



LEGOLAND
WATER PARK

Sensory Guide

A resource for guests with cognitive disabilities including autism spectrum disorder (ASD).

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Map and Attractions

SENSORY LEVEL SUMMARY

AMENITIES

ATTRACTION	TOUCH	TASTE	SOUND	SIGHT	SMELL
Build-A-Raft River	6	2	2	2	1
LEGO® Wave Pool	5	2	3	2	2
Twin Chasers	5	2	3	5	2
Splash Out	5	2	3	5	2
Joker Soaker	6	2	4	4	2
DUPLO® Splash Safari	5	2	4	3	2
Imagination Stations	4	0	3	2	2
Build-A-Boat	3	0	2	2	1

GUEST SERVICES

Guest Services is located behind the ticket turnstiles on the right hand side.

LOW SENSORY AREA

Guests looking for a low sensory area, can head to Guest Services, the Florida Prepaid Schoolhouse (in DUPLO® Valley), or First Aid in the park or the water park.

QUIET ROOMS

A private space in our Annual Pass Processing Center, near the Theme Park entrance turnstiles, includes hands-on, sensory-stimulating activities designed for children on the autism spectrum. Other quiet spaces include the First Aid location in Fun Town or at LEGOLAND® Florida Water Park by the Wave Pool, our Baby Care Center in the Florida Prepaid Schoolhouse, Imagination Zone and our Guest Services location. Please ask one of our Model Citizens (employees) where the nearest quiet location is located.

RESTROOMS

Restrooms are available throughout the Theme Park, including companion restrooms in select locations. Please check the park map or ask a Model Citizen (employee) to find the closest locations.

NOISE-REDUCING HEADPHONES

LEGOLAND® Florida Resort offers noise-reducing headphones to guests at Guest Services, the Florida Prepaid Schoolhouse (in DUPLO® Valley), or First Aid in both the park and water park.

FIRST AID

Our First Aid facilities are staffed with professional paramedics. At LEGOLAND® Florida Resort, the primary first aid unit is located by the LEGO® Factory. At LEGOLAND® Florida Resort Water Park, it is near the Wave Pool. If you have any questions or need special assistance, ask any Model Citizen or stop by Guest Services inside the main entrance.

PARKING

LEGOLAND® Florida Resort Theme Park has preferred parking available. Parking can be purchased online in advance or at the tollbooths upon arrival. Toll and ticket booths open approximately 30 minutes prior to Park opening. Disability parking is near the guest entrance.

LEGOLAND® Water Park is located within LEGOLAND® Theme Park and does not have its own parking 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

LEGOLAND® is able to accommodate many allergies, including milk, eggs, wheat, soybean, peanuts, tree nuts and fish. Please review the dietary guide at Legoland.com/Florida prior to your visit to get an initial idea of dining options available to you and your family. Ingredient lists are available in each location upon request—please ask a Model Citizen. For any additional special dietary needs or concerns please email LLF-Food@legoland.com at least 72-hours in advance of your visit and the Food and Beverage team will be happy to assist.

BABY CARE

Baby Care is located within the DUPLO® Valley area of the Resort. The facility includes private rooms for taking a break and includes private rooms for nursing mothers, baby changing areas, quiet rooms and a companion restroom.

RIDE ACCESSIBILITY PROGRAM

LEGOLAND® Florida Resort shops, restaurants, show venues and the majority of our rides and attractions are ADA accessible to guests who use wheelchairs or are in need of special services. Please view our Accessibility Guide at Legoland.com/Florida to use in addition to our Park Map on your visit to ensure your safety and enjoyment.

FOOD POLICY

Outside coolers, food and beverages may be brought into the park under certain guidelines (see below). Alcohol may not be brought onto LEGOLAND® Florida property. Acceptable items:

- Bottled water
- Small snacks that do not require heating
- Any food required for medical purposes and medically-indicated nutritional supplements
- Any food required for special dietary needs
- Baby food/baby formula
- Soft-sided insulated bags no larger than 8.5" wide x 6" high x 6" deep



Build-A-Raft Lazy River

ATTRACTION SUMMARY:

Who can build the biggest, best LEGO® raft? You can!

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	6	TASTE	2	SOUND	2	SIGHT	2	SMELL	1
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- Visitors can float along lazy river
- May be splashed by sprayers
- Option to build with bricks

- Low impact on this sense
- Potential for water in mouth

- Potential for close proximity/shared space with other visitors
- Background music

- Outdoors/natural lighting
- Natural scenery

- Low impact on this sense
- Potential for smell of water or chlorine



LEGO® Wave Pool

ATTRACTION SUMMARY:

Catch some waves or cool off where the waves are just big enough for all ages to enjoy.

SENSORY LEVEL & PARTICIPANT GUIDELINES:

1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	5	TASTE	2	SOUND	3	SIGHT	2	SMELL	2
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- Visitors swim and float as waves roll
- Option to sit or swim in calmer areas or elevated out of water

- Low impact on this sense
- Potential for water to get in mouth

- Potential for close proximity/shared space with other visitors
- Background music

- Outdoors/natural lighting

- Low impact on this sense
- Potential for scent of water or chlorine



Twin Chasers

ATTRACTION SUMMARY:
Grab your friends and go for a slide!

SENSORY LEVEL & PARTICIPANT GUIDELINES:
1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	5	TASTE	2	SOUND	3	SIGHT	5	SMELL	2
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- Riders must use tube to use slides
- Potential for splashing and immersion at end of slide
- Sensation of twists and turns as raft moves swiftly down slide
- Low impact on this sense
- Potential for water to get in mouth
- Potential for close proximity/shared space with other visitors
- Background noise
- Bright colors
- Riders move quickly down slide
- Quick transition from darkness to bright light on enclosed portions
- Low impact on this sense
- Scent of water or chlorine may be present



Splash Out

ATTRACTION SUMMARY:
Ready, set, slide! Thrill seekers can choose their adventure.

SENSORY LEVEL & PARTICIPANT GUIDELINES:
1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	5	TASTE	2	SOUND	3	SIGHT	5	SMELL	2
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- Riders use body to slide
- Potential for splashing and immersion at end of slide
- Sensation of twists and dips as riders move swiftly down slide
- Low impact on this sense
- Potential for water to get in mouth
- Potential for close proximity/shared space with other visitors
- Background noise
- Bright colors
- Riders move quickly down slide
- Quick transition from darkness to bright light on enclosed portions
- Low impact on this sense
- Scent of water or chlorine may be present



Joker Soaker

ATTRACTION SUMMARY:
Slide, splash and get soaked in this interactive play area, filled with slides, climbing areas, and more!

SENSORY LEVEL & PARTICIPANT GUIDELINES:
1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	6	TASTE	2	SOUND	4	SIGHT	4	SMELL	2
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- Multiple areas to play, climb, slide and interact
- May be sprayed or have water dumped unexpectedly
- May be in close proximity to other guests
- Low impact on this sense
- Potential for water to get in mouth
- Potential for close proximity/shared space with other visitors
- Background noise, music, and noise from other visitors
- Outdoors/natural lighting
- Lots of interactive areas, bright colors
- Low impact on this sense
- Scent of water or chlorine may be present



DUPLO® Splash Safari

ATTRACTION SUMMARY:
The slides may be smaller, but the fun is still big time with DUPLO® characters ready to splash and spray. Designed for kids 6 and under.

SENSORY LEVEL & PARTICIPANT GUIDELINES:
1 = Low Sensory Stimulation, 10 = High Sensory Stimulation

TOUCH	5	TASTE	2	SOUND	4	SIGHT	3	SMELL	2
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- Multiple areas to play, climb, slide and interact
- May be in close proximity to other guests
- Low impact on this sense
- Potential for water to get in mouth
- Potential for close proximity/shared space with other visitors
- Background noise, music, and noise from other visitors
- Outdoors/natural lighting
- Interactive areas, some bright colors
- Low impact on this sense
- Scent of water or chlorine may be present