



Visiting *SparkLab* at Queensland Museum Kurilpa, South Bank
For visitors with sensory sensitivities

Queensland Museum sensory tips

When to visit

Our regular hours are 9.30am–5pm daily.

Queensland Museum Kurilpa is usually quieter between 2pm and 4pm on school days with our quietest month being February.

SparkLab is an interactive, accessible space for all visitors. Peak visitation times are weekdays between 9.40am and 2pm, Sundays and Queensland school holidays.

Service animals

We welcome service dogs, however in the interest of a safe and healthy visit for all guests and the protection of our state's historical collection, we ask you leave all other animals at home.

Purchasing tickets

To avoid queues consider purchasing your tickets online prior to your visit.

You can print your barcoded ticket at home using the PDF sent to you, or open the PDF and use the barcode on your phone, ready to be scanned on entry to the exhibition.

Printing or scanning your ticket will allow you to head straight to the exhibition door and bypass the queue for tickets on **Level 2**.

Companion card program

We recognise the Queensland Government's **Companion Card** program. The companion of a Companion Card Holder is entitled to free entry.

If you have a Companion Card holder ticket to an exhibition or event, please have your valid Queensland Government issued Companion Card ready to show staff.

Moving around the museum

Parking

Accessible parking can be found on the lower level of Queensland Cultural Centre car park below Queensland Museum Kurilpa.

Lifts from the car park to the main entrance on **Level 2** will connect you with lifts to other levels of the museum building.

Wheelchair access

All entrances and areas in the museum are wheelchair accessible. Lifts are located in the centre of the building to enable access to all levels of the museum.

There is seating around the museum and in **Café Muse** on **Level 2**. Space for wheelchairs is set aside at all of our events and activities, including lectures, workshops and shows.

You can borrow a wheelchair for use within the museum from the **Cloakroom** on **Level 2**. They are free of charge and subject to availability. Motorised wheelchairs are permitted in Queensland Museum Kurilpa.

Restrooms

There are single user/accessible toilets available on **Level 0** and **Level 2**, as well as in **SparkLab**.

Café Muse and **Level 0** have an accessible restroom with an automatic door.

There are ambulant toilets available on **Level 2** and **Level 4**, as well as at the **Café Muse**.

There is an adult change facility with motorised change bench and hoist at our security office, just outside of the museum, opposite **Café Muse**.

There are Family Rooms on **Level 0** and **Level 2**. There is a fold down change table in the toilets on **Level 1** and in **SparkLab**.

Audio & visual

Lighting

SparkLab contains exhibits that have high voltage causing a strong electromagnetic field and flashing lights that may affect some medical conditions.

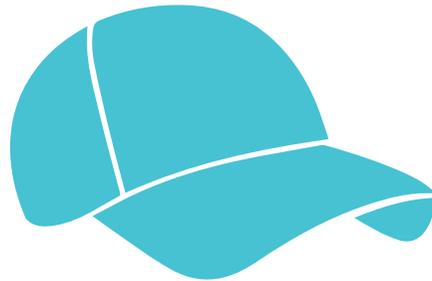
Sound enhancement

The **Cloakroom** and **Theatre** on **Level 2**, and **Entry Desk** on **Level 0**, are equipped with induction loops that transmit directly to hearing aids with T-coils.

Sensory kits

Noise cancelling ear protectors and Sensory Kits are available at the Cloakroom on **Level 2** and **SparkLab** entry on **Level 1**.

Before I visit the museum



The museum is a friendly space where I can feel comfortable and everyone is welcome.

The museum has sensory kits and ear protectors for my use.

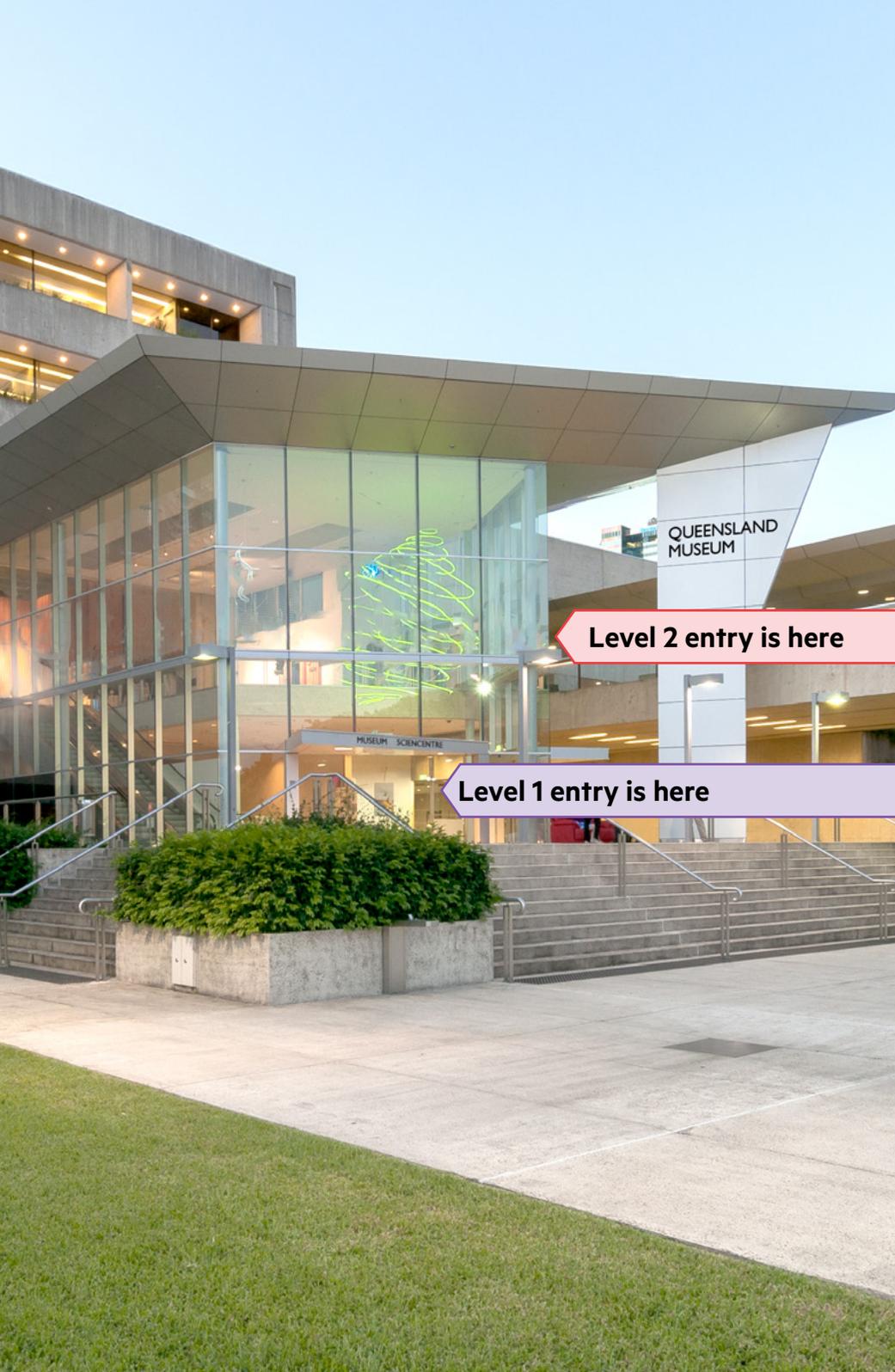
I may also want to bring my own items that will help me to feel comfortable such as: ear protectors, a hat, sunglasses, a fidget or a comfort toy.



I am going to visit **SparkLab**, which is inside **Queensland Museum Kurilpa** at South Bank.

The museum building is made of concrete and glass and has a big tree out the front.

The banner on the front of the building may be different each time I visit.



There are lots of entries to the museum.

Level 2 from the **Whale Mall** or from the café on **Level 2**.

Level 1 on Melbourne Street (pictured).

I can enter on **Level 0** on Grey Street.



The **main entrance** is on **Level 2** near the Whale Mall. The main entrance has glass doors that open automatically.

The pictures on the glass doors may be different each time I visit.



In the museum I will notice there are lots of interesting things hanging above me.

These are very secure and will not fall down.



Sometimes the entrance to the museum can be very bright and can also be noisy.

There may be lots of people visiting the museum.



When I enter the main foyer on **Level 2**, I will see a ticket and information desk and a cloakroom. There are also escalators that go down to **Level 1**.

Museum staff wear a black uniform and a name badge. I can ask them for help if I need directions, a map or a sensory kit to take around the museum.

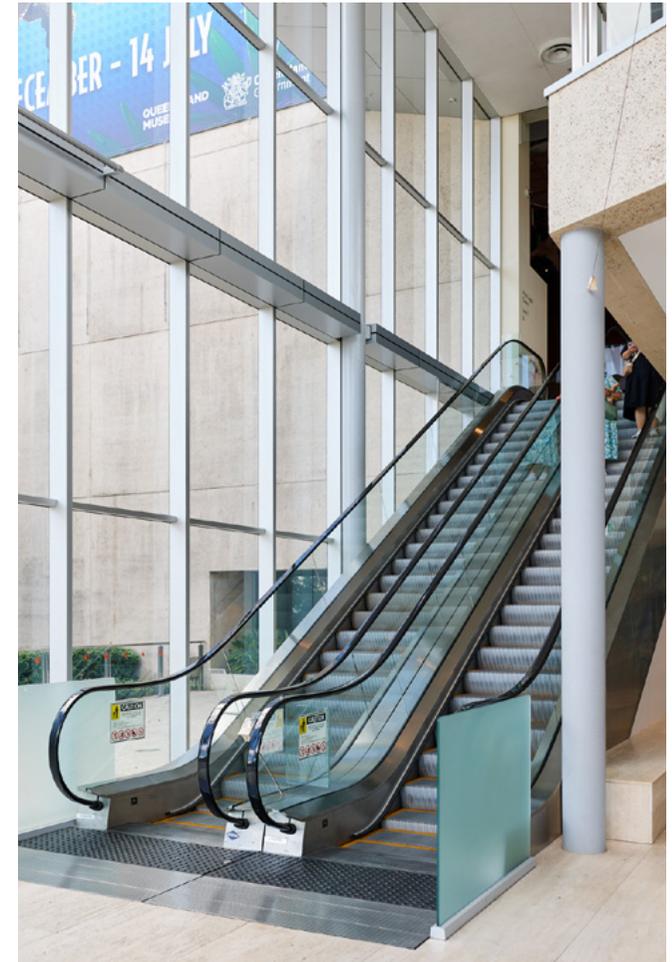
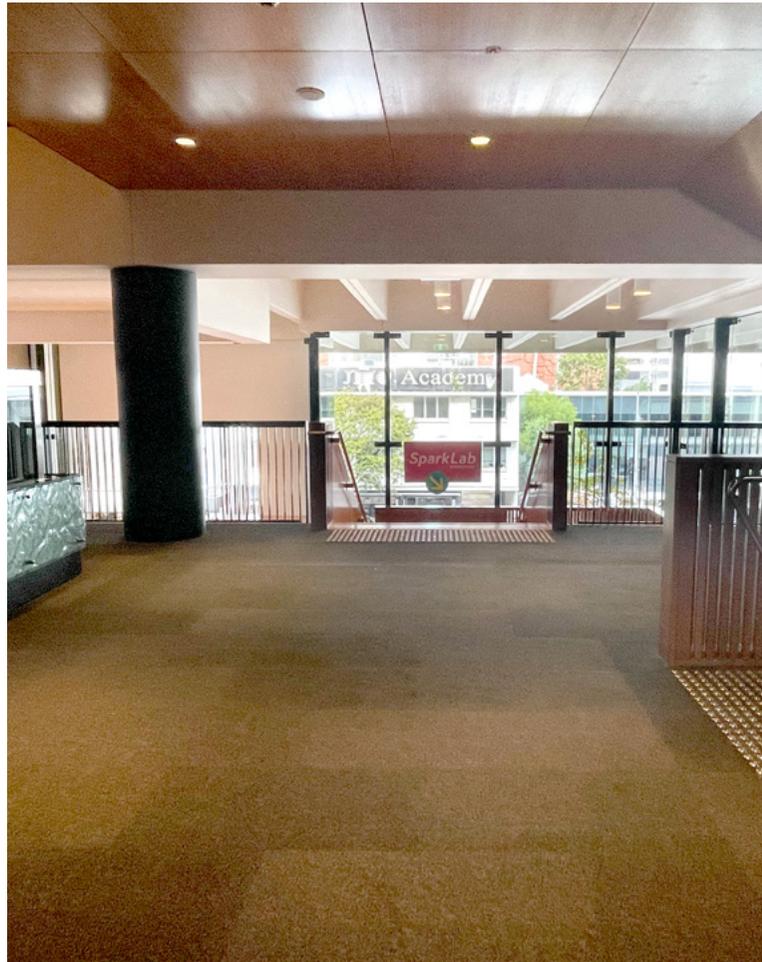
CLOAK ROOM



A **cloakroom** is a place where I can store things I don't want to carry around with me, like bags, hats and jumpers.

If the **cloakroom** is open, I can ask the staff to store my things if I don't want to carry them.

The staff will take my things and give me a number tag. When I want my things back, I will give the staff my number tag so they can find my things easily.



SparkLab is located on **Level 1** of the museum.

There are lots of different ways I can get to **SparkLab** from the main foyer.

I can either take the elevator, walk down the wooden stairs or take the escalators down to **Level 1**.



If I take the escalators, I will have to go through the **Anzac Legacy Gallery** first.



If I take the wooden stairs, I will go past the **Minerals** exhibition first.



SparkLab is an interactive exhibition that is all about science. Before I can go in, I will need a ticket to enter.

I may need to queue if there are other people visiting. I will need to show my ticket to the museum staff at the entrance.



When I arrive at the entry to **SparkLab**, I will see a big sign that shows me a map of where to find things inside **SparkLab**.

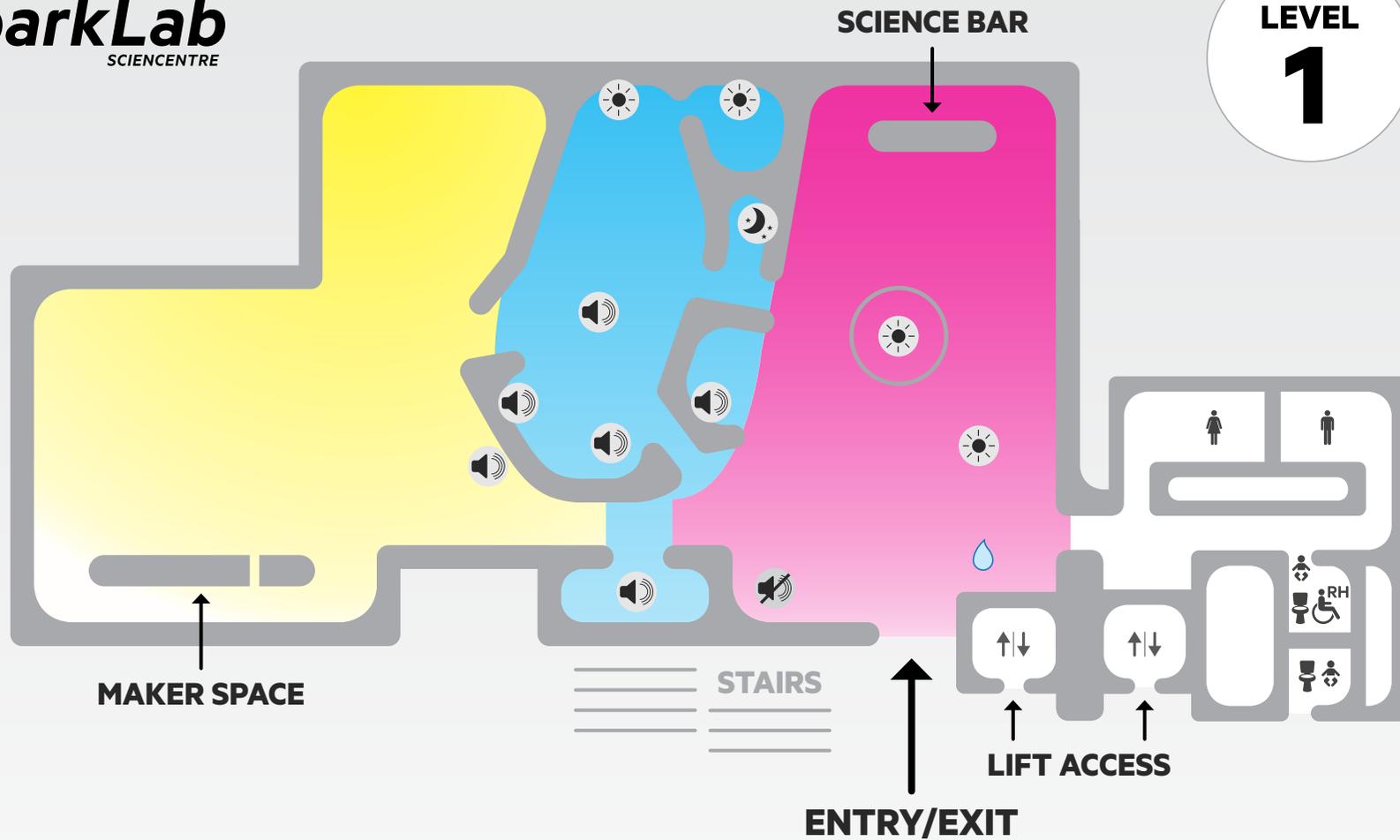


Sometimes **SparkLab** can be noisy and there may be a lot of people visiting at the same time.

SparkLab is also a dark space but has bright exhibits that flash, make noise or move. If I am with a group or another person, I will need to stay close to them.



Some activities can get busy. I may need to wait in a queue for my turn or share activities with other visitors.



LEGEND:

This exhibit is usually noisy.	Toilets
This exhibit is bright and may flash.	All Gender toilets
This exhibit has very low light	Accessible toilets
Quiet zone	Parents room
	Lifts
	Water bubbler

ZONES:

	How can we change our world? What does this change do?
	How do we perceive our world? Do we all perceive it the same way?
	Our world and how it works.

This is a map showing the layout of **SparkLab** and all the bright and noisy areas.

The map also shows where the quiet zone and toilets are if I need a rest.



There are three zones in **SparkLab**. The first zone is all about **our world and how it works**.

There is a big coloured ball hanging from the roof. The pictures on the ball can change.



In this **first zone** there are lots of fun things to do! Here I can play with flowing mist, make cloud rings, roll balls around a well, like planets orbiting two stars or see the Tesla Coil.

If I see something I don't like, I can go to the next fun activity.



Tesla Coil demonstrations can be very loud and creates lightning-like effects. Staff will let me know if they are going to do a demonstration.

I can leave **SparkLab** and come back if it is not something I would like to watch.



The **second zone** is all about **how we see and hear our world**. There are lots of sounds, lights and colours in this zone.

I may want to wear sunglasses, hat or ear protectors in this zone.



In the **second zone**, I can dance and play with coloured shadows, look in different types of mirrors and change the sound coming out of a speaker to create splashes of sound.



The **third and last zone** is all about how we can **change our world by building, making, moving something and solving challenges.**



In this zone, I can make a gravity run out of tubes and balls, build a giant arch, connect up circuits and make lights glow and fans spin.



I can also visit the **Maker Space** to design and make something to test out.

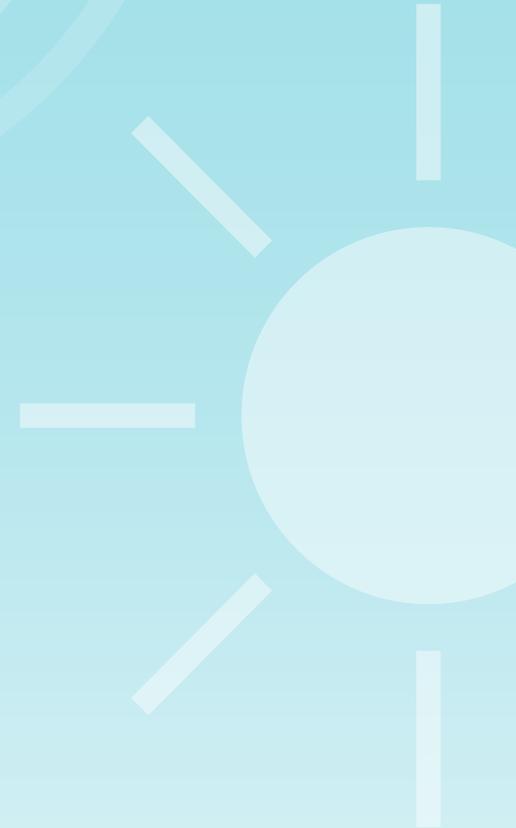


Once I have finished my visit at **SparkLab** and Queensland Museum, it is okay for me to leave because the museum will be open next time I visit.

Queensland Museum Kurilpa welcomes visitors of all abilities. We aim to provide an inclusive, accessible and enjoyable experience for everyone.

Check out our website for upcoming events including relaxed and sensory sessions.

museum.qld.gov.au



**Thank you for visiting *SparkLab*
at Queensland Museum Kurilpa**

We hope you enjoyed it!

**QUEENSLAND
MUSEUM**



**Queensland
Government**