



SENSORY MAP

You can use this Sensory Map to identify sensory friendly spaces within the Museum. Use this as a guide for finding areas that tend to be quieter and less crowded, spaces that have seating, and others with tactile engagement and activities.

Developed in partnership with



Supporting & empowering families to be heard & achieve better outcomes



KEY



Costumed interpreter



Touch screen



Film



Loud or busy areas



Seating areas



Difficult subject matter



Dark / low light levels



Music



Quieter space



Outside space



Light areas



Please note:

If you require assistance with anything during your visit, please notify a museum staff member or costumed interpreter.

Some exhibit areas have films and audio that are in continual play mode, while others are triggered by movement within the area.

The areas that have the most continuous noise are:

- The Crime Gallery on the First Floor
- The Café on the First Floor
- Transportation on the Basement Floor. This space also has dark areas and mirrors which some visitors might find challenging
- Virtual Tour films of the Women's Cell, Dungeons and Debtors' Cells are also available near these spaces.

Only the first floor of the museum has heating, all other spaces, especially downstairs in the prison can be very cold.

First Floor

 Costumed interpreter

 Music

 Touch screen

 Film

 Loud or busy areas

 Dark / low light levels

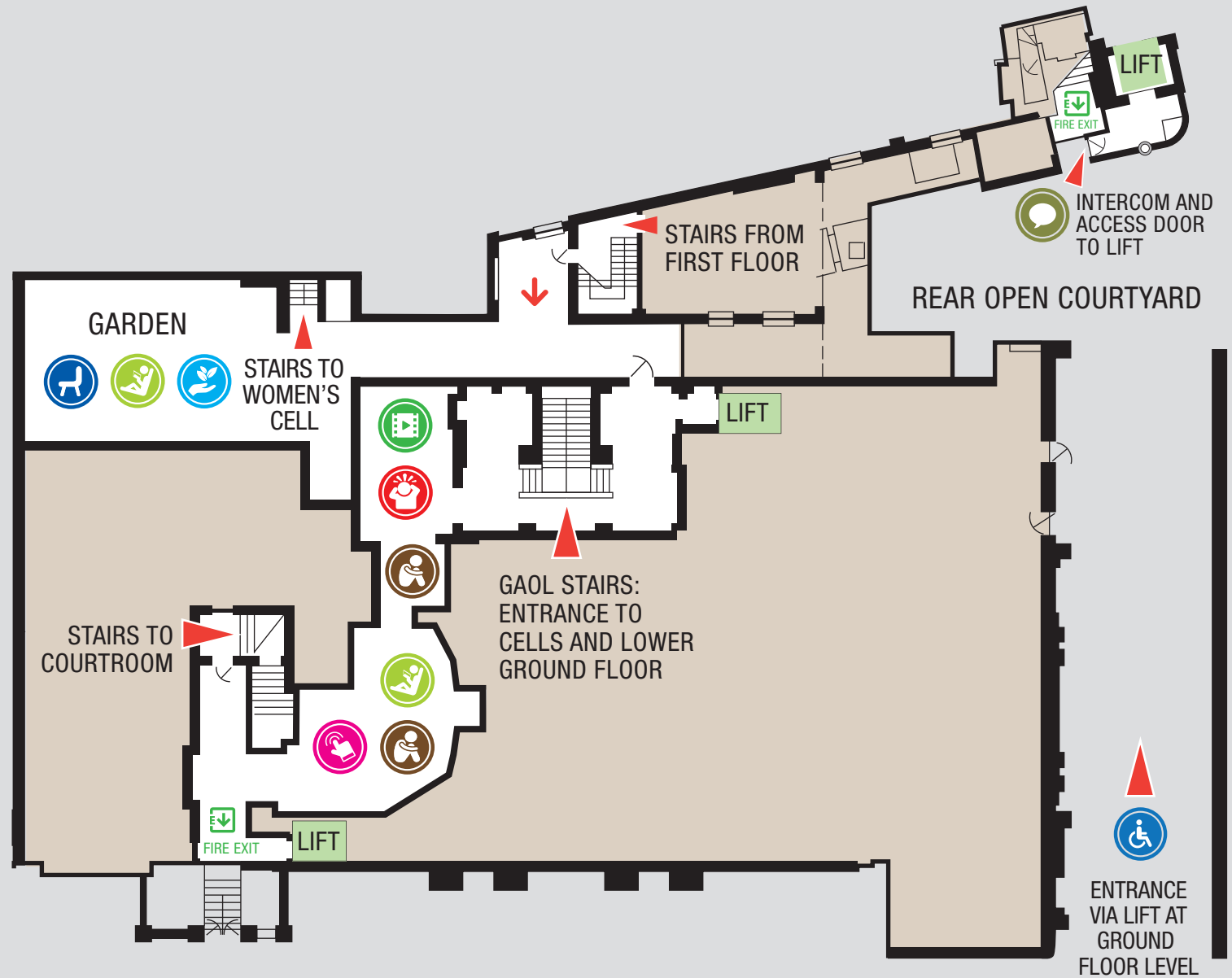
 Seating areas

 NO ACCESS AREAS



Ground Floor

-  Touch screen
-  Film
-  Loud or busy areas
-  Seating areas
-  Difficult subject matter
-  Quieter space



Lower Ground Floor



Costumed interpreter



Seating areas



Touch screen



Difficult subject matter



Film

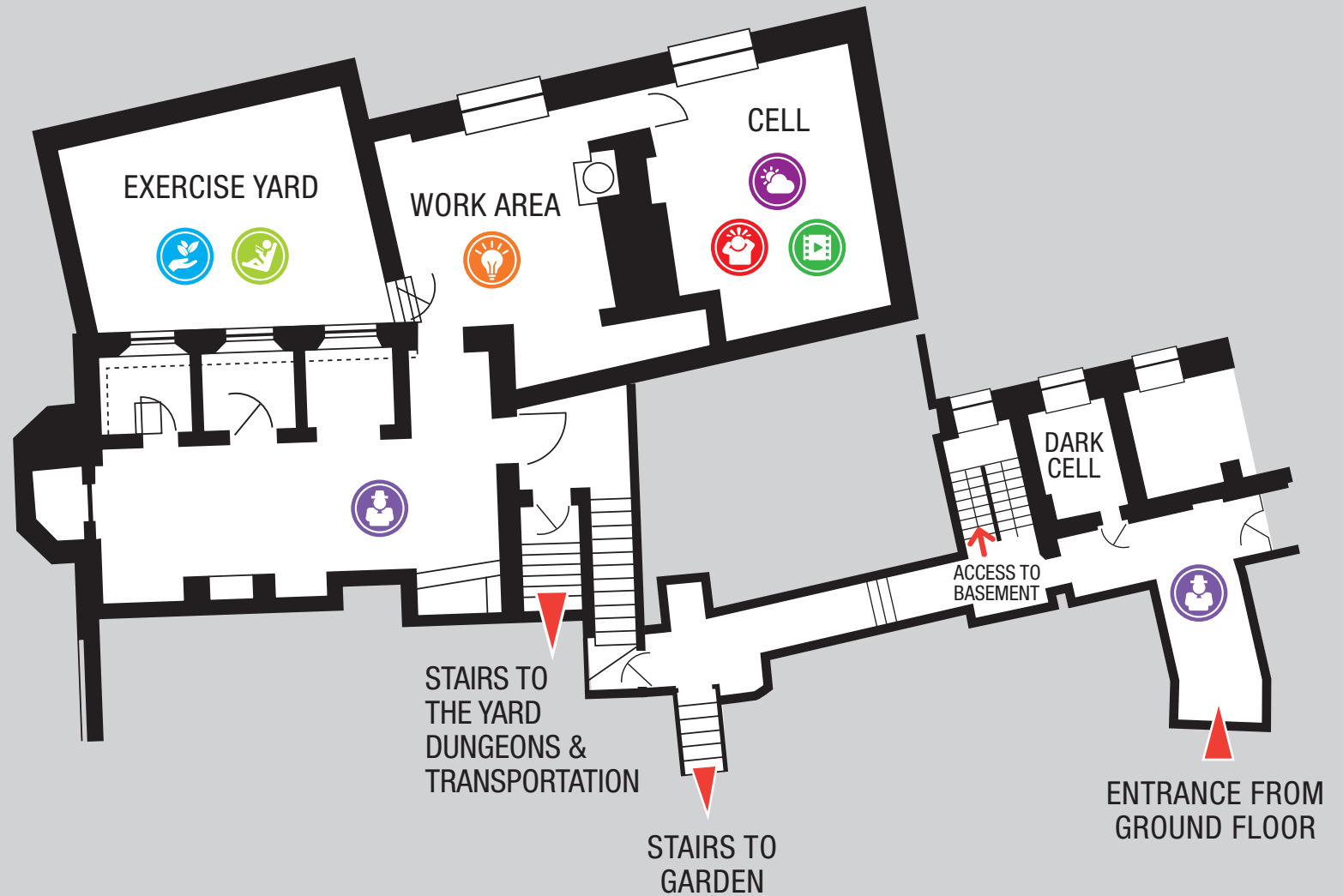


Loud or busy areas



Lower Ground Floor – WOMEN'S CELLS

-  Costumed interpreter
-  Film
-  Loud or busy areas
-  Light areas
-  Dark / low light levels



Basement Floor



Costumed interpreter



Difficult subject matter



Film



Dark / low light levels



Loud or busy areas



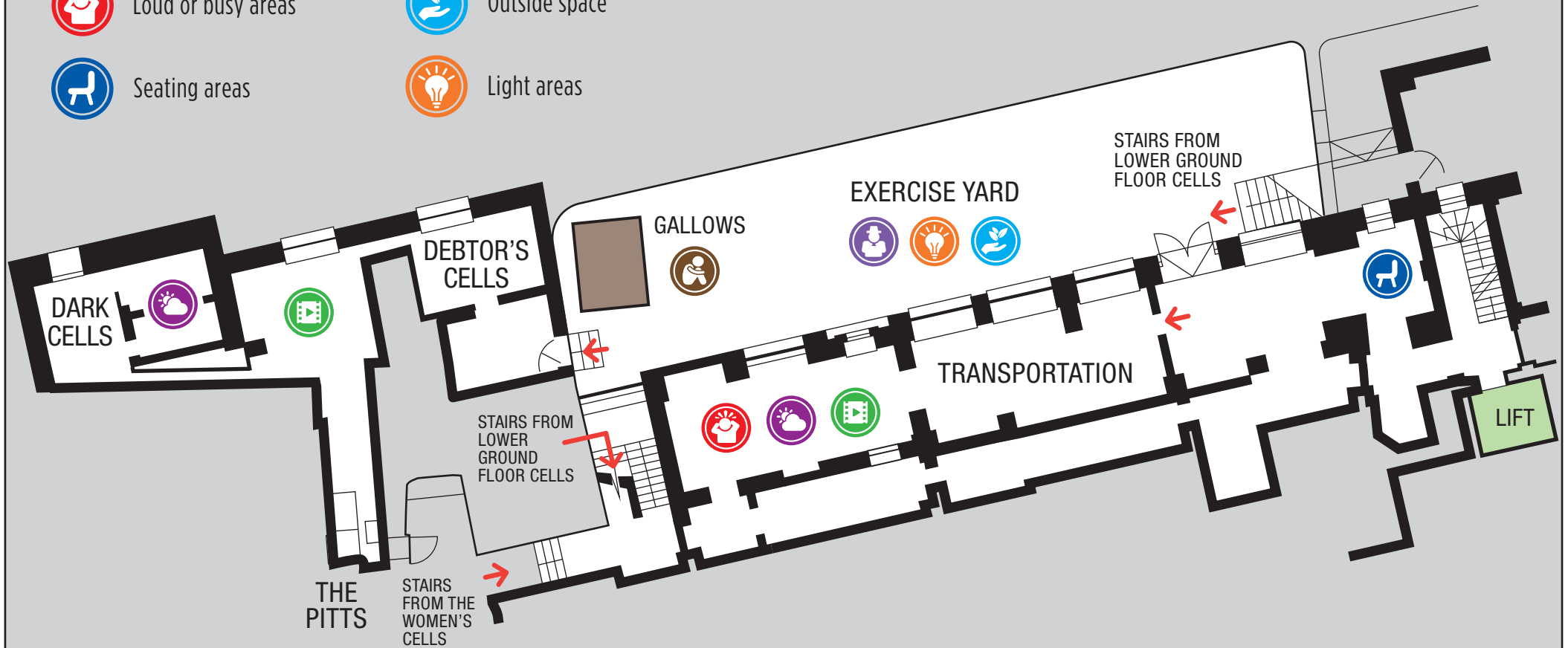
Outside space



Seating areas



Light areas



Basement – Dungeons



Costumed interpreter



Difficult subject matter



Dark / low light levels



Outside space

