

How to Visit Sesame Place

If you are a parent of a child who watches Sesame Street or you yourself were once a fan of Sesame Street or you want to learn a little about the Sesame Street core values, there is a theme park in Pennsylvania called Sesame Place that is...

Method 1 of 3:

Preparation



Purchase your "Sesame Place tickets online (or over the phone) before visiting the park, particularly if you are visiting from outside the US. This will save you time when you arrive at the park - you won't have to wait in any queues at the ticket offices!

2.



Preview the attractions in the park before your visit. Try previewing each ride on YouTube, or take a peak at the ride through photos from others. Learn from what others see. Although some of the bigger rides have on-ride footage, there may be a few short snippets of others that exist that may just give you enough of a glimpse of the attraction (more-so plays as the entertainment option than the rides that this happens for). This can help decide which rides and attractions will take priority during your visit.

3.



Pack water, snacks, money and most importantly your park tickets before you leave for the park that day!

4.

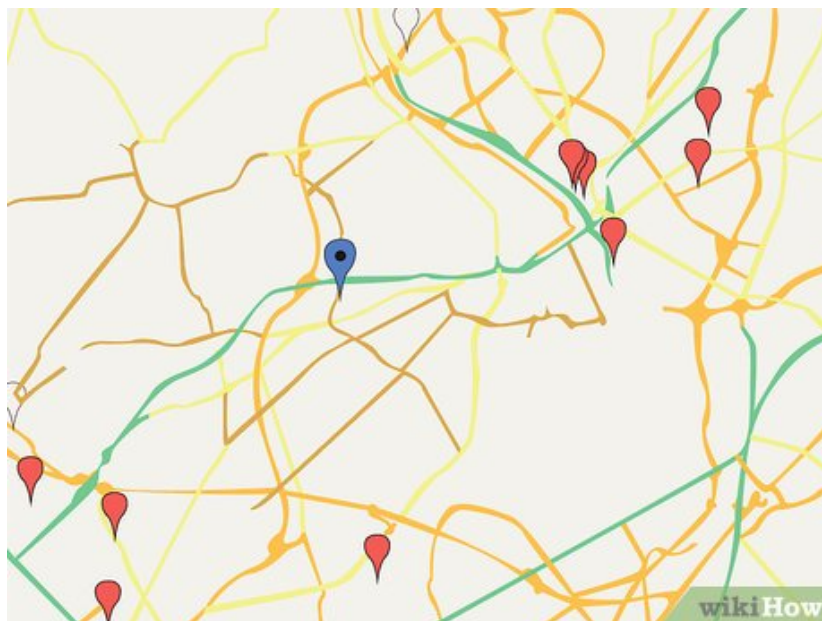


Plan to arrive at the park before it opens. You are usually allowed in through the barriers before opening, however you won't have access to most rides. Getting through the barriers early will give you time to pick up a park map and plan your route to the first ride of the day.

Method 2 of 3:

Entering the Park

1.



Decide if you truly want to visit the "Sesame Place". With the availability of the whole city of Philadelphia, Pennsylvania and the historic importance of Gettysburg, Pennsylvania a few hours away (2 to 3 hours away, but still drivable), there are a wealth of other options you can attend.

2.



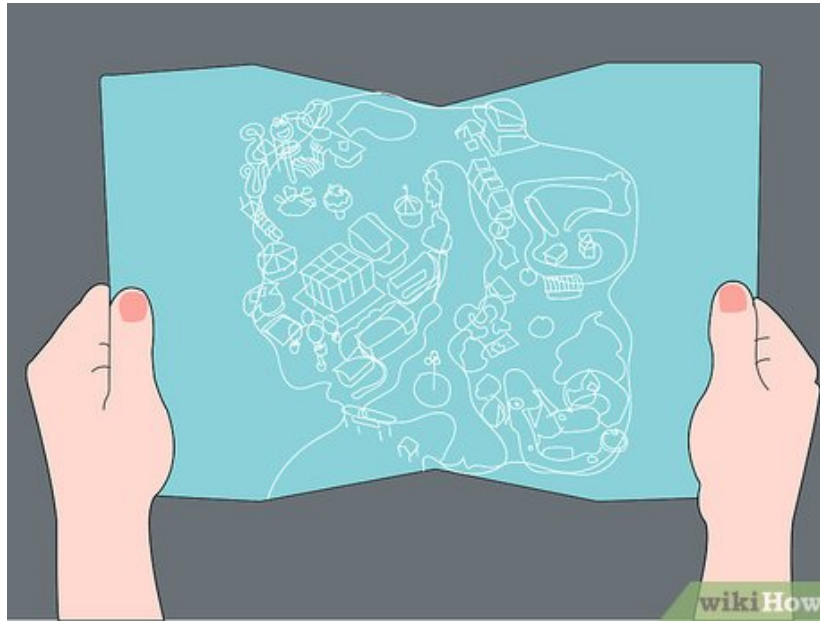
Drive and park at the parking lot for Sesame Place. The address to the *Sesame Place* is located at 100 Sesame Road, Langhorne, PA 19047 .^[1] The cost to park your car at the Sesame Place resort will run you about \$17 for cars and upwards from there (depending on complexity of vehicle).^[2]

3.



Enter through the turnstiles at the entry plaza. The entry plaza has a big "Sesame Place" logo (with Big Bird's face above it)emblazoned on it!

4.



Look at the set up of "Sesame Place". This park is shaped in the form of a U (containing most of the games and attractions) but also contains a long street down the center that most guests conglomerate on.

5.



Skip the walkway down the middle for now. Except for a nice gathering place for characters to meet their fans towards the end of the street furthest inside the park, this has few to no actual attractions that need to be watched/ridden. (Most of the walkway around the U-shaped portion of the park (containing the park attractions) is a one-way so you must be willing to enter one area and walk around while all walking the same direction.)



Enter the park and take the first left into the left side of the U just past the anniversary birthday cake centerpiece.

Method 3 of 3:

Attractions



Have your children ride the *Mix and Match Twiddle Tracks*. This silly one-person car goes around a guided track using arm-power. Using a row-like motion in front of the child, this fun little ride is definitely something to get the children motivated for the rest of the park. However, some of the cars need a little grease on it's track, as is apparent by the squeakiness of most of the cars when the child powers the car. The child may become confused later on in this ride and the length is quite large and long for it's current

theming.

2.



Skip over the "Silly Sand Slides" attraction. Although it's got a neat and interesting-looking name, there's nothing real special about this area other than that's it a slide like most found at most elementary school playgrounds nationwide with a yellow theme.

3.



Enter the seasonal attraction that is open most of the year (including Halloween). In 2015, this area started with a Halloween maze (utilizing a story-like read on attraction barricades featuring the Sesame Street characters. Something or someone is missing in the Sesame Street group you read to find what it is they are missing and also where it can be found and where it ended up at the end.

4.



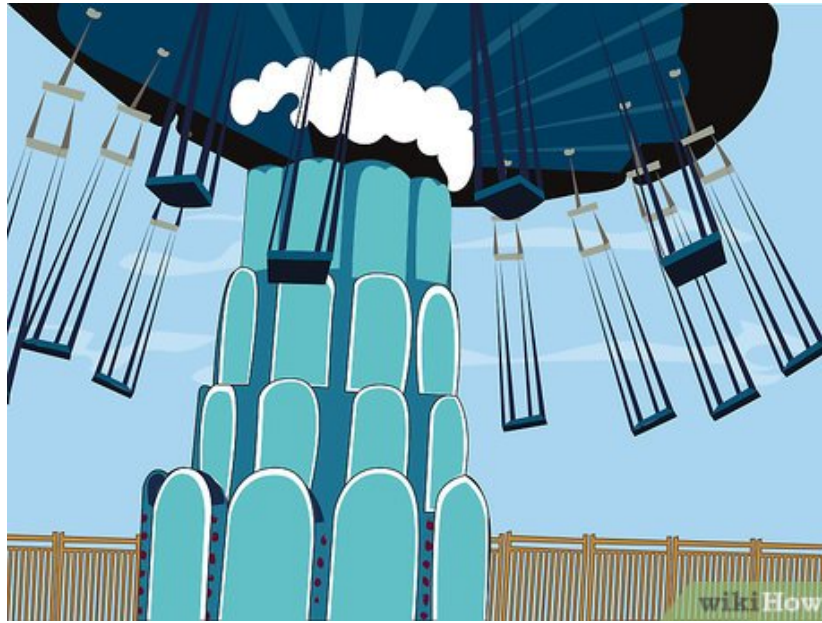
Walk around the Halloween area nearby the maze. This is seasonal, and during the summer months include the water attractions. The walking tracks area eventually come back out to the area where you started allowing you to continue walking around the path. In 2015, this area includes the "Not So Spooky Hayride" that takes guests around a track on a slow-moving journey into "The Count's" world.

5.



Avoid going the wrong direction from the flow of people if you should want to pass up the Halloween featured attractions, exit to the right of the hayride attraction to the right of the "Sesame Neighborhood attraction" and continue walking past the neighborhood towards the rear of the park."

6.



Fly in the swings on the limited time "The Counts Fly By" attraction.

7.



Utilize the differently shaped Ferris wheel composed of hot-air balloon-looking seat areas on the other limited time Ferris wheel on The Count's Around attraction.

8.



Experience the drop-ride "Blast Off" (which some people tend to call "Elmo's Blast Off" due to the theming of the ride being devoted to Elmo). Although this ride doesn't go very high or very fast, it can give your children their very first drop-ride experience. With a warning that it's about to launch you up, it will seconds before drop you down again and then gradually build you up and drop-you back down again until it doesn't drop you very far. This ride will generally take about 5 minutes, but can be shorter due to other line lengths of waiting riders. Adults are permitted on this ride and actually are encouraged to ride (even if they have no other children in tow.)

9.



Ride "The Flying Fish". Styled after the Dumbo rides at the Disney parks, this ride will have you flying around in fish-like vehicles. Press the red button in the front seat to move you up and down in the fish for several minutes worth of flying fun. It takes several moments for the fish to get up in the air from the beginning, so keep the button pushed in if you'd like to get raised from the beginning. Depress the button later, if you'd like to decrease your height. All riders will later be decreased to the standing point on the

ground for a later debunking.

10.



Visit "Peak a Bug" (across from Flying Fish) if you like a "sliding a spinning" ride.

11.



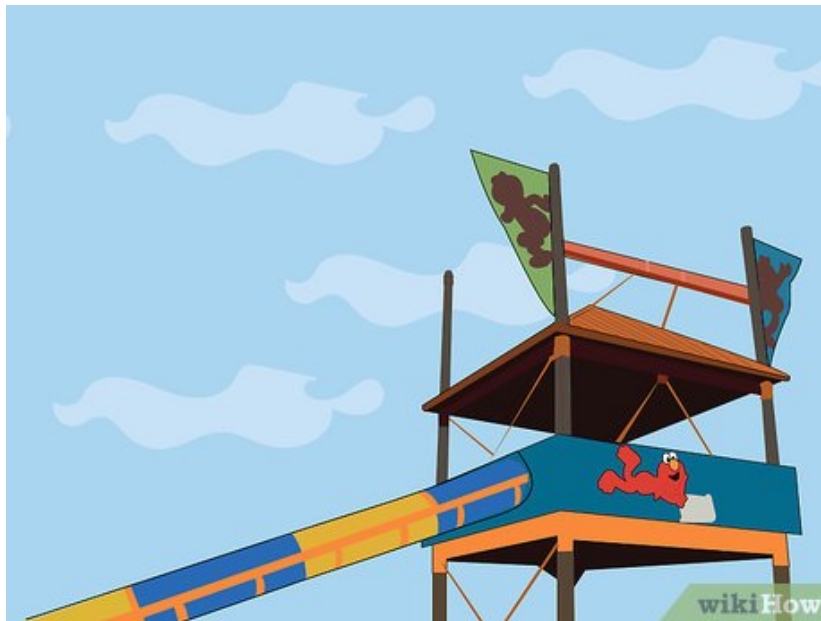
Ride the "Sunny Day Carousel". Themed on the Sesame Street characters, this Carousel will have you wishing you could spend every day with the characters.

12.



Ride the flying saucers ride called "Elmo's Cloud Chaser". Although some children are afraid of a ride that swings as quickly as this one, this one can please some of its riders on a daily basis and some actually come out liking the ride towards the end.

13.



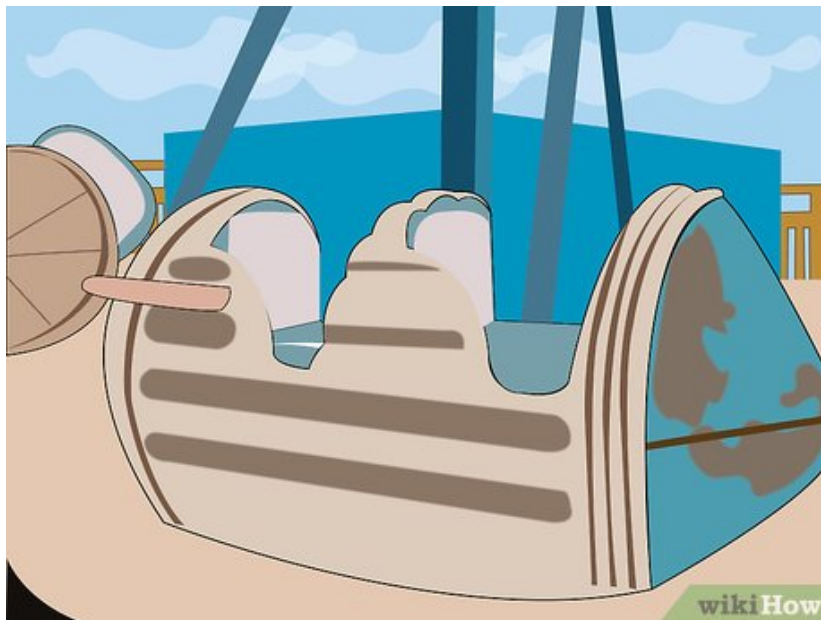
Skip the Snuffy's Slides. Other than having your kids be able to race each other on double-slides, it's got little to no attractable value anymore.

14.



Ride the tea-cup ride called "Monster Mix Up". Most viewers want tea-cup rides in parks, and here's this one in Sesame Place that's fun for all ages alike.

15.



Ride Oscar's Rotten Rusty Rockets, in a garbage-can like vehicle on a curvy shaped track above the riders head. Much like olden days curve rides on some midways, this ride takes Oscar's best ideas and reaches out to show it's guests his idea of things and pokes fun into every rider.

16.



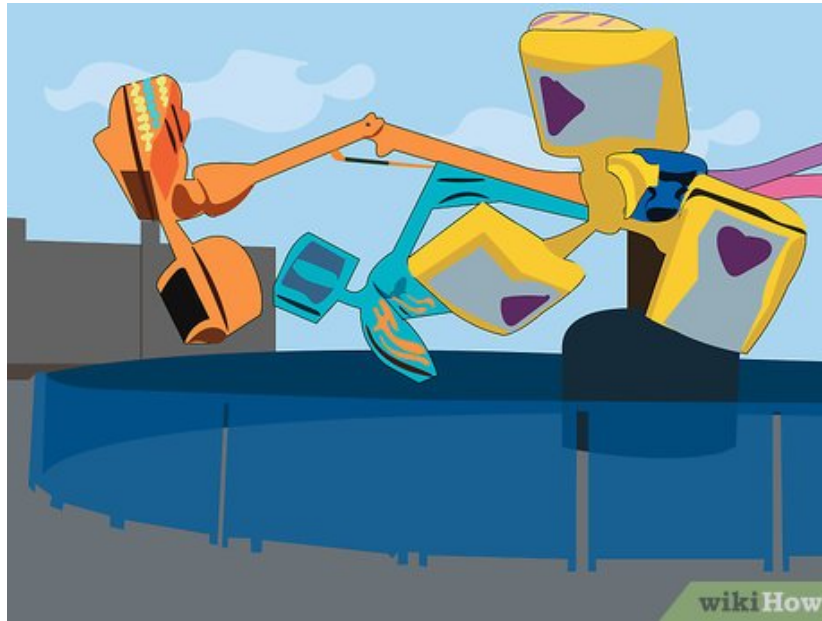
Ride the "hub and spoke ride" called "Captain Cookie's High C's Adventure." This ride is much like The Flying Fish nearby but with theming towards blue, furry Cookie Monster, in yellow "Ahoy Matey"-like ships.

17.



Have your kids play in "Monster Clubhouse" or "Mini Monster Clubhouse". This is one of the few places where you can actively let your kids roam free and play, but do keep an eye on them.

18.



Ride the "Honker Dinger Derby" ride for a thrill you'll never forget. Similar to some "Scrambler-like" rides, this ride will give you that same thrill. This ride might not be suitable for all ages, though some ages are more easily enthused into riding it.

19.



Visit, laugh and play inside of the "Flying Cookie Jars" attraction. Although styled in the manner of the tea cups ride, when you couple those types of rides with the ride soaring you a few yards above the top of people heads-high, spin your cookie jar vehicle around as fast or as slow as you want and you'll have some fun on this ride.

20.



Ride Vapor Trail, Sesame Place's only roller coaster. Although this roller coaster is short and features no "flying and high-intensity features most roller coasters do, if you are thinking there's nothing in it for you, you must be kidding yourself. It is pure fun and could potentially be a child's first roller coaster experience (that's more for later elementary school and tweens than for early elementary school and younger children). Like the Elmo says "Wave to your mommy!" at the top of the first lift hill^[3].

21.



Take a walk down the center corridor if you haven't before. Meet with friends near the "Sesame Neighborhood".

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