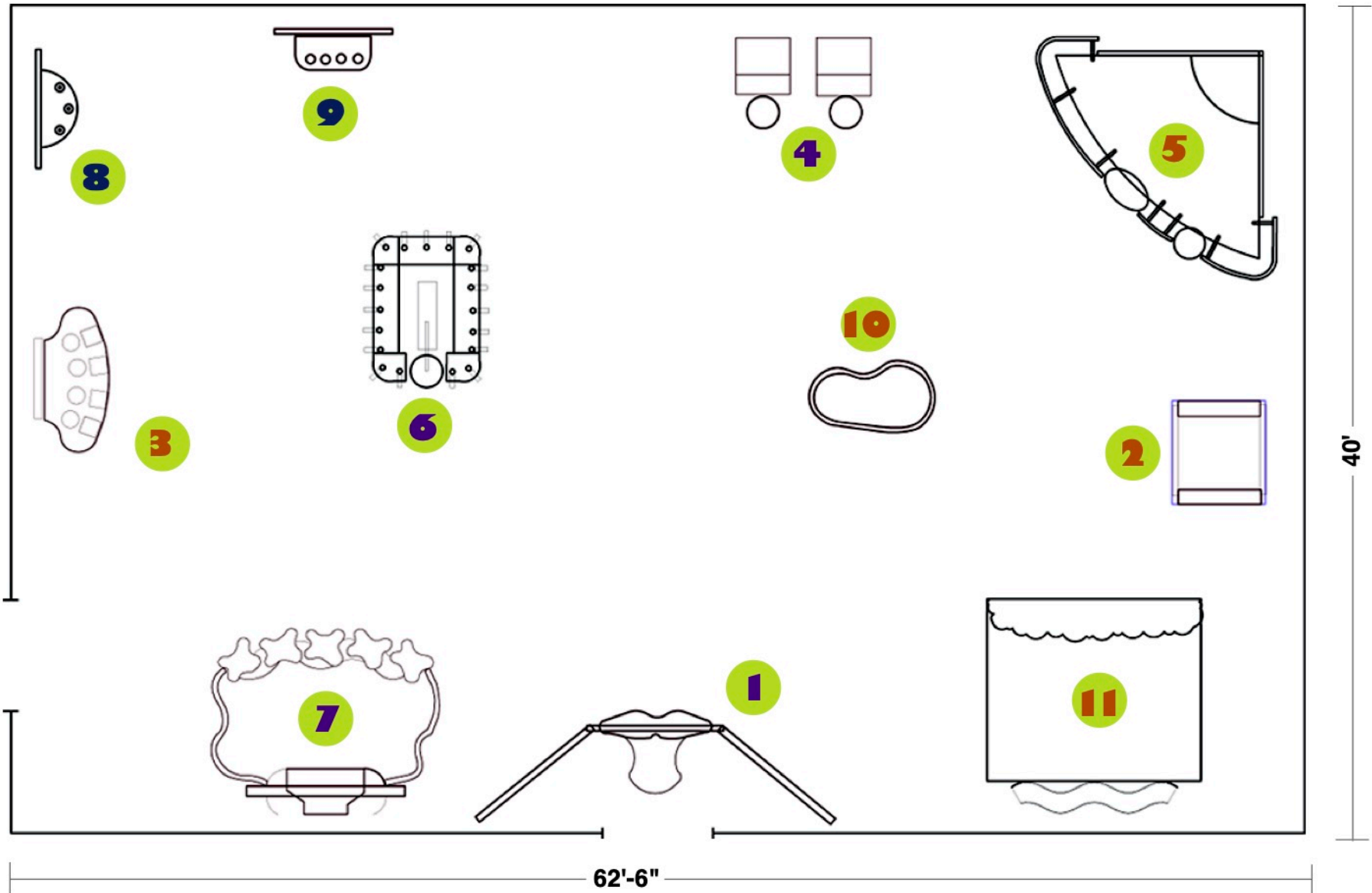




SUGGESTED FLOORPLAN



1. GALLERY ENTRANCE
2. LOOK INSIDE
3. YU STINK
4. URINE THE GAME
5. NIGEL NOSE-IT-ALL
6. BURP MAN

7. LET'S PLAY GROSSOLOGY
8. TOOT TOOT!
9. VOMIT CENTER
10. PATIENTS PLEASE
11. KNOW YOUR BLEMISHES
12. SCIENCE FACTOIDS

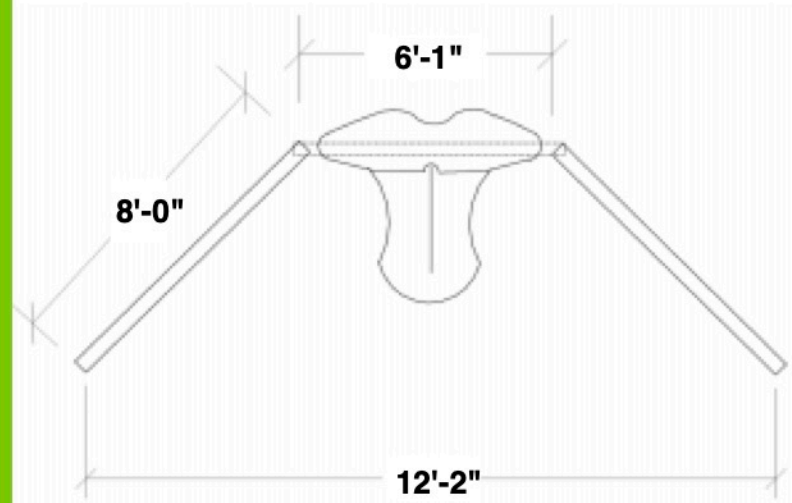
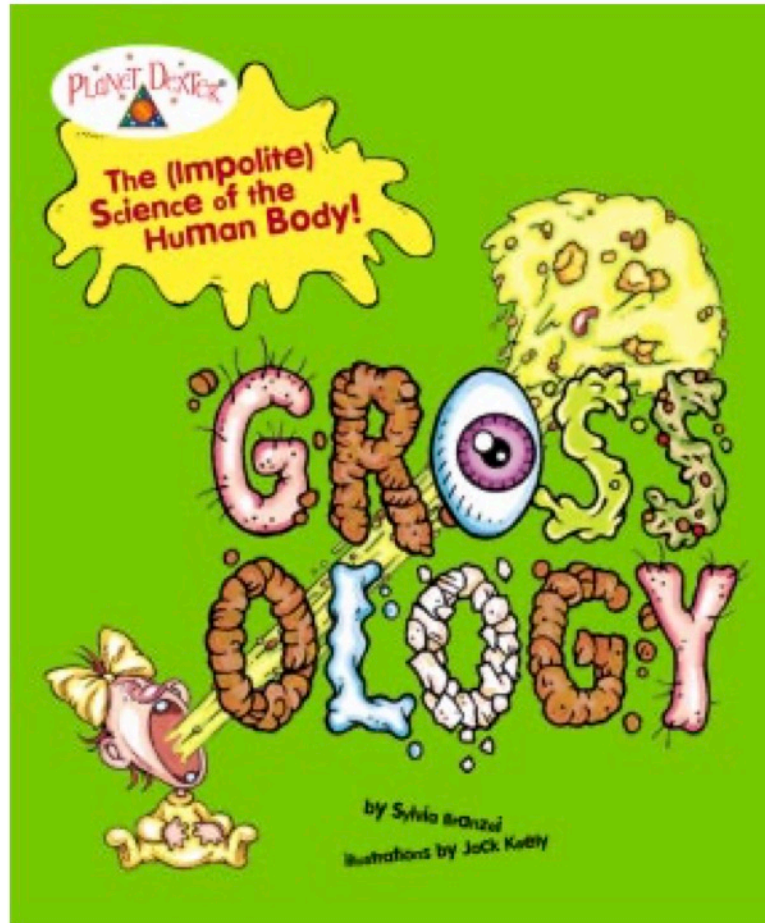
GALLERY ENTRANCE

EXHIBIT DESCRIPTION

Visitors enter the exhibition gallery and are welcomed by a large, oversized book cover, a giant mouth with a tongue and an exhibition credits panel.

The book cover is a replica of the front cover of the best-selling children's book, *GROSSOLOGY*, written by school teacher and author Sylvia Branzei. Visitors enter the exhibition by walking onto the tongue floor mat and through the giant cartoon lips into the world of GROSSOLOGY.

Outside the exhibit entrance a special audio is available to play, in which kids ask a series of theme-related questions such as: "What is snot? Why do we pee? Why do we smell?"



LOOK INSIDE: What is my digestive system and how does it work?

EXHIBIT DESCRIPTION

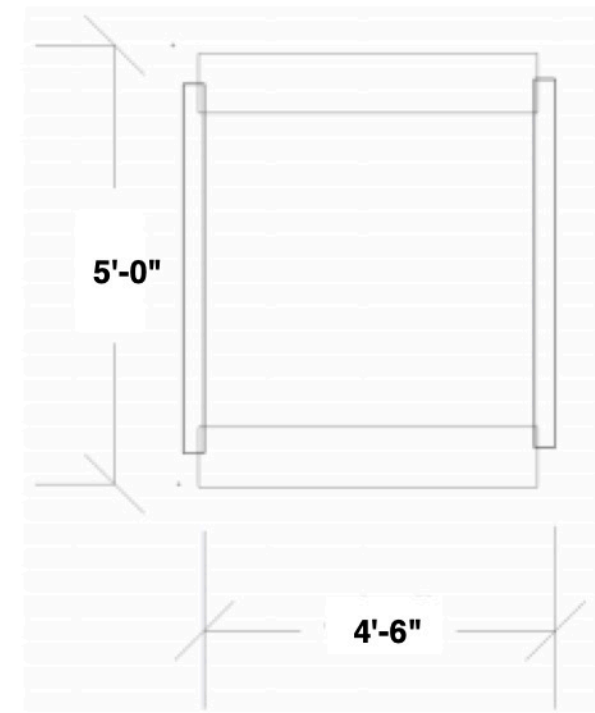
Visitors can see that their head seems positioned on a cartoon body. They press the Start button and look into the mirror facing them. They see an X-ray machine playing an animated video describing the digestion of food as it passes through the gastrointestinal system.

EXHIBIT CONTENT

Features a cartoon character that visitors can position themselves behind for viewing of the video.

INTERACTIVES

- One video station



NIGEL NOSE-IT-ALL: Why does my nose have snot?

EXHIBIT DESCRIPTION

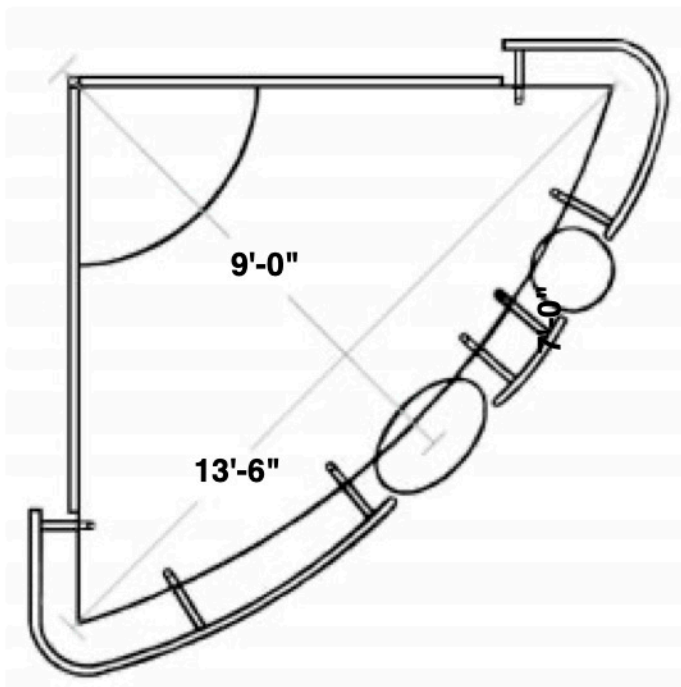
Interested in why we have runny noses, allergies, sneeze, and snot? Ask "Nigel Nose-It-All." Simply select (press button) from five different categories. Nigel has four different presentations in each category. Watch Nigel. But look out! Don't get hit by the snot ball that drops out of his faucet-like nose!

EXHIBIT CONTENT

Scenery includes staging, button kiosk, science information, a microscope station with three selections.

INTERACTIVES

- Kiosk with multiple category question buttons
- One microscope station



BURP MAN: What causes me to burp?

EXHIBIT DESCRIPTION

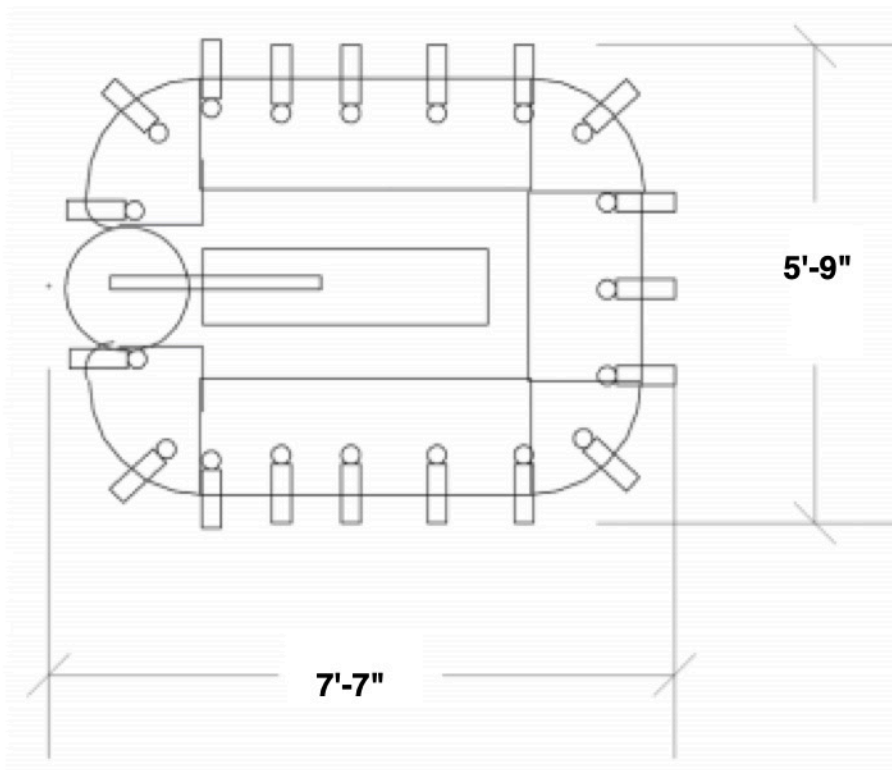
A larger-than-life cartoon character drinks from a three-foot-tall pop can pumped by visitors. Once the burp meter reaches "Gas Attack," our animated character lets out a belch! Oops! Pardon me! Visitors learn about air pressure and how the cardiac sphincter works.

EXHIBIT CONTENT

Features a giant pop can with a pump handle, burp pressure meter, see-through stomach for viewing gas buildup, and our large animated character.

INTERACTIVES

- Burp machine



LET'S PLAY GROSSOLOGY: A test of what you have learned!

EXHIBIT DESCRIPTION

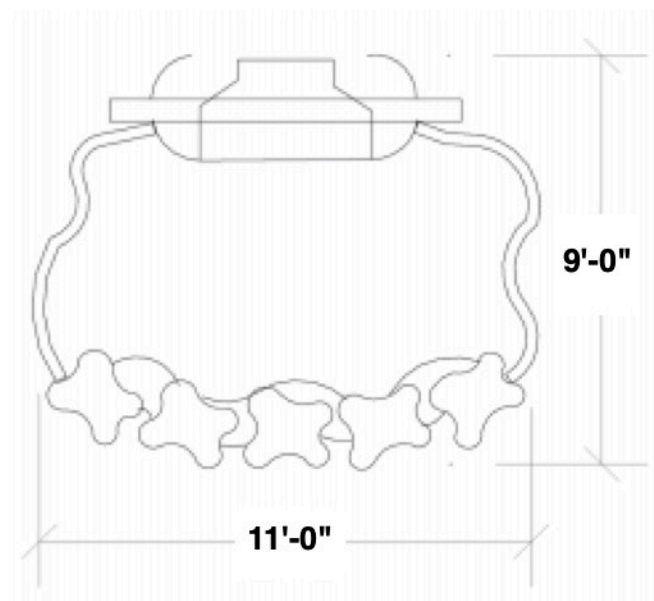
"Her Grossness" emcees the action where visitors test their GROSSOLOGY IQ at this multiple-choice challenge. Up to 5 visitors may take the 7-question challenge, and there are 10 different sets of questions.

EXHIBIT CONTENT

Features 5 player stations facing a large-screen video monitor. Game is animated and has many gross special effects. Game updates players' standing after 4 questions and then "Her Grossness" announces, "We have a winner!"

INTERACTIVES

- 5 player stations



TOOT TOOT!: Why do I toot?

EXHIBIT DESCRIPTION

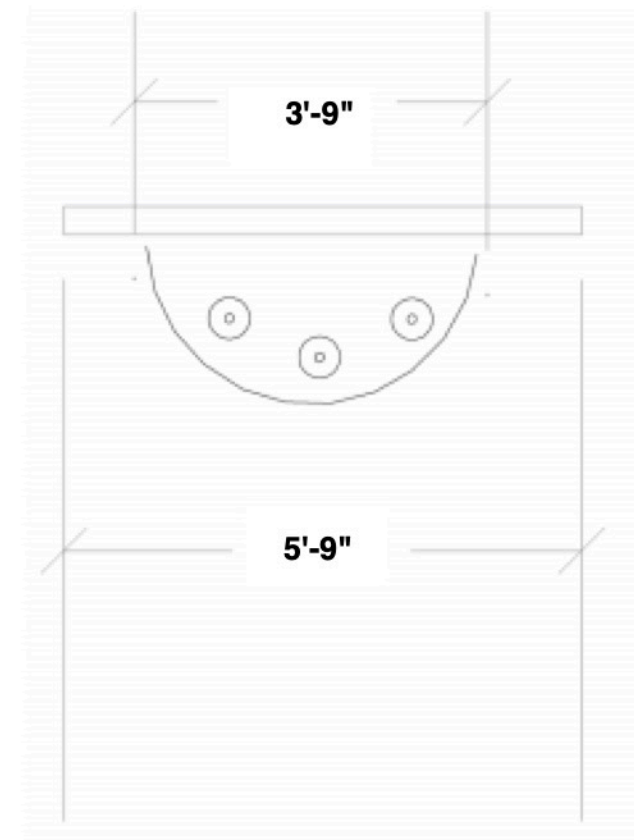
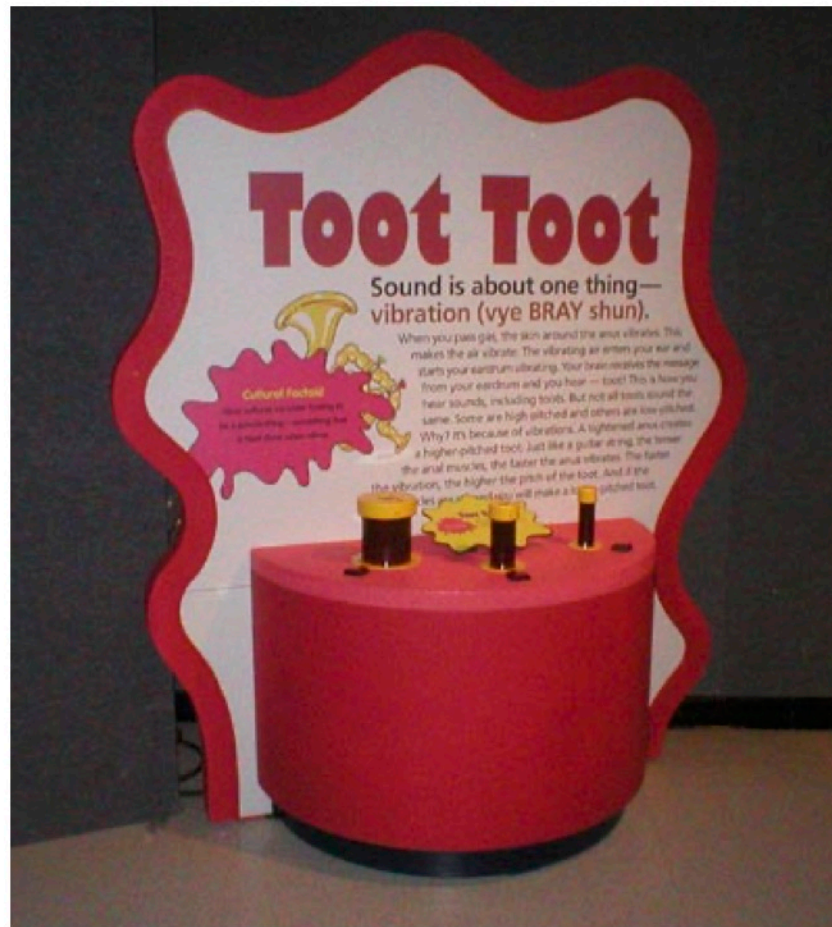
This exhibit is about the physics of gas: how air, vibration and pressure create different sounds. Visitors press a button to start a fan. This sends air through 3 short tubes with rubber membranes on top. Visitors push on rubber membranes to make different sounds.

EXHIBIT CONTENT

Features 3 stations with signage backdrop. Venue to provide air system.

INTERACTIVES

- 3 stations



VOMIT CENTER: Why do I barf?

EXHIBIT DESCRIPTION

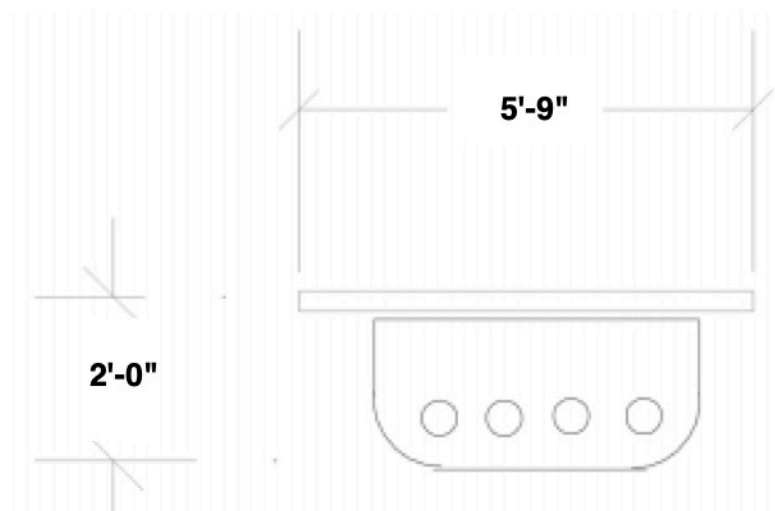
In this active demonstration, visitors learn about what happens when a person vomits. There are four communication and physical processes that occur – and it all starts with the brain.

EXHIBIT CONTENT

Visitors try to guess the correct “process” order by pressing buttons and watching what lights up. Get them right, and our cartoon character “barfs”! A backdrop provides additional information on why vomiting is a perfectly normal and vital process your body must do.

INTERACTIVES

- Mechanical machine with one station



PATIENTS PLEASE: Learn your body parts!

EXHIBIT DESCRIPTION

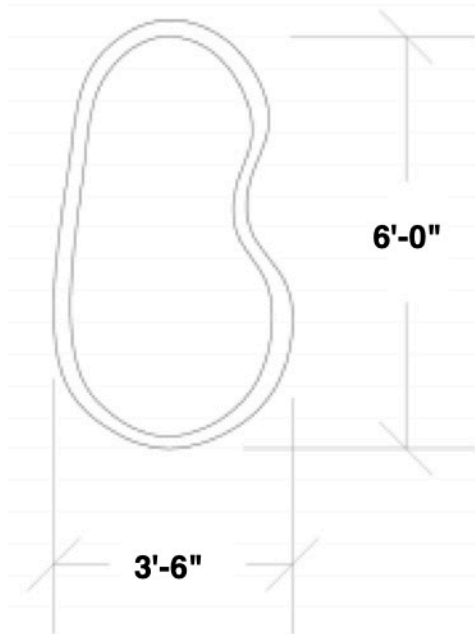
Play surgery. Learn your body parts by trying to pick them out of their location without touching the sides of the compartment – or a red light and buzzer will go off. Patients please!

EXHIBIT CONTENT

Includes a playing table, body parts, tweezers and your patient – a cartoon character. There are 2 player stations.

INTERACTIVES

- 2 stations



KNOW YOUR BLEMISHES: Why do I get these yucky things?

EXHIBIT DESCRIPTION

Pimples, warts, moles, pores, hair and wounds are only some of the features children can use for hand- and foot-holds on this large (8' H x 12' W) fiberglass replica of human skin.

At the left end of the wall visitors can see a cross-section of the skin, showing the dermis, hair follicles, etc. In front of the wall is an information stand explaining the nine features on the wall. A large and deep mat is provided to protect visitors should they fall.

EXHIBIT CONTENT

Includes climbing wall, information stand, safety mat and magnifying glass.

INTERACTIVES

- Skin wall (three persons at one time)
- Magnifying glass

