Family Guide



CMOA Col Mu

Columbus Museum of Art

Visiting CMA With Children (or anyone)

This guide is designed to help with some questions that often come up while visiting CMA, particularly with younger kids. At any time, feel free to ask anyone with a green nametag any question you might have. Our whole team wants you to have a great time at your CMA.



Things to Try

Some people think that enjoying the museum requires silence, seriousness, and standing. While that's one way to enjoy CMA, it's definitely not the only way. Here are a few other ways to spend your time with us:

Look from new point of view: We have lots of comfy seats and benches, but you can also sit on the floor, right in front of the art. Doing so lets you get close without touching and offers a totally new way to see. The same goes for laying on your belly or looking upside down.

Explore the spaces around the art: We have a ton of amazing artwork and the building can be wonderous, too. From stone walls, to shiny elevators, to glowing handrails, to mysterious doors, CMA is full of fascination.

Be silly: It's okay to laugh here! It's okay to pretend the sculptures are made of chocolate (no licking!). Talking about art doesn't need to be serious or use big words. You can tell silly stories and pretend with art.

Play: Play is an important part of the creative process, for artists and for you. In addition to the activities found in many galleries, we invite you to try out "Ways to play with art" on the next page. Grown-ups – you're invited to play, too!



Ways to play with art

Take a trip: Find a work of art that shows a place (a landscape). Look at it for 30 seconds. What do you see? Now imagine stepping inside (but remember not to touch the art!). What do you imagine that you hear? Smell? Feel? Taste? What does the air feel like on your skin? What creatures might live there?

Playing pretend: Find a work of art with multiple animals or people. Partner up with someone you are visiting with. Take turns imitating the pose of one of these characters, and have your partner guess who you are miming.

Choices: Enter a gallery and each of you select the following:



An artwork you love – what do you love about it?



An artwork you really dislike - what do you dislike about it?



An artwork you think took a lot of time to make - what makes you think so?



The artwork you would most want in your home - why choose this one, and where would you place it?

Headline News: Pretend this work is late breaking news, what would the Headline be? Share your headline with a partner and see if they can find the work you wrote it about.

Neighbors: Find two works of art that are next to each other. Now, imagine they are alive. What do you think their relationship might be like? Are they family? Friends? Rivals? What do they talk about when no one's watching?

Things to Know

"I forgot my stroller!" Don't worry, we have some strollers, as well as wheelchairs, available to borrow at the Welcome Desk. This is also where you can check large bags and backpacks, which are not permitted in the galleries.

"I gotta go potty!" There are bathrooms on each floor of the museum and changing tables located in both men's and women's bathrooms.

"I'm HUNGRY" Schokko café offers to-go, seated, and outdoor dining. You may eat your own packed snacks and lunches in the garden.

"I've got a case of the wiggles" Wiggling is OK, so long as everyone and everything are safe. If you've got some big energy, the sculpture garden is perfect for a quick run and wiggle break. Just don't climb on anything, please.

"Woah! Butts!" Giggling is also OK, and it's true, there are a lot of nudes in the museum. Many artists (and people in general) are fascinated by bodies. There are many reasons artists represent the human form – What possible reasons can you think of?

We are here to help: Gallery Associates (the folks with the shirts that say "Here to Help") are here to keep you and the art safe and to help everyone have a great visit. They have loads of interesting knowledge (many of them are artists themselves) and practical information (like what kind of art you can find where in the building, and the answer to the ever-popular "where's the nearest bathroom?").

