

EXPLORE

Your only limitation while visiting The Bakken Museum is your imagination. Experience our exhibits and see for yourself!

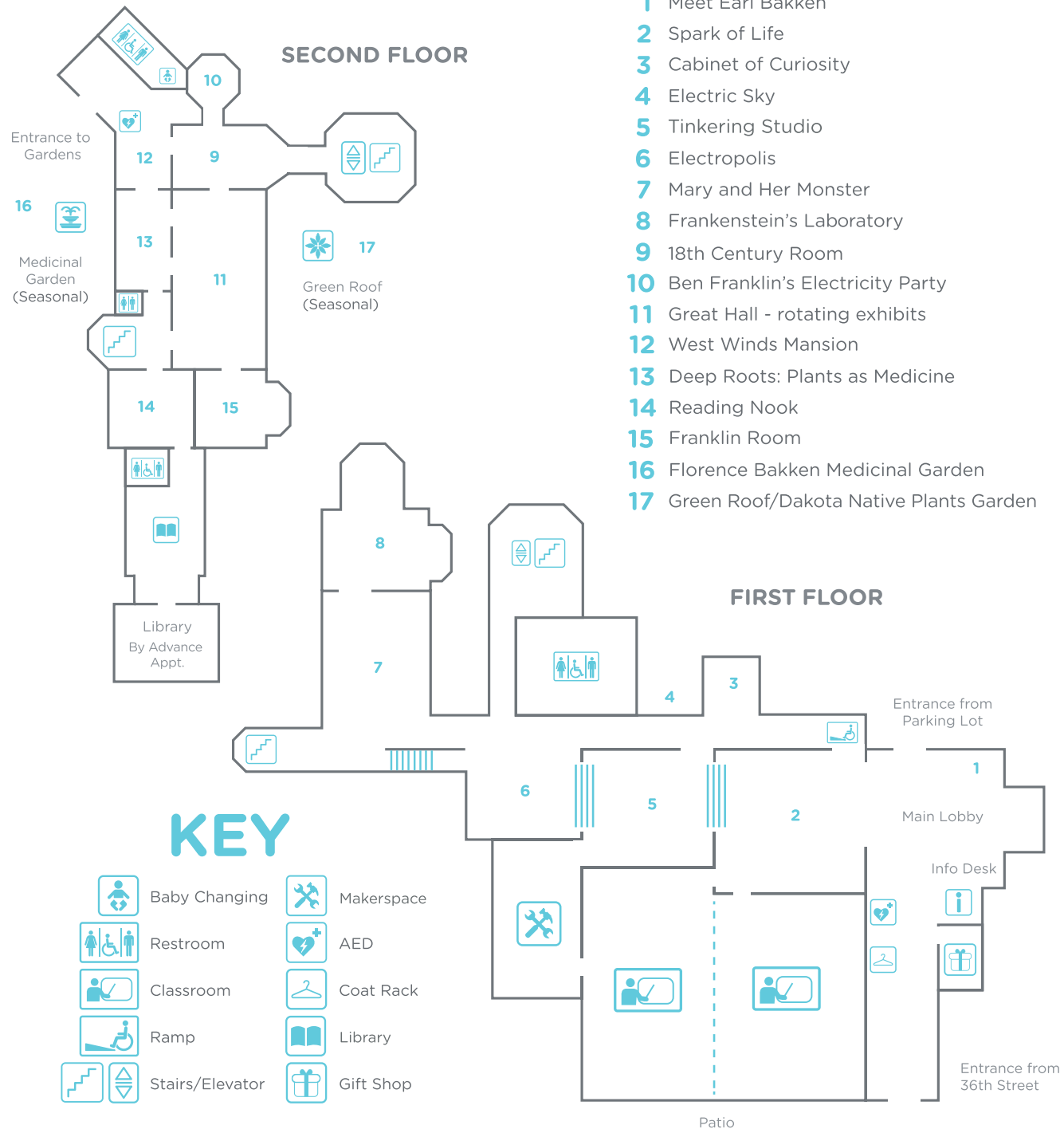
- **Ben Franklin's Electricity Party**
Try out some static electricity parlor tricks
- **Cabinet of Curiosity**
See interesting artifacts from The Bakken Museum's underground vault
- **Deep Roots: Plants as Medicine**
Dig into the past, present, and future of horticulture and wellness
- **Electropolis**
Explore the history of electricity in Minneapolis
- **Gardens & West Winds**
Uncover the story of the West Winds mansion and visit the museum's distinctive gardens
- **Mary and Her Monster/Frankenstein's Laboratory**
Meet the woman who wrote the first sci-fi novel and get spooked in our immersive object theater
- **Spark of Life**
Discover the electrical world and see what we can do with it
- **Tinkering Studio**
Experiment with ideas, tools and materials to invent things and fuel your imagination

EXPERIENCE

Get hands-on with STEM! Let The Bakken Museum's educators help bring out *your* inner inventor or engineer with interactive classes, camps, and activities!

- Check out our Youth Invention Programs including LEGO Robotics and Inventors Club
- Participate in Summer Camps, School Break Day Activities, and weekend programs
- Plan your child's next birthday celebration with us or rent our spaces for your next corporate meeting
- Bring The Bakken educators to your school or community center for a STEM science night

MUSEUM MAP



EXHIBITS

- 1 Meet Earl Bakken
- 2 Spark of Life
- 3 Cabinet of Curiosity
- 4 Electric Sky
- 5 Tinkering Studio
- 6 Electropolis
- 7 Mary and Her Monster
- 8 Frankenstein's Laboratory
- 9 18th Century Room
- 10 Ben Franklin's Electricity Party
- 11 Great Hall - rotating exhibits
- 12 West Winds Mansion
- 13 Deep Roots: Plants as Medicine
- 14 Reading Nook
- 15 Franklin Room
- 16 Florence Bakken Medicinal Garden
- 17 Green Roof/Dakota Native Plants Garden