

**BROOKLANDS**  
MUSEUM

# Visual Story

**Welcome to Brooklands Museum**





# Brooklands Museum Map

You can collect a map from the main entrance or find it on our website.

There are signs to guide you around the site, and you can ask a volunteer or member of staff for directions.





# Car Park

You will arrive in the car park opposite the museum.

The parking bays are unmarked, but there are lots of spaces.

There will be other cars driving past to come in and out.





# When you arrive

You will need to cross the bridge over the river to find the entrance.

You may want to get your ticket ready if you've booked online





# When you arrive

You will enter the Museum through the doors on the left-hand side of the wooden building.

There are two steps to access or there is a ramp next to them that you can use.





# Museum Admissions

When you enter this building there is a desk as you come in.

This is where you can buy tickets or if you bought them online, they will be checked here.

One of our friendly team will help you.





# Museum Admissions

You can pick up a sensory backpack from this desk.  
Please ask a member of staff to book one.

You can also collect a museum trail here and book activities such as the Concorde experience.

This is also where you will find the Museum shop.





# Exploring the Museum

Once you have left the admissions building you will walk down the gravel path. This will make a noise under your feet.

You will see a big map of the Museum; you can use this to plan your visit.

While you walk around you may hear noises from the walkie talkies which volunteers and staff use to talk to each other.



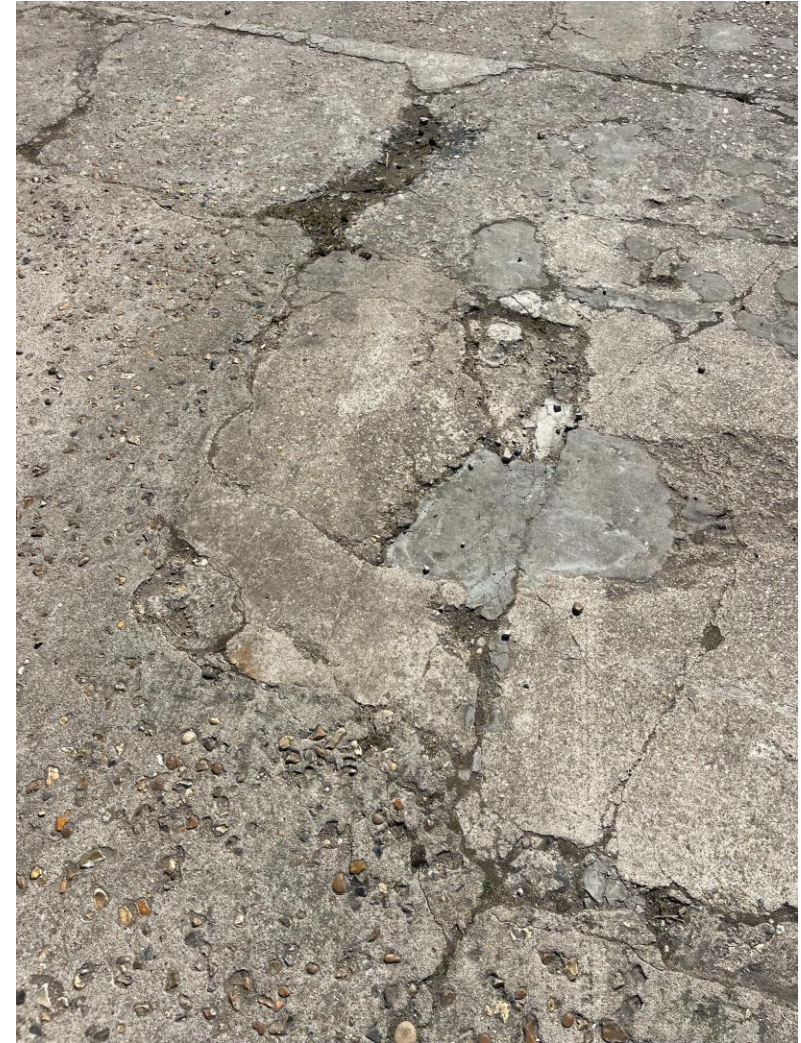


# Different Flooring

Be careful when walking around the site as the flooring differs between spaces.

The Museum is mostly on one level, but some areas can only be accessed by stairs.

The ground is uneven in some areas.



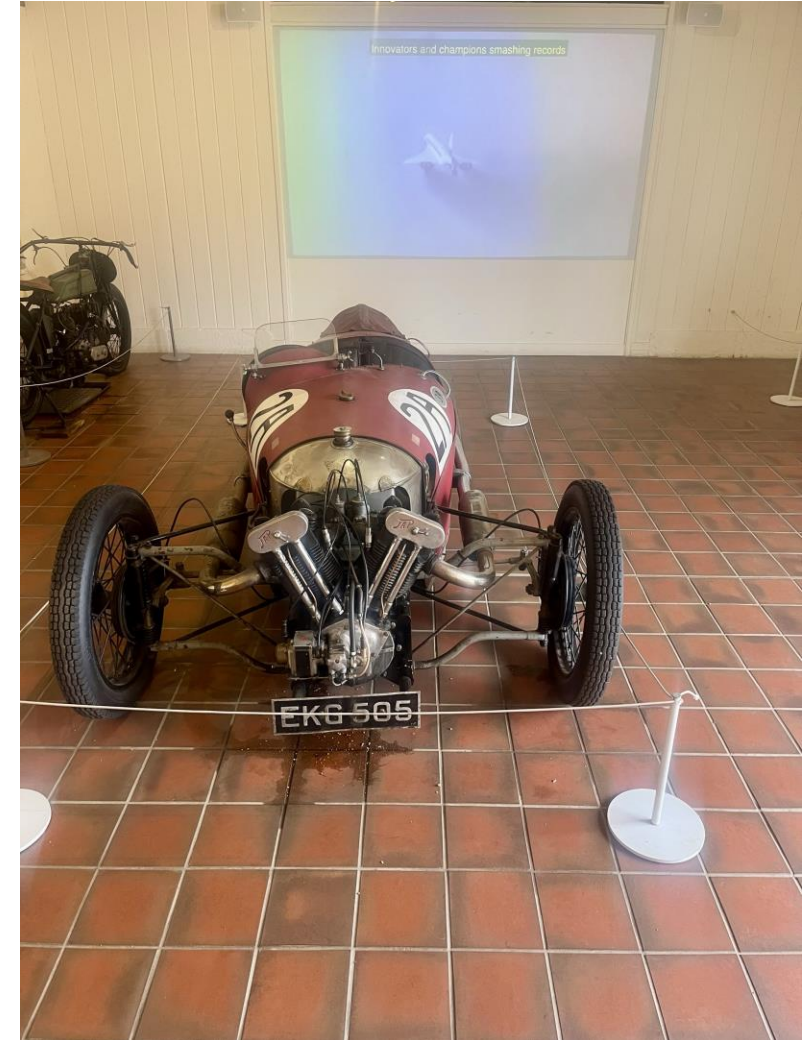
There will be safety warnings or yellow tape to keep you safe.



# Introductory film

If you would like to see the introductory film, walk into the first building on your right.

The film is five minutes long and contains moving images and sound. There are subtitles.





# Jackson Shed

The Jackson shed is a long building that features cars from Grands Prix throughout history.

There are doors at each end of the building to enter and exit and the exhibition is all on one level.





# Jackson Shed F1 Simulator

The simulator makes a revving noise.

There may be a queue and there is a height restriction.

You will be asked to take you shoes off before you get in.

Ask a volunteer for help if you would like to use it.



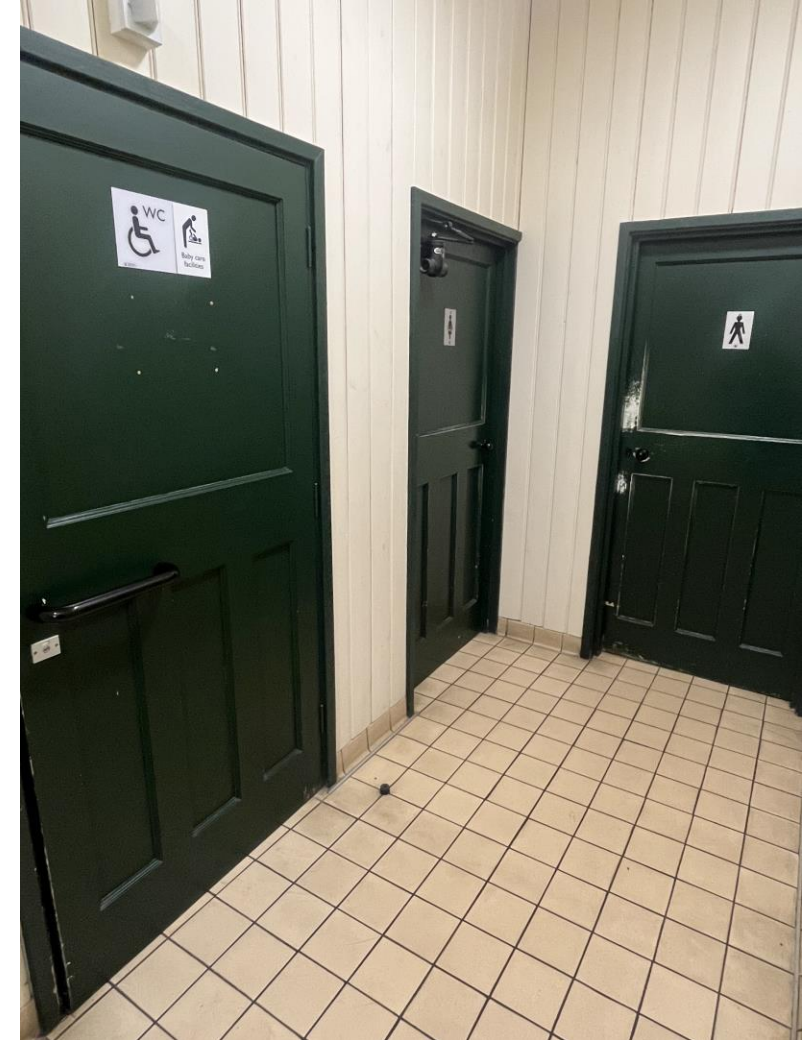


# Jackson Shed toilets

These photographs show the toilets in the Jackson Shed.

There is one wheelchair accessible toilet with a baby change facility and there are male and female cubicles.

There are no hand dryers in these toilets, there are only paper towels.





# Campbell and ERA Sheds

The Cambell and ERA Sheds can be accessed through the door across from the Jackson Shed.

You can discover our collection of bicycles, motorcycles and cars.

You might smell oil or fuel when walking through these sheds and there is a video with sound by the motorbikes.





# Finding your way

Look out for yellow signs, they will direct you to different areas of the museum.

There are lots of volunteers around who can help you.

Volunteers will be wearing green polo shirts with yellow lanyards that say 'volunteer'.

Staff wear yellow polo shirts with green lanyards that say 'staff'.





# Club House (Café)

The Sunbeam Café can be found in the Club House, the central red-brick building.

It may be busy in here during lunch hours and it will smell of food and coffee.

It is sometimes loud with sounds from the kitchen and from other visitors.





# Club House (Cafe) toilets

There are male and female toilets in the Café.

The toilets labelled 'Powder Room' have baby changing facilities in them. There are no hand dryers in these toilets.

There is one wheelchair accessible toilet located on the outside of Clubhouse. You will need a RADAR key to access it, you can ask for one at Reception.





# Ladies' Reading Room and Clerk of the Course Office

You can access these rooms from the café in the Club House.

These rooms are usually not busy and there are lots of things to look at.

You may be able to hear some noise or smell some food coming from the café.





# Reception

The Museum Reception can be found in the Club House.

You can ask any questions that you might have here, and there are more museum maps and trails on the desk.





# The Paddock and Shell Pagoda Shop

The Paddock is an open space between the Club House and the old racing track.

You can use this space to picnic or play games.

There is a shop which is generally open during school holidays and busier periods such as event days.





# Moving Vehicles

Brooklands Museum is a working site and there are often moving vehicles.

This might involve volunteers bringing cars and motorbikes out of the sheds to display or car and bus rides during certain times in the school holidays.

There will be barriers on the racing track to keep you safe.

Due to the age of the vehicles, they may produce oily smells and be noisy.



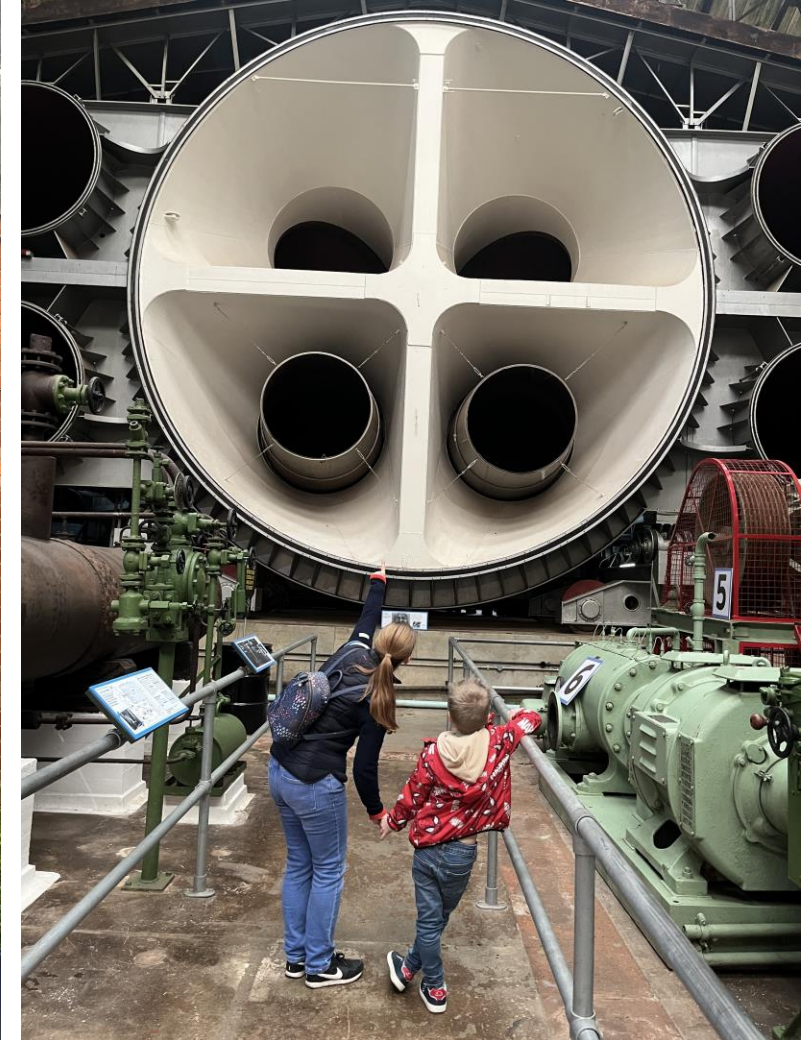


# Barnes Wallis' Stratosphere Chamber

The Stratosphere Chamber is a large space with lots of machinery.

There are engines that make a loud noise when activated. There is a morse code machine upstairs that makes a beeping noise when pressed. And there are earphones to listen to some Brooklands' stories.

It can be cold in this building.





# Barnes Wallis' Stratosphere Chamber access

There are two sets of stairs in this building.

The first is very steep and takes you upstairs and over a bridge to look into the chamber.

The second is around the front of the chamber.

Make sure to hold onto the handrails.



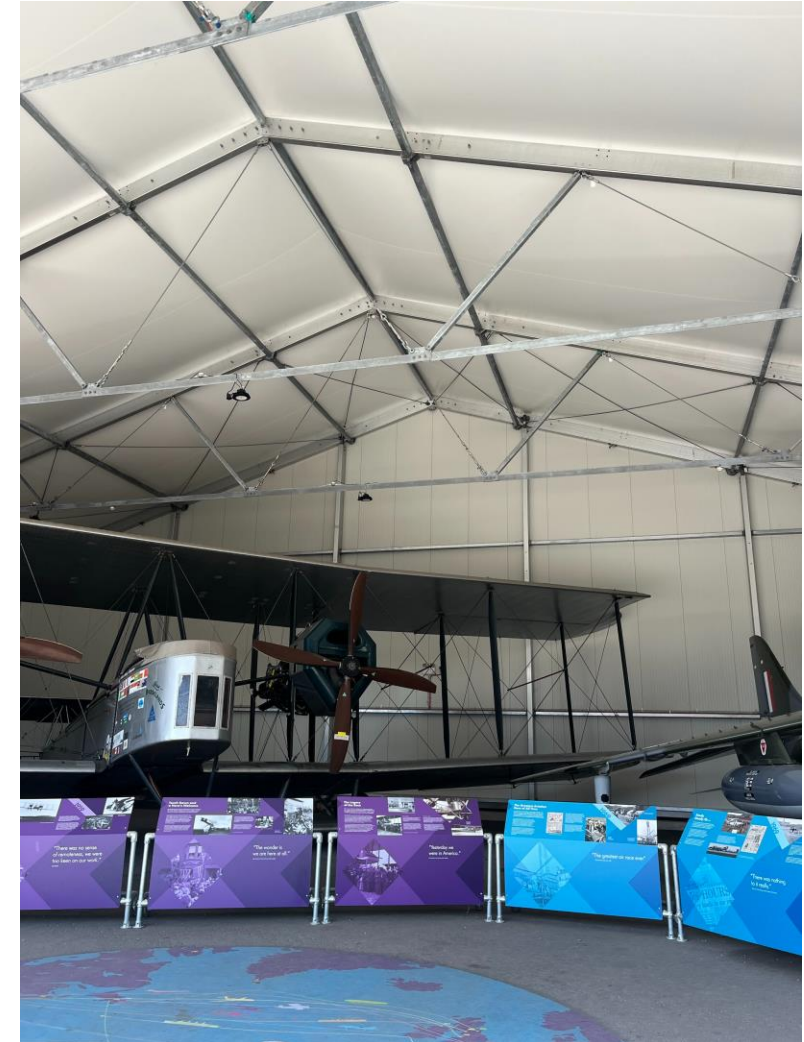


# First to the Fastest Exhibition

The First to the Fastest exhibition explores two historic transatlantic air races.

You will find this exhibition next to Concorde.

This area is covered but the front is usually open. It may be cold or hot depending on the weather, and sometimes noisy in the wind.



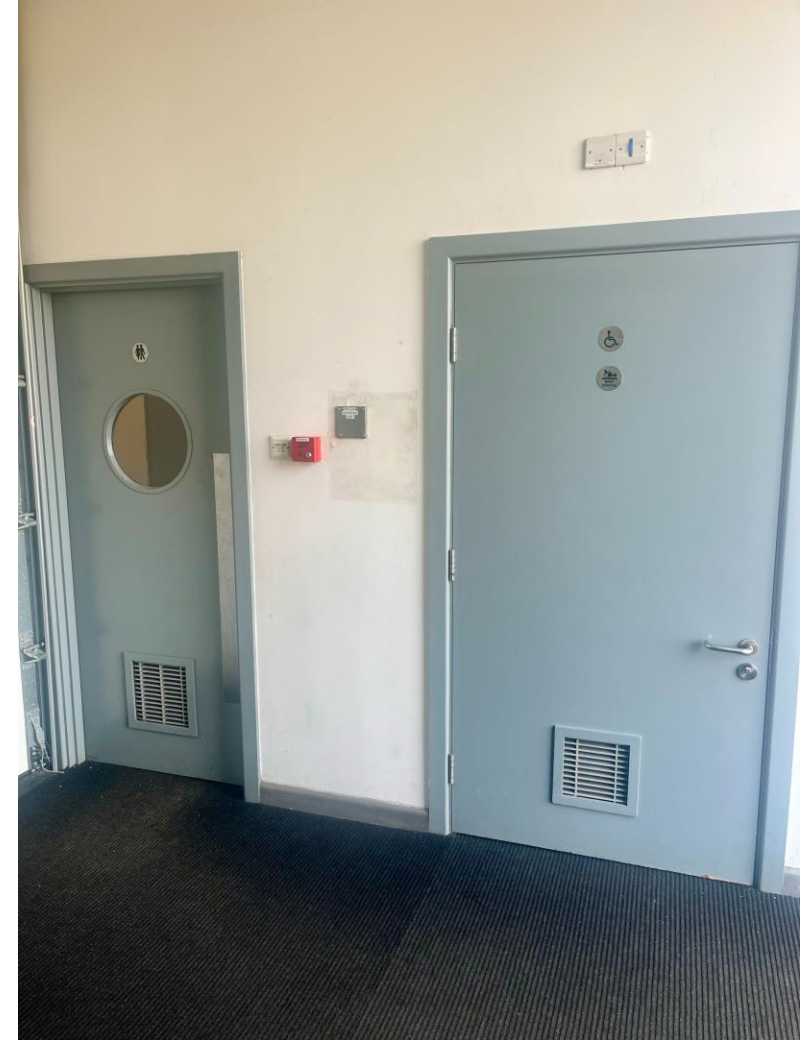


# Vickers Suite toilets

The last set of toilets are near the aircraft park in the building labelled 'The Vickers Suite'.

There are male, female and wheelchair accessible toilets here.

Please note that these toilets contain hand dryers which can be loud.





# Aircraft Factory

The Aircraft Factory is a large warehouse with lots of things to look at and to touch.

There is low level lighting, and you might be able to hear some background factory noises from the large videos on two walls.

Make sure you pick up a card at the entrance to collect stamps as you explore.





# Aircraft Factory Interactives

There are lots of things to touch and do.

You can look around the different stations and make a small metal plane; feel textures and try different techniques the factory workers would have used.

There are also touch screens to play on upstairs to design an aircraft.



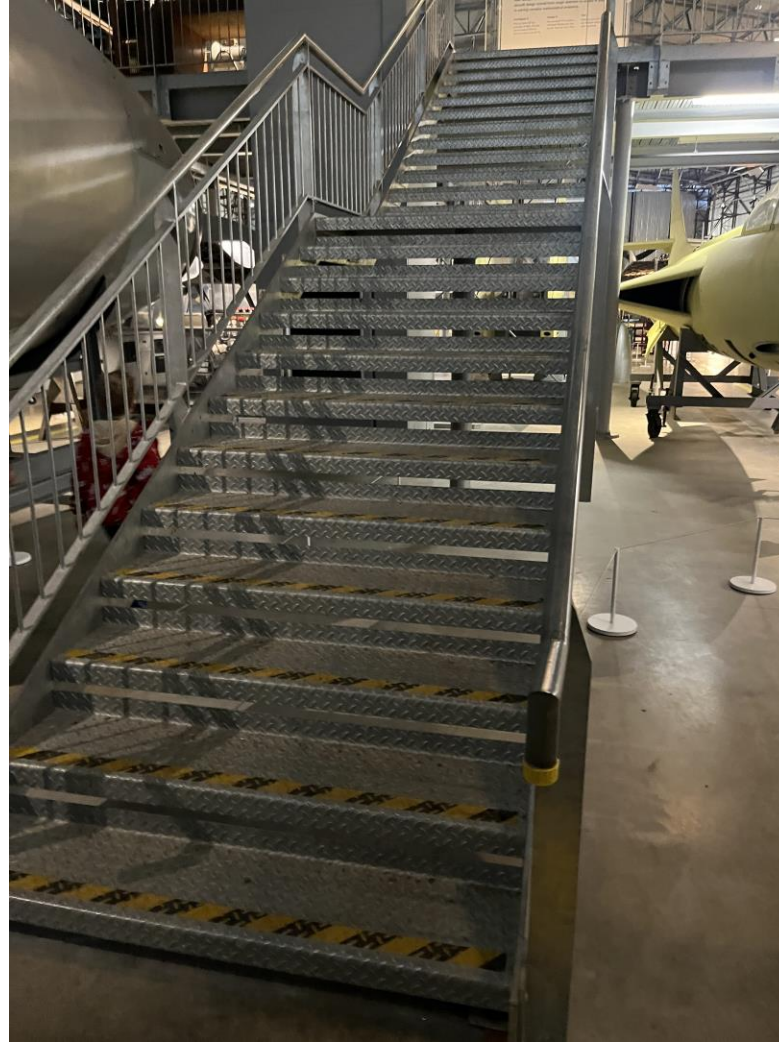


# Aircraft Factory upstairs access

At the back of the Aircraft Factory there is a set of stairs to access the upper floor.

There is a lift to the left of the stairs that will also take you to this floor.

You can ask a steward if you need help with the lift.



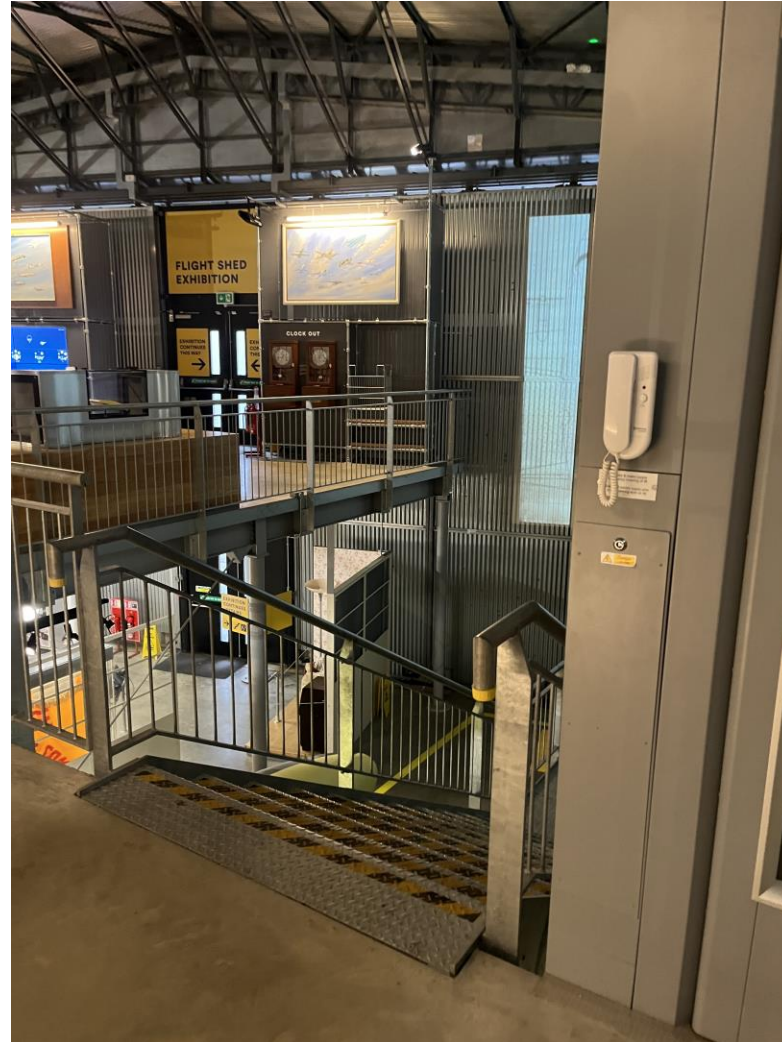


# Entering the Flight Shed

Once you are upstairs you can enter the Flight Shed through the double doors.

There is an outdoor bridge connecting the two buildings which is raised off the ground.

You may hear some mechanical noises from below.



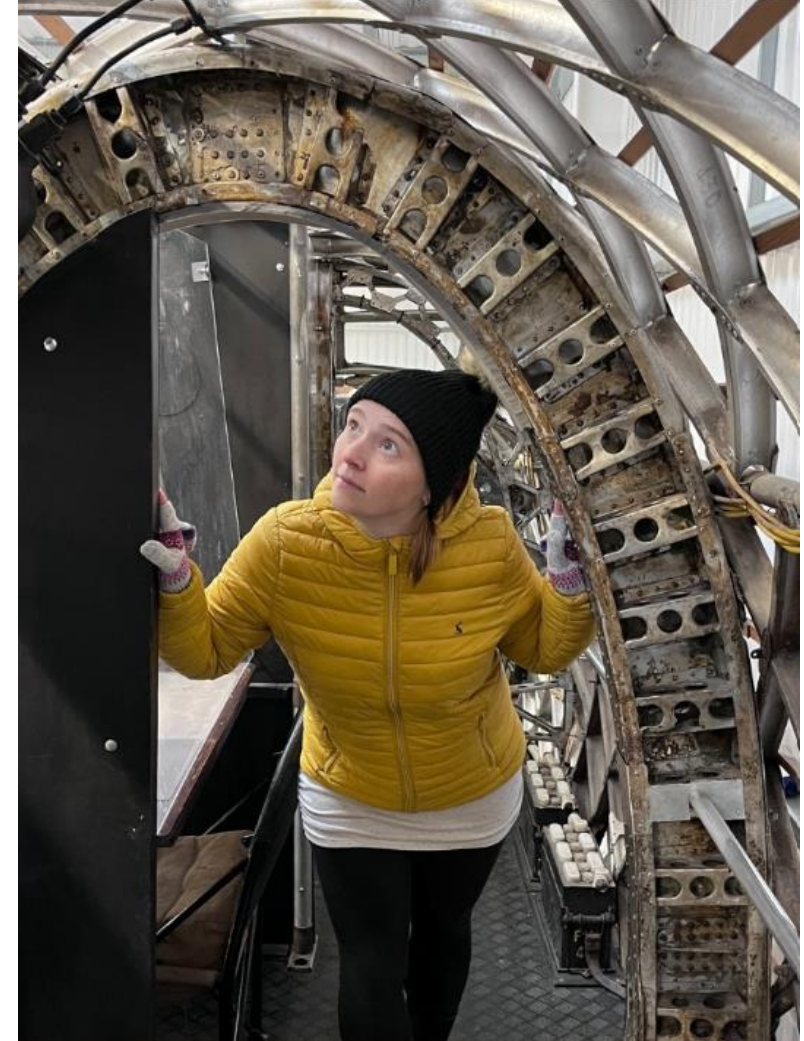


# Flight Shed access

There are planes that you can sometimes sit in. These can only be accessed via stairs. The seats in the planes are narrow and small.

Ask a volunteer if you would like to have a go.

There is a Wellington aeroplane walkthrough this is accessible via stairs, and it is a small space.





# Flight Shed

The Flight Shed has lots of things to look at and listen to. There is a model bomb drop which can be noisy, volunteers operate this if you ask.

There are glass doors which take you onto finishing straight.

There may be cars coming down behind safety barriers, they may make noise or smells.





# Finishing Straight and Air Raid Shelters

The original track's finishing straight may have cars driving on it. There will be a safety barrier.

The cars might make noises or strong smells. It might be busy here when there are car demos and rides.

The Air Raid shelter is accessible on the opposite side of the track when open. This is a small space with a screen and audio.





# London Bus Museum

There is a ramp or stairs to enter this building.

As you go in there is a shop and a barrier to get through. There will be a volunteer at the front desk.

This is one big room so noise travels and it may be a little loud.





# London Bus Museum continued

There are lots of buses you can go on, most have steps. There is one bus with wheelchair access.

There are toilets at the back of the building. There are games to play with.

There is an exhibition about World War II which is dark and noisy. There is an alternative exit to the right.





# Concorde

You will need a ticket to go on Concorde.

You can buy this from the admissions desk or from the hut opposite Concorde when it is open.

The tour starts by the bus next to Concorde.

Check our website to see when our next quiet hour is to book onto the Sensory Concorde tour.





# Aircraft Park

The Aircraft Park has a selection of different planes that you can go onto or look at from the outside.

The planes can only be accessed via stairs.

The inside of the planes are narrow with low ceilings.

The planes do not move.





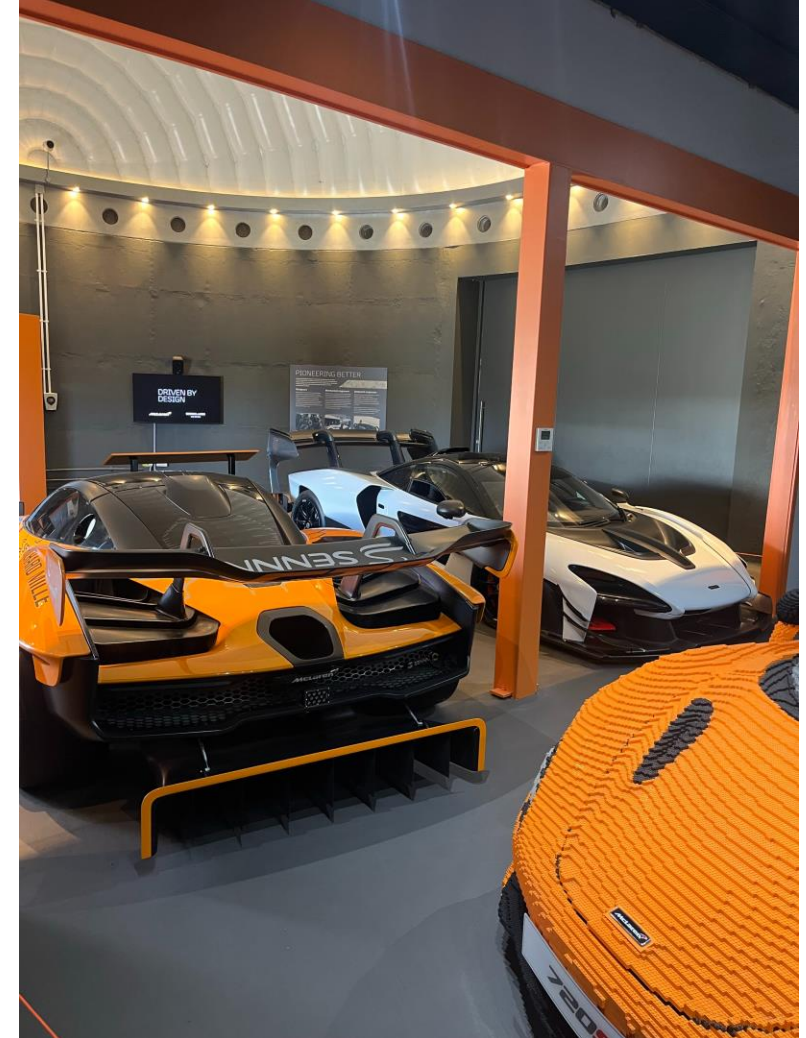
# McLaren Driven By Design Exhibition

This exhibition is in a small room.

There is a walkway that goes around the outside of the cars on display.

There is Lego to play with at the back of the room.

There may be other people playing with the Lego too.





# Playground

You will find the playground opposite the aircraft park.

There are lots of things to climb, swing and slide on.

The playground might be busy with other people playing.

If you hurt yourself by accident, we have staff who will help with First Aid.





# Departing the Museum

You will exit the Museum through the same building that you entered.

There is a door signed exit.

You can have a look around the shop before you leave.  
There may be a queue for the till during busy times.





# Event days

Our event days are exciting and have lots going on. However, the Museum gets very busy.

There will be lots of moving vehicles and noise around the site.

Check our website for a full list of events and to check when our quiet hours are running.





# Any questions?

You may have some questions before your visit.

Please contact our helpful Reception staff on:

[info@brooklandsmuseum.com](mailto:info@brooklandsmuseum.com)  
01932 857381 ext 221

We look forward to your visit.

