with various weather elements, control scenery, and experience multi-sensory activities. From the third-floor we would like children to be able to engage from a mezzanine accessible from the rest of the museum, and to be able to interact with elements in a meaningful way. Changing weather patterns, lighting, wind, warmth, and sounds will all be incorporated throughout the climber experience. The ceiling and walls will be able to shift with the changing seasons, weather conditions, and time of day - with hanging lighted clouds, LED star constellations that can be viewed in night-mode, and projected live views of our current weather conditions.

Our aim is to create an experience that exceeds any other climber in our community.

- BIG WOODS WORKSHOP

The Big Woods Workshop will be passed through by most patrons as they enter the museum. This exhibit will set the tone for the rest of the museum. The Big Woods Workshop will engage children in exploration, play, and learning. Log paths, or other natural materials, will lead visitors through the exhibit. As visitors move through the exhibit, they will encounter an area for building, theatre play, and camping. The colors should be natural, with a lot of natural light. This area should include realistic, or real when possible, trees, plants, animals, and insects. The walls can be painted to look like a forest as well as use natural materials as covering, such as tree bark, tree rings, or various types of local woods. The ceiling could be relatively blank with the option to project images or a natural sky feature, such as a cloudy day, a sunny day, migrating

birds, etc, depending on the time and use of the area. The Big Woods Workshop will consist of three main areas:

- **Camp Site** - In the camping area, there will be a “fire pit” surrounded by log stools for kids and adults to sit. This will include a tent or “tree fort” for play, as well as an outdoor “kitchen” area. The tent/tree fort and grill will be permanent features, so should be durable and able to withstand exploration from children of a variety of ages. Binoculars will be available for exploration. Some will be “real” working binoculars, for looking outdoors around the museum. Others can have photos or images of animals we might see in the woods in our area or a live cam on area birds’ nest (chimney swifts). This area will be wooded and include log seating and “hidey-holes” made from logs or tree trunks. Another area will incorporate St. Cloud area granite, as a play “quarry” where children can interact with different types of area stones. Granite quarries have been an important part of St Cloud’s development and continue to shape our landscape today.
- **Theater** - In the theatre area, a rustic stage with a movable curtain will allow children to play-act. There may be rotating props for children of a variety of ages, such as tools, wooden “bricks”, movable trees, and costumes. The open space between the Theater and The Workshop can also be used for imaginary play and building, when there are no structured activities occurring in the Workshop.
- **Workshop** - Near, or attached to the Theater, will be the Workshop structure. The Workshop will have some activities available to patrons at all times as well as space for group, adult-led activities. If a teaching kitchen is possible, this could be the place for it. This will require storage space and some movable tables that can be set up in the theatre area for working on crafts/activities. The permanent activities can include simple woodworking activities, simple crafts, play tools, log (play) building materials. Adult led activities could be talks from naturalists, storytelling, and more complicated crafts.

- **GREAT EXPLORATIONS**

Great Explorations is an exhibit area that will focus on children three and under and their parents/caregivers. The exhibit will occupy 800-1,000 square feet and will be located on the first floor in the northeast corner of the building close to a mothering room and a family bathroom.

The exhibit space will provide a variety of sensory activities in 5-6 different areas that will be enclosed by a fence or short wall around the exhibit area to give some feeling of security for parents and children. The activity areas will be designed to accommodate on the floor infants who are 0-6 months, 6-12 month crawlers and 1-3 year olds.

Parent-child interaction will be encouraged through the design of materials and spaces that bring parents and children together in play. There will also be comfortable spaces for adults to sit that are designed into the environment and are different sizes for a range of abilities.

The six suggested areas were reviewed:

1. **Light play and Inside Out** - The design of the space will bring nature in through tunnels, caves, trees and places to hide. Light play could also be incorporated into this design without projectors or crazy mirrors. Mirrors are a good idea for this age but shouldn't distort. Shadow play could also be incorporated.

2. **Rolling and Locomotion** - There should be a space for rolling and locomotion as described in the plan with places for rolling and climbing and jumping. There would be soft ramps, steps and slide for large motor practice.

3. **Story Place** - A third area would be a comfortable quiet space for stories, with a variety of comfortable places to sit and snuggle with books, puppets and a story board. A place to rest and snuggle after exploration in the other areas.

4. **Sound & Echo** - Another area would focus on sounds and various ways to explore sounds from voices to quiet drums. Shout tubes, whisper dishes, ear cones and other ways to amplify sounds. This area could also include music, nature sounds as well as child experimentation with instruments.

5. **Sensory Play** - There was discussion about how to incorporate sand play and water play into the exhibit as a fifth area. There was concern about eating sand and getting too wet with water during winter.

6. **Nurturing Play** - There should also be space that is designed around babies and pretend play-sleeping, eating, bathing etc. for 1-3 year olds. The Circle of Security graphic would be a simple point of reference for parents about the importance of relationships and the typical going out for exploration and coming in for comfort and security as a model of attachment behavior in children 0-3.

- BRIDGES TO THE WORLD

The experiential theme of our museum is "Opening Worlds" and this exhibit should be exemplary of that theme. There are many possibilities for this concept that our team is working to formulate and we will need assistance from a consultant to move successfully into a pre-design phase. The general vision for this space is an immersive experience for children and families, that allows for experiential activities that quite literally and figuratively *bridge* the gap in understanding and interacting with different cultures. Elements may include both virtual and tangible environments. The elements and cultural settings will be both familiar and unfamiliar to people living in and around Central Minnesota.