

The Dot Experience



AMERICAN PRINTING HOUSE



2025 School Programming

Scheduled to open in 2026, The Dot Experience is American Printing House for the Blind's (APH) new innovative museum experience that is an attraction, a factory tour, and a center of education. Working toward a world that welcomes everyone, visitors will discover, dream, and explore differently. APH has operated in Louisville, KY since 1858 as the world's largest nonprofit organization creating accessible learning experiences through educational, workplace, and independent living products and services for people who are blind or low vision.

Spark curiosity, awareness, and action in your students through hands-on programs that explore blindness and disability.

Our interactive experiences help students:

- **See disability differently**
- **Understand real-world challenges**
- **Build understanding and responsibility**
- **Inspire young minds to lead the way in accessibility and inclusion**

The Dot Experience inspires students to think big, care deeply, and help create a more welcoming world for everyone.

While we prepare to open, we will come to you! Our team is ready to bring engaging hands-on learning directly to your school or group. Our programs are designed to promote an inclusive mindset, critical thinking, social responsibility, and cultural awareness with the goal of creating a better world for everyone.

Programs

Decoding Braille:

Braille, the system of six dots that individuals who are blind use for letters, numbers, and musical notes, can be a gateway to critical thinking, problem solving, and foundational literacy for your students. From systems that influenced early written language and cultural expression, through the journey to turn words on a page into something accessible to the blind, this hands-on experience builds literacy skills, sparks curiosity, boosts problem solving, and encourages collaborative communication.

During this program students will:

- Be introduced to various written communication over the ages
- Explore several pre-braille tactile literacy systems - including night writing and moon type
- Learn the braille alphabet, then decode and write messages
- Meet Louis Braille, teen inventor
- Experiment with tactile objects and symbol systems then develop their own
- See objects and quality replicas of materials from the APH Archive
- Engage in self-reflection

“Turn words on a page into something accessible”

Light and Shadow:

Light and shadows are a part of our daily lives, yet we often do not think of their relationships with each other or with our eyes. Understanding how our eyes work and the processes behind blindness and low vision helps build a deeper understanding of how people around us view the world. Through hands-on experiences, students will gain an understanding of the relationship between light and shadow, how they are created, and how people with blindness and low vision experience both. Students will also learn about and create a device that children with Cortical Visual Impairment (CVI) could use to help train the connections between their eyes and the brain.

During this program students will:

- Be introduced to light and shadow relationships
- Learn about various low vision or blindness conditions
- Create their own product used to assist with training their eyes
- Engage in self-reflection

“Build a deeper understanding of how people around us view the world”

Programs

Making Sense of Things:

We all use our senses to experience our surroundings, exploring and interpreting it in different ways through our own unique sensory systems. In a world that predominantly relies on sight and hearing, it is easy to assume these are the only ways to receive meaningful information. This hands-on experience will challenge that assumption by introducing and reinforcing the power of all senses, inviting the sharing of perspectives and insights through social interactions.

During this program students will:

- Explore senses: sight, hearing, touch, taste, and smell
- Experiment with real-world adaptive tools and technologies that enhance senses
- Identify the benefits of multi-sensory learning
- Practice visual memory to improve comprehension and retention
- Conduct a classroom sensory audit to understand how their senses are being used
- Brainstorm ways to increase sensory input for a classroom picture book
- Engage in self-reflection

“Experiment with adaptive tools and technologies”

I am Helen Keller:

Of particular interest to students studying Helen Keller, this program offers access to the preeminent collection of Helen's personal belongings and supports an unprecedented introduction to Helen “in her own words.” With access to the single largest holding of Keller related letters, speeches, press clippings, scrapbooks, photographs, architectural drawings, artifacts, and audiovisual materials in the world, this program offers a detailed look at a 20th century humanitarian. World famous before age ten, Helen Keller is frozen in many people's minds as the little girl at the water pump, most don't know the rest of her story. Helen grew up to challenge society's expectations and work for change. In this biography-oriented program, you will meet Helen the girl, student, college graduate, author, activist, ambassador, and advocate for many causes.

During this program students will:

- Explore the arc of Helen Keller's life from birth through education and finding her voice, to tirelessly advocating for various human rights and traveling the world as a goodwill ambassador
- Discover their own “water pump moment”
- Examine primary and secondary source materials that reveal Helen's approach to life and work
- Examine objects and quality replicas of materials from the AFB Helen Keller Archive
- Engage in self-reflection

“Explore the arc of Helen Keller's life”

Programs

Innovation Welcomes Everyone:

When systems, environments, and products are designed with different people's needs in mind, things become more beneficial and easier to figure out for everyone. Just think about the curb cuts at street corners - those were meant to specifically help wheelchair users but are also useful for people pushing strollers and riding bicycles. This hands-on design challenge will invite students to open their minds to the many ways we can innovate and create opportunities for all.

During this program students will:

- Explore and discuss things that have been inclusively designed
- Use the engineering process to understand the principles of inclusive design
- Hone group process skills
- Evaluate needs and opportunities on a school-wide inclusive design trek
- Put inclusive design into practice by participating a real-world design challenge
- Engage in self-reflection

“Participate in a real-world design challenge”

A Voice For Many:

Known widely for overcoming the challenges of being DeafBlind, Helen Keller was much more than a remarkable child facing difficult circumstances. Through unwavering determination and great empathy for humankind, she became a courageous advocate who used her platform to amplify the voices of those often unheard. Students will practice embodying the qualities of Helen Keller through engaging stories, interactive discussions, and hands-on activities that reveal Keller's enduring legacy as a champion for social justice and global peace.

During this program students will:

- Learn about Helen and other voices of our past who championed equal rights
- Reflect on how Helen used her influence to advocate for people with disabilities, women's rights, and peace
- Examine objects and quality replicas of materials from the AFB Helen Keller Archive
- Identify what it looks like to be driven, articulate, compassionate, intellectually curious, courageous, and much more!
- Identify, discuss, and find action on issues that matter to students so they may find their voice for others
- Engage in self-reflection

“Practice embodying the qualities of Helen Keller”

Make Your Reservation

To book one or more of The Dot Experience school programs, please contact us at programs@TheDotExperience.org or call 502-899-2361 to get on our calendar.

Rates & Information

Classroom Program

- 60 minutes
- Maximum 30 students
- **Fee: \$200**

Expo Style Program

- 2 hours
- 4 activity stations
- Maximum 80 people
- **Fee: \$350**

Additional Booking Information

- Payment is due on or before or day of programming.
- Pricing is available for extended festival style events with larger audience and multiple activities depending on length of day, activity stations, and expected number of people.
- If location is more than 50 miles away from APH, a mileage fee of \$25 will be added.

Cancellation Policy

- Cancellations made at least three weeks prior to the program date will receive a full refund.
- Those who reschedule or cancel within three weeks of program date will be assessed a fee of \$50 and refunded the remainder.
- Cancellations must be made by phone or email and should not be considered finalized until you receive a confirmation email from APH.