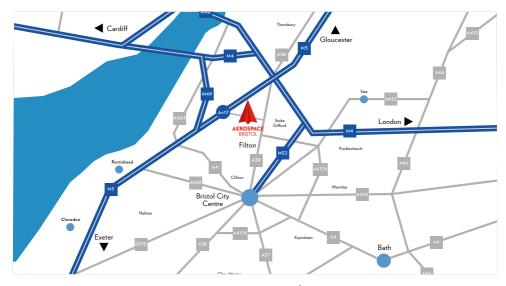


SENSORY GUIDE FOR MY VISIT



▲ I am going to Aerospace Bristol.



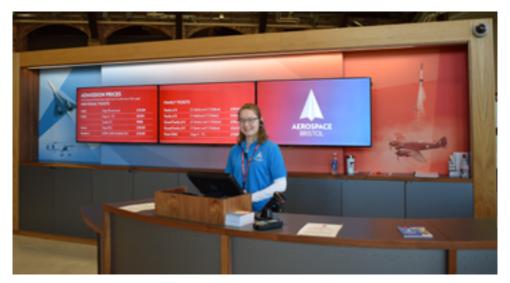
Arriving at the museum.



I will enter the car park to Aerospace Bristol.
I will need to be careful with cars around and the ground of the car park is uneven.



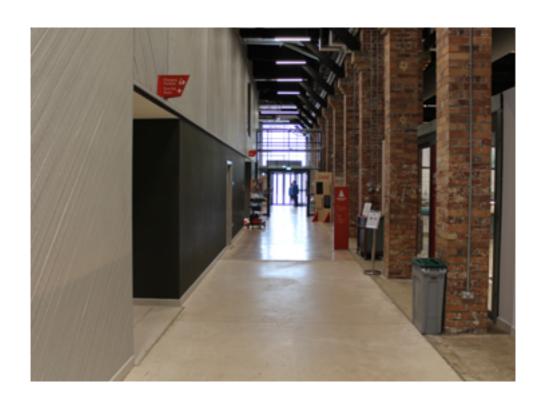
I will go through the arrivals door of the museum.



I will meet a volunteer or staff member wearing a blue shirt when I walk into the building. They might give me a map. If I have tickets to buy or collect, I will go to the front desk. I might be given a fact finder or stamp card. If my tickets were bought online or I am returning, I can go straight past the admissions desk.



I will walk past the shop on my way into the museum and there will be screens directly ahead of me.



I will walk around the corner and choose where to go.

Will I go into the main galleries? Page 7

Will I go to the café? Page 16

Will I go to the toilet? Page 17

Will I go outside? Page 18

Will I go to Concorde? Page 20



▲ Main Gallery

The main gallery is a bit darker than the rest of the buildings and there are case lights that are bright. Some areas of the gallery are darker than others.



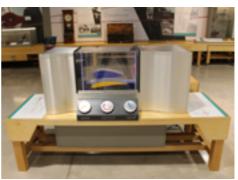
As I enter the main gallery I will get my ticket scanned by a member of staff wearing blue.



Era 1







Wind tunnel interactive

In this area I can use the wind tunnel interactive as well as the pedalling interactive, they both make loud noises when they move.



Era 2



Fabric samples

Main Gallery - Era 2
This area has a short film I can watch, and fabric samples I can touch.



Era 3



Rivetting game



Plane flight interactive



Combustion engine interactive

This era has an interactive that will show me how a combustion engine works. I can also play the rivetting game which creates quite a loud noise, or use an interactive which demonstrates how the flaps on a plane help it to fly.



Era 4



Maps interactive



Piston engine interactive



Tracing station interactive

In this era there is a piston engine interactive, as well as some interactive maps which I can use. I can also draw a plane using tracing paper on a drawing table, this table has bright lighting.



Era 5



Jet engine interactive



Brittannia fuselage



Brabazon propellor interactive



Inside the Britannia fuselage

This era has a square walled area with films with sound playing inside. There are also buttons on some on the displays that I can press to make objects move. I can go inside the fuselage of the Britannia plane exhibit and look into the cockpit.



Era 6







In this era there are some activities on touch screens in the Secret Filton area with a game on that I can play. I can find these behind the wall to the right of the Bloodhound Missile.



Era 7



A320 flight deck



A320 moving wing

In this era, there is a A320 flight deck and moving wing section that can be quite noisy when in use. I can use the touch screen to make different parts of the wing move.



Trent 1000 fan







Typhoon cockpit simulator

▲ Future Era

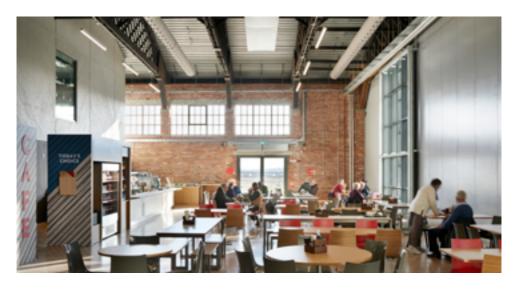
In this era, there is a Typhoon cockpit simulator with a video and audio as well as a large Trent 1000 fan which moves when I press the button, as it rotates, it makes clicking noises. There is also a handling table in this section, which will be open when there is a volunteer member of staff available to run it.

The volunteer will explain how different aeroplane parts are made and I can touch some different objects.



▲ Exiting the Main Gallery

I will exit the main gallery and the Café will be straight ahead of me. The lighting is brighter once I have exited the gallery and the Café can be loud and busy at some points in the day, with lots of food smells.



▲ The café

The café is often busier between 12noon and 2.30pm and can be noisy from the kitchen, customers talking and also chairs moving. There can be a strong smell of food.







▲ Toilets

There is a range of toilets. The male, female and family toilets have electric hand dryers which make a loud sound when people use them. The disabled toilets have paper hand towels and no hand dryers.





▲ Picnic Area and Play Equipment

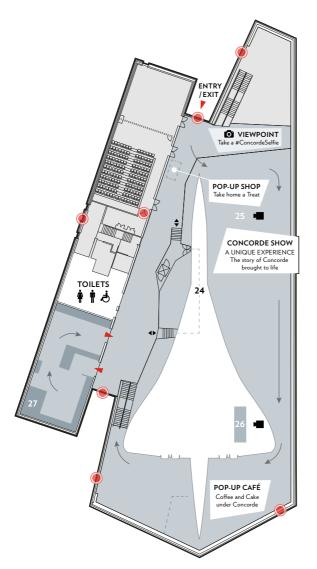
This area can often be windy and there is noise from other people and also from traffic on the nearby roads. I can play in the play area, the floor here will be softer.





▲ Walking across the runway to the Concorde Hangar

This can be windy and there is a change of lighting and temperature from being inside. There is also noise from the picnic area and traffic. The floor here is uneven. There is a red sign marking the entrance to the hangar.



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Concorde Hangar

The Concorde Hangar contains the Concorde, a small exhibition, and a lecture theatre that sometimes plays short films. The lighting changes colour sometimes and there are spotlights all around the edge of the hangar that can be bright if shining in your direction.



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When I enter the Hangar, a member of staff will scan my ticket. I may hear sounds from a film projection playing in the hangar.



As I walk into the hangar, I will be under Concorde. There might be a movie playing on the side of Concorde and the colour of the lighting might change. I can watch the different projection shows on the side of Concorde, these come on every 3 minutes and are about 5 minutes long each. They also have audio that can be quite loud.

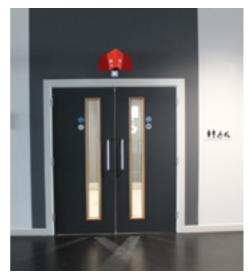


At the tail end of Concorde, there is an engine projection and there are bright spotlights under the wings.

The spotlights might also change colour.







▲ Concorde Hangar - first floor

I can go upstairs to go on board Concorde and see the exhibition or I can use the lift to access the first floor.

There are toilets in the first floor of the hangar next to the lift and these have a range of loos, including male and female loos, with electric hand driers and family and disabled loos with paper hand towels.







Interactive screens

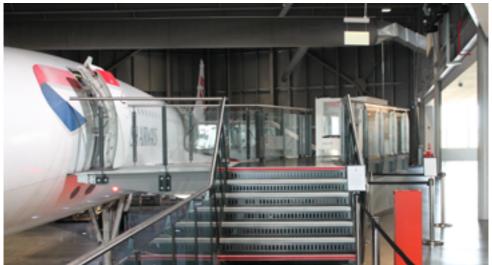
Concorde gallery with lighting

▲ Concorde Hangar - Gallery

I can look at the exhibition through doors on the left as I arrive upstairs. The exhibition has dark lighting. Through the doors the first exhibit is a model of Concorde with a projection of a wind tunnel behind.

In the Concorde exhibition there are interactive screens I can use, a flight deck which has video and audio with a varied pitch throughout and lots of buttons which light up in different colours.

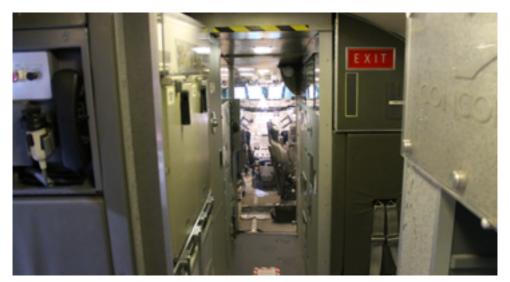


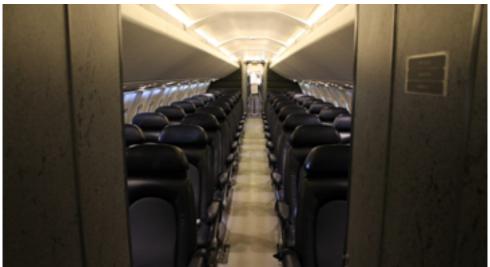


▲ Boarding Concorde

I can go on board Concorde using the stairs or a lift. Sometimes there may be a queue at busy times.

There will be a volunteer to greet me at the entrance to Concorde.





When inside I can go to the left to see the cockpit.
The lighting is quite yellow.

I can walk down the inside on the plane and out the other end. There is plastic covering on the floor giving it a different texture and light comes in through the windows. It can feel like quite a narrow space and the ceiling is quite low.



▲ Lecture Theatre

At certain times the lecture theatre may be open, there are occasionally films playing that I can sit and watch. If the theatre is open, the doors are opposite the entrance to Concorde.



Hangar 16R - Restoration hangar

I can exit the Concorde Hangar the same way I came in. I might be able to go into the brown hangar on my left to see work being done on an aircraft. It can be loud in here with people using tools and sometimes smells strongly of things like paint and oil.



The gift shop

On the way out of the museum I can visit the shop. The shop sells many colourful things gifts which I can see and touch. Sometimes there is a queue waiting to pay at the till.



When I am ready I can leave the museum through the left door at the main entrance, marked departures. On the way out I will walk past the landing gear and then out into the car park.



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