

Visitor map



Dim lights



Bright light



Flashing light



Background noises



Loud noises



Touch-button sound



Smells



Temperature changes



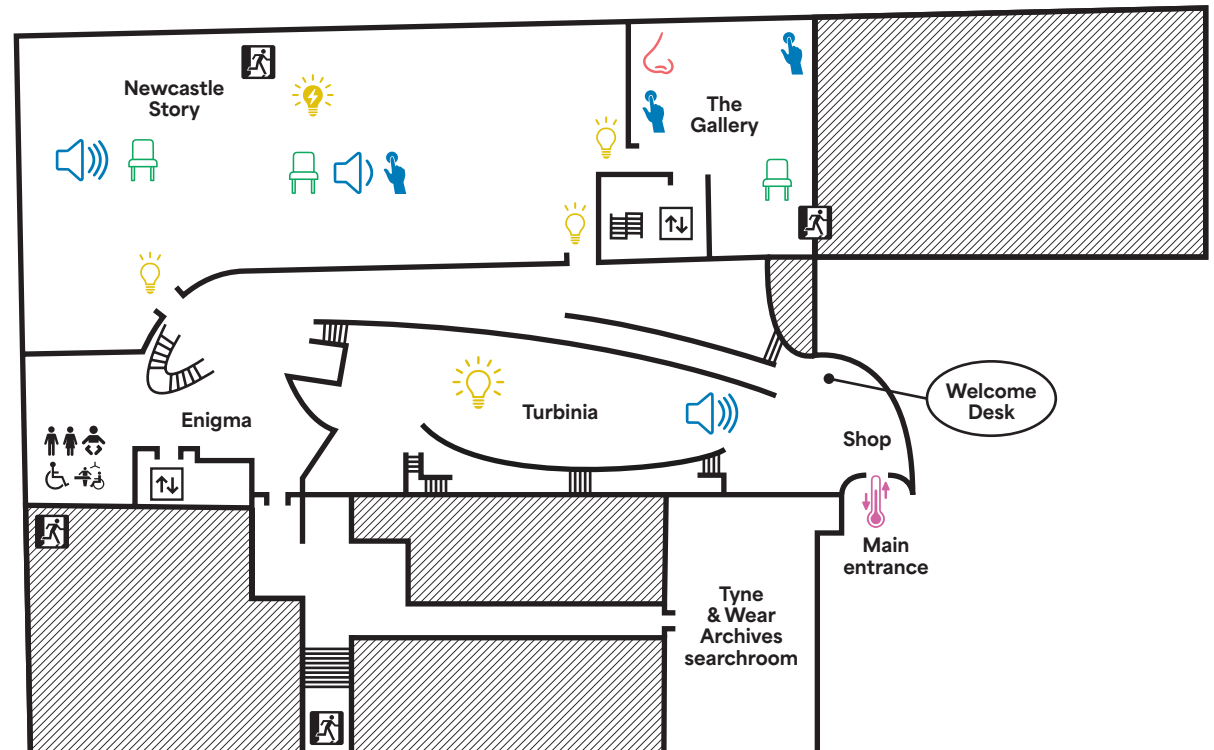
Seating

Discovery Museum

- **Turbinia** can be seen from above looking down from the first and second floor landings
- **Newcastle Story**, **Charge!** and some **Special Exhibitions** have dressing-up activities
- All of the galleries have a range of different types of interactives but **Newcastle Story**, **Story of the Tyne**, **Charge!** and **Tyneside Challenge** include some physical tactile ones
- Some of the interactives in **Newcastle Story** and in **Charge!** can be very loud
- There could be a smell of cleaning products in the toilets
- All the toilets have hand dryers that produce a loud noise

Ground Floor

- The main visitor walkway leading from the museum entrance to the galleries on the ground floor is via a long ramp
- **Newcastle Story** is broken up into different sections on a long and winding route. Floor surfaces and light levels change throughout. There is no exit until you reach the end.



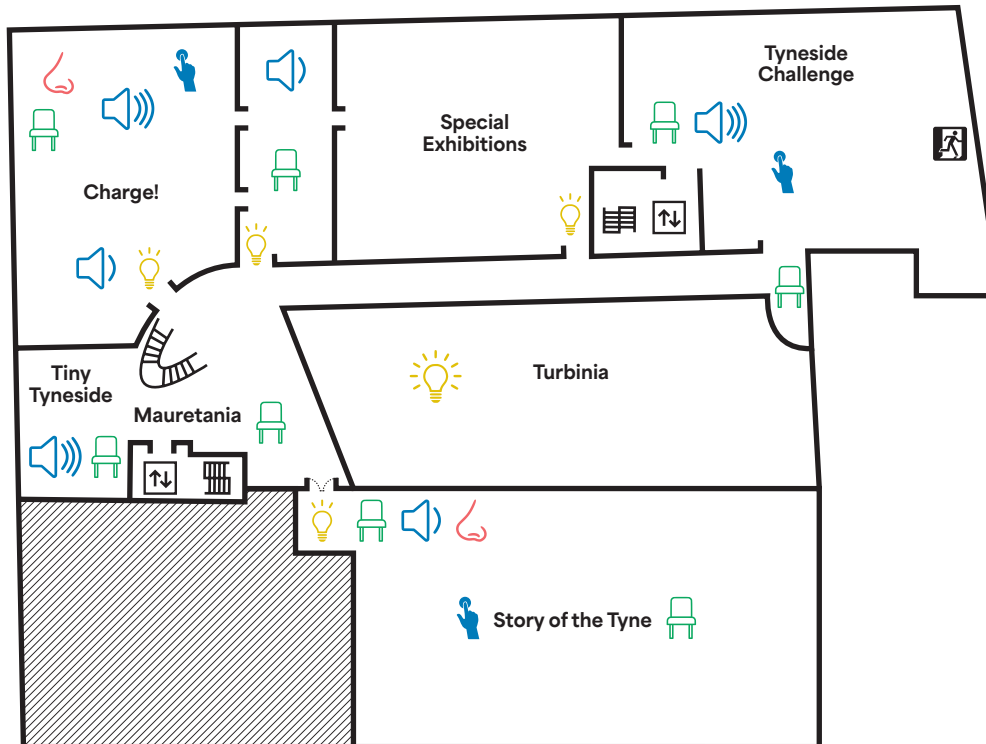
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First Floor

- **Charge!** includes several large screens showing a selection of short films
- **Tiny Tyneside** is especially for children under 5 years old



Second Floor

- The café can be a busy space, sometimes with loud noises from the kitchen and servery
- **Science Maze** has lots of interactive exhibits which can be quite noisy. Light levels change throughout. **Play + Invent** is in use on selected days only.

