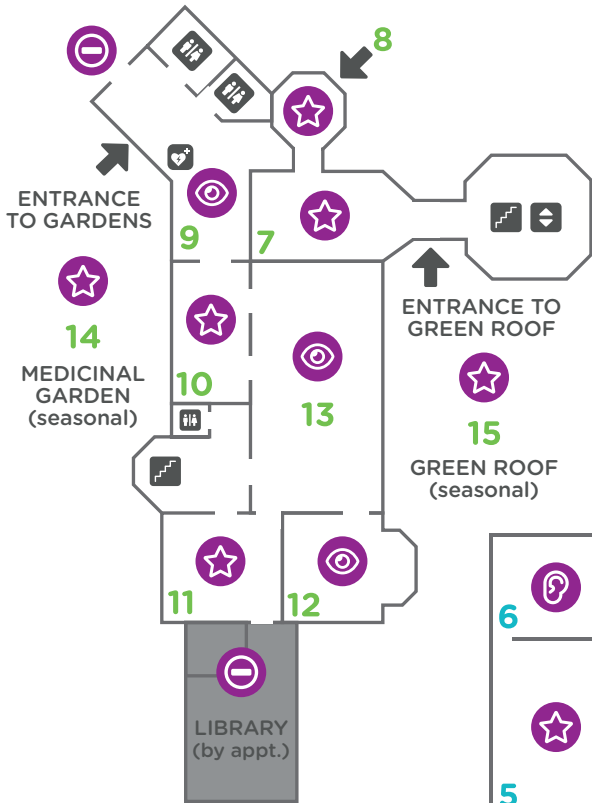




**B A K K E N**  
M U S E U M

# MUSEUM MAP

## SECOND FLOOR



- 1 Courtyard
- 2 Meet Earl Bakken
- 3 Spark
- 4 KEVA Planks Gallery
- 5 Mary and Her Monster
- 6 Frankenstein's Laboratory
- 7 18th Century Room
- 8 Ben Franklin's Electricity Party
- 9 About the West Winds Mansion
- 10 Deep Roots: Plants as Medicine
- 11 Reading Nook
- 12 Franklin Room
- 13 Great Hall
- 14 Florence Bakken Medicinal Garden
- 15 Green Roof/Dakota Native Plants Garden

## FIRST FLOOR



## KEY

- Information & Ticketing
- Museum Store
- Lockers
- Vending
- Restroom
- Water Fountain
- Stairs
- Elevator

## ROOM-TO-ROOM EXPERIENCE GUIDE



### **OBSERVE**

In these rooms, I do not touch the exhibits. I can read and learn from the museum's informational signs, ask questions, and share my ideas.



### **THINK AND INTERACT**

In these rooms, I can touch the exhibits. The exhibits have instructions to tell me how to interact with them. Some of the pieces in these exhibits may make noise or flashing lights.



### **WATCH AND LISTEN**

In these rooms, I do not touch the exhibits. I watch and listen to the sounds of the exhibit.



### **CLOSED TO THE PUBLIC**

These rooms are for museum staff only. I do not enter these areas unless we receive special permission.

If I am not sure what to do in a room, or I get lost, I can go to the Visitor Services Desk or find a staff member with a Bakken Museum name tag to ask questions.