# SENSORY GUIDE







# **GENERAL CONSIDERATIONS**

- Duration: Approximately 60 minutes with no intermission.
- The decibel levels recorded in this guide account for moments of applause; sound levels may vary depending on the specific audience.
- This Sensory Guide was developed following an audit in September 2025 at the Seattle Children's Theatre. The information in this guide should not be relied on for performances at other venues.
- The audit was conducted by a member of the Sensory Access team who is neurodivergent and hyperacoustic.

#### **SENSORY IMPACT KEY**



**Auditory Impact** 



**Visual Impact** 



**Emotional Impact** 



**Strobing Effects** 

#### **COMMON DECIBEL (DB) LEVELS**

70	Office/classroom chatter
80	Busy traffic, dog barking
90	Hairdryer
100	Lawnmower, construction site
110	Concert, night club
120	Police siren, airplane taking off



SCENE	DESCRIPTION	SENSORY
<b>Scene 1:</b> Prologue	<ul><li>Performer yelps</li><li>Up to 94.6 dB</li></ul>	
<b>Scene 2</b> : Meet the Alphabet	<ul> <li>Audience vocal engagement is encouraged</li> <li>Up to 101.5 dB</li> </ul>	
<b>Scene 3:</b> Environmental Sequence 1		
<b>Scene 4:</b> Interlude Z	<ul> <li>Audience vocal engagement is encouraged</li> <li>Up to 87.5 dB</li> </ul>	<b>S</b>
<b>Scene 5:</b> A, B, C	• Up to 93.2 dB	
<b>Scene 6:</b> Interlude Fill In the Blank Story	<ul> <li>Audience engagement encouraged</li> <li>Lights dim and return to bright</li> <li>Up to 86.0 dB</li> </ul>	

SCENE	DESCRIPTION	SENSORY
<b>Scene 7</b> : D, E, F, G	<ul><li>Lights are low during this scene</li><li>Up to 89.4 dB</li></ul>	
<b>Scene 8:</b> Interlude Horse Sounds	<ul> <li>High-pitched horse sound effects</li> <li>Complex noise</li> <li>Audience engagement encouraged</li> <li>Up to 93.7 dB</li> </ul>	
<b>Scene 9:</b> H, I, J, K	● Up to 93.4 dB	<b>S</b>
Scene 10: Interlude Red		
Scene 11: LMNOP Live!	<ul> <li>Heavier percussion</li> <li>Flashing lights</li> <li>Audience engagement encouraged</li> <li>Bright, shimmery backdrop</li> <li>Up to 98.5 dB</li> </ul>	
<b>Scene 12</b> : Interlude Where Is Q		

SCENE	DESCRIPTION	SENSORY
<b>Scene 13:</b> Q, R, S, T, U, V	• Up to 86.6 dB	<b>D</b>
<b>Scene 14:</b> Interlude Squeeze	<ul><li>Audience engagement encouraged</li><li>Up to 85.8 dB</li></ul>	<b>D</b>
Scene 15: W X Y	<ul> <li>Very dark at the beginning then the lights are dim throughout the scene</li> <li>Somewhat spooky</li> <li>Up to 91.7 dB</li> </ul>	
<b>Scene 16:</b> Interlude Crash	<ul> <li>Some high-pitched sounds</li> <li>Crashing sound effects</li> <li>Complex noise</li> <li>Lights darken briefly</li> <li>Up to 97.2 dB</li> </ul>	
<b>Scene 17</b> : The Adults	<ul> <li>Complex noise</li> <li>Flashing lights</li> <li>Faint strobe-like effects</li> <li>Lights go down at the end of scene (not fully blackout)</li> <li>Up to 96.2 dB</li> </ul>	

SCENE	DESCRIPTION	SENSORY
<b>Scene 18:</b> Ouch	<ul> <li>Audience engagement encouraged</li> <li>Emotional impact (mild)</li> <li>Up to 91.0 dB</li> </ul>	
<b>Scene 19:</b> Environmental Sequence 2 - Sun Goes Down, The Moon Rises	Lights get very dark	
<b>Scene 20:</b> Interlude Again	• Up to 94.1 dB	
Scene 21: Finale	<ul> <li>Audience engagement encouraged</li> <li>Performers and audience clap along to the song</li> <li>Flashing and moving lights</li> <li>Up to 106.0 dB</li> </ul>	

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