



BANKKEN
MUSEUM



SOCIAL NARRATIVE

A GUIDE TO VISITING THE MUSEUM

PLAN YOUR VISIT

HOURS

The museum's regular hours are Tuesdays through Sundays 10 a.m. to 5 p.m. The museum is closed on Mondays.

COST OF ADMISSION

Adults: \$11
Seniors (62+): \$9
Students (with ID): \$8
Children (4-17): \$6
Children (3 and under): Free
Members: Free
Limited Income Admission: \$1

Discounted admission is available for individuals receiving SNAP benefits. Individuals enrolled in TANF, MFIP, WIC, General Assistance, Medical Assistance, MinnesotaCare, Supplemental Security Income, Social Security Disability Benefits, SNAP, Section 8, or Free/Reduced Price School Meals may receive \$1 admission to the museum.

To receive limited income admission, contact our visitors services team at 612-926-3878 or inquire at the front desk.

GROUP ADMISSION

Groups of 10 to 30 individuals visiting the museum together receive \$2 off admission per person. To request a group visit discount, contact info@thebakken.org

TRANSPORTATION

The Bakken Museum is located at 3537 Zenith Avenue South Minneapolis, MN 55418

Parking

Free parking is available in our surface lot off Zenith Avenue South. Free street parking is also available on Zenith Avenue South (West side of the street) and on both sides of W 36th Street.

Bus, Bike, & Walk

We are located near Twin Cities Metropolitan Area Transit System routes 6 (0.48 miles).

The museum is located adjacent to the Grand Rounds National Scenic Byway along the Minneapolis Chain of Lakes. Bike racks are available for visitors.

ON-SITE RESOURCES

Complimentary sensory-friendly backpacks are available at the Visitor Services desk. Packs include a printed copy of the social narrative, a room-to-room experience guide, noise dampening headphones, and sunglasses.

CONTACT INFORMATION

For additional information, or to request an accommodation, please contact our a visitor services team member by phone at 612-926-3878 or by email at info@thebakken.org

INTRODUCTION

We are going to The Bakken Museum. Inside the museum we will see exhibits and artifacts that relate to innovation, science, and technology.

The museum has hands-on activities for adults and kids. I will stay with the people I came to the museum with at all times while visiting The Bakken Museum.



ENTERING THE MUSEUM

There are two ways to reach the main entrance of The Bakken Museum.

From the parking lot located off Zenith Avenue.



or from 36th Street.



ENTERING THE MUSEUM



The main entrance of the museum is a large tower made of glass. I will go through two sets of glass doors to enter.

After the first set of glass doors there is a large moving sculpture hanging from the ceiling. This sculpture may cause light to reflect on the walls inside the entryway. The moving sculpture does not make any sound.

MUSEUM LOBBY

Once I enter the museum, the Visitor Services Desk will be in front of me.

I will check in with the person at the front desk. They will sell us tickets and give us a map of the museum.

We may have to wait in line at the front desk. I will wait patiently for my turn.


If we want to plan our visit, we can ask to borrow a planning guide and sensory backpack with noise-canceling headphones and sunglasses.

If I get lost or need assistance, I can return to this desk and ask for help.



RESTROOMS

If I need to use the restroom, there are three on the second floor and three on the first floor of the museum.

On the map of the museum, restrooms are marked by pictures that look like this: 

In the museum, restrooms are marked by signs on the walls. Signs look like one of these three:



DRINKING FOUNTAINS

There are two drinking fountains in the museum where I can drink water. If I have a water bottle, I can fill it up at these water fountains.

In the lobby



Near the elevator on the first floor



LOCKERS

In the lobby there are silver metal lockers. We can choose to lock items we brought with us in here during our visit. Lockers cost \$2 and can be opened and closed again during our visit.



SNACKS AND LOUNGING

If I brought a snack, I can eat it in the lobby.

I can also purchase food or drinks from the vending machine in the lobby.

There are tables and chairs in the lobby to rest at.

Food and drinks are not allowed in the exhibit areas.



MUSEUM STORE



To the right of the Visitor Services Desk is the museum store.

There are books, toys, t-shirts, and more items for purchase in the store. If I would like to purchase something, I can take it to the Visitor Services Desk and a staff member will help me.



ELEVATORS AND STAIRS

To go to and from the second floor, I can take the stairs or the elevator. There are two sets of stairs.

On the map of the museum, stairs are marked by this picture: 
and the elevator is marked by this picture: 



STAFF ONLY AREAS

Some doors and staircases in the museum have signs that say “Staff Only” or “No Visitors Beyond this Point.” I will not enter these areas.



MUSEUM MANNERS AND EXPECTATIONS

Now it is time to enter the museum's exhibits. Here are some guidelines to help me during my visit:

I will use my indoor voice when in exhibit spaces.

I will take turns and share the exhibits with other people.

I will ask museum staff to help me find a quiet spot if a break is needed.

We will stay together as a group when walking through the museum.

We will ask museum staff for assistance if needed.

If I brought snacks, I will only eat them in the lobby.

I can take photos if I have a camera with me.

SPARK EXHIBIT

3 On the map of the museum, the Spark exhibit is marked by a number 3.

If the museum is busy, this room may be loud.

There will be electronic sounds, moving colors, and lights.

I can gently touch the exhibits in this room.

I can attach red magnets to the large wheel and turn it.

In this exhibit, I can touch the screens in front of me.

I can pick up and play with a deck of cards.

I can turn the pages of a large book.



SPARK EXHIBIT

3 On the map of the museum, the Spark exhibit is marked by a number 3.



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Each station in the Spark exhibit has printed directions that will show me how to make it work.

SPARK EXHIBIT

There is a ramp to the right of the Spark exhibit entrance. This ramp has lights that change color and a large mural. Because of special paint on the mural, the changing lights make different images appear.

If I do not want to walk through the changing lights, I can go upstairs through the Spark exhibit.

If I need to use a ramp to go to the next floor, I can ask someone at the Visitor Services Desk to turn off the color changing lights.



CLASSROOMS

If I visit The Bakken Museum on weekends or a holiday, the classroom doors may be open. If the classroom doors are open, I can enter.

If the classroom doors are open, there will be activities I can do in the classrooms. A museum staff member will be available to help me with the activities. Bakken staff members will be wearing shirts with the museum's logo and the word staff on the back.



SPARK EXHIBIT

Some of the things I can do in the spark exhibit include:

There is an instrument that the museum calls a Bakkenspiel. I can place the red magnets from the bin to the right of the instrument on the machine and turn the barrel to make music.



There is a large book attached to a white table. I can turn the pages of this book. When I turn the pages, images will appear on the screen. There is a short delay after I turn the page before the image appears.



SPARK EXHIBIT

Some more of the things I can do in the spark exhibit include:

I can pick up the receiver in the telephone booth. There are numbers hidden throughout the exhibit. If I find a number, I can enter it on the telephone pad and hear a sound through the receiver.



I can walk or dance in front of the Collaboration Canvas. When I move in front of the three screens, colors will appear.



KEVA PLANKS GALLERY

- 4 On the map of the museum, the KEVA Planks gallery is marked by a number 4.

Sometimes this area is quiet. If there are people in this gallery, I might hear the sound of wooden blocks falling.

I can use the wooden blocks to build a tower or other structure.

I can build blocks on the floor or on top of one of the tables in the room.

There are printed cards with ideas and suggestions of things to build.

If I feel overwhelmed, I can sit quietly and observe others who are building.



MARY AND HER MONSTER EXHIBIT

- 5** On the map of the museum, the Mary and her Monster Exhibit is marked by a number 5.

In this exhibit, I will hear a pretend storm.

There is a screen that looks like a picture in a frame. On this screen is a video of a woman. Sometimes she will be still and sometimes she will start moving. When I push the buttons under the screen, videos of people talking will begin.

There are tables with magnetic puzzles I can put together.

I can read about artifacts behind glass in the big white case.



FRANKENSTEIN'S LABORATORY

- 6** On the map of the museum, Frankenstein's Laboratory is marked by a number 6.

In this room, I can just look or I can listen to a 10-minute long story.

There is a sheet that is made to look like a person is under it. It is just pretend.

If I choose to watch listen to the story, the lights will go down and it will be loud. There is a big surprise in the show and a door will open.

I can leave Frankenstein's Laboratory at any time. There is a script available if I want to read along.

**There are some brief flashes of lights used during the show that may affect photosensitive individuals. Frankenstein's Laboratory may be frightening to some individuals.*



18TH CENTURY ROOM

7 On the map of the museum, 18th Century Room is marked by a number 7.

In the 18th century room there is a glass case where we can learn about Benjamin Franklin.

There are chairs in this room I can sit on and take a break.



BEN FRANKLIN'S ELECTRICITY PARTY

- 8 On the map of the museum, the Ben Franklin's Electricity Party room is marked by a number 8.

In Ben Franklin's Party, I can touch items that were made to look like artifacts.

Some of these items will give me a static shock. A static shock feels like a fast and small prick. It will have less of an effect if I touch the items with a fist, using my knuckles, rather than a finger.

If I do not want to feel a small static shock, I can keep my hands behind my back, and admire the artifacts on the table.



ABOUT THE WEST WINDS MANSION

- 9 On the map of the museum, About the West Winds Mansion is marked by a number 9.

This part of the museum used to be someone's home. It is called the West Winds Mansion.

In this hallway, I can read about the people who used to live in the mansion.

I can also pick up a telephone receiver and press a button to hear electronic voices tell stories.



DEEP ROOTS: PLANTS AS MEDICINE

10 On the map of the museum, the Deep Roots: Plants as Medicine exhibit is marked by a number 10.

In this room, there are wooden blocks shaped like bottles and boxes. There are magnets on the back of the wooden blocks. I can move the blocks to the matching shape on the wall.

I can touch the screen to learn about different types of plants and how they are used to make medicine.



READING NOOK & FRANKLIN ROOM

If we need to take a break, I can let one of the staff members know and use the Franklin Room or the Reading Nook as a quiet, safe space.

11 On the map of the museum, the Reading Nook is marked by a number 11.

In this room, I can take a book from the shelf to read.

I can sit on the couches.



12 On the map of the museum, the Franklin Room is marked by a number 12.

I can sit at the table.

The screen in this room is not for touching.



GREAT HALL

13 On the map of the museum, the Great Hall is marked by a number 13.

This part of the museum used to be a home.

In this room, I can look at pictures on the wall.

There is also a machine called “Electricity is Life.”

If I want, I can try the machine. The machine will send a small current of electricity through my body. It will feel like when my arms fall asleep.

If I get excited, I will use my inside voice.



GARDENS AND GREEN ROOF

If the weather is nice, I can go outside in to the museum's gardens and on the green roof. These areas are closed in the winter.

14 On the map of the museum, the gardens are marked by a number 14.

I can read about plants in the garden.
If it is the spring or summer, I will see
koi fish in the pond.



15 On the map of the museum, the green roof is marked by a number 15.

The green roof is what the museum
calls this patch of grass on the second
floor. I can walk on the grass and sit
at the picnic tables.



LEAVING THE MUSEUM

When I am ready to leave, we can go back to the lobby and exit out of the same door that we entered through.

If I borrowed a sensory-friendly backpack during my visit, I will return it at the Visitor Services Desk before leaving the museum.

