



DYNAMIC EARTH SENSORY MAP

PLEASE RETURN AFTER USE

ASK US ABOUT OUR ACCESSIBILITY TOOL KITS



SYMBOL KEY



**NO PHOTOS
ALLOWED**



**BRIGHT
LIGHTS**



**COLD
CLIMATE**



**PHOTOS
ALLOWED**



**LOW
LIGHT**



**QUIET
AREA**



**TOUCH
POINT**



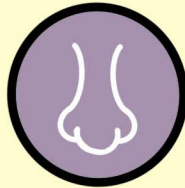
**WEATHER
EFFECTS**



**LOUD
AREA**



**FLASHING
LIGHTS**



**STRONG
SMELLS**



**SHAKING
FLOORS**



**GUIDE/
STAFF**

LEVEL 3 - STRATOSPHERE

The Stratosphere is the entry level to the building before you start your journey. This can be accessed on foot through the main entrance by the amphitheatre ramp, or by either of the lifts from the car park. The flooring on this level is flat, and made from stone slabs.

There are no toilets located on this floor.

Ticket Desk

There are noise-reducing headphones and fidget kit bags available to hire here (subject to availability). This is also a good place to practice waiting in a queue.

Auditory

This can be a loud space

There is music playing

Visual

This is a bright space

You can see through the windows here to the outside areas and there is natural light.

Welcome Point

Auditory

There is music playing.

Visual

There are signs to read.

This is a bright space.

There are large windows so lots of natural light during the day (the whole area is brightly lit when it is dark outside).

Food Chain Café

Auditory

This is a loud space – food is being prepared and served here and many people may be talking.

There is music playing.

Visual

There are windows to look through and there is natural light in this area.

This is a bright, well-lit space.

Olfactory

There are lots of different food and coffee smells in this area.

Picnic Benches

Auditory

This can be a loud space, as it is used as a packed lunch space for the public and school groups. However, it is a wide-open area so, when it is quiet, it is good to use as a quiet space if you need a break.

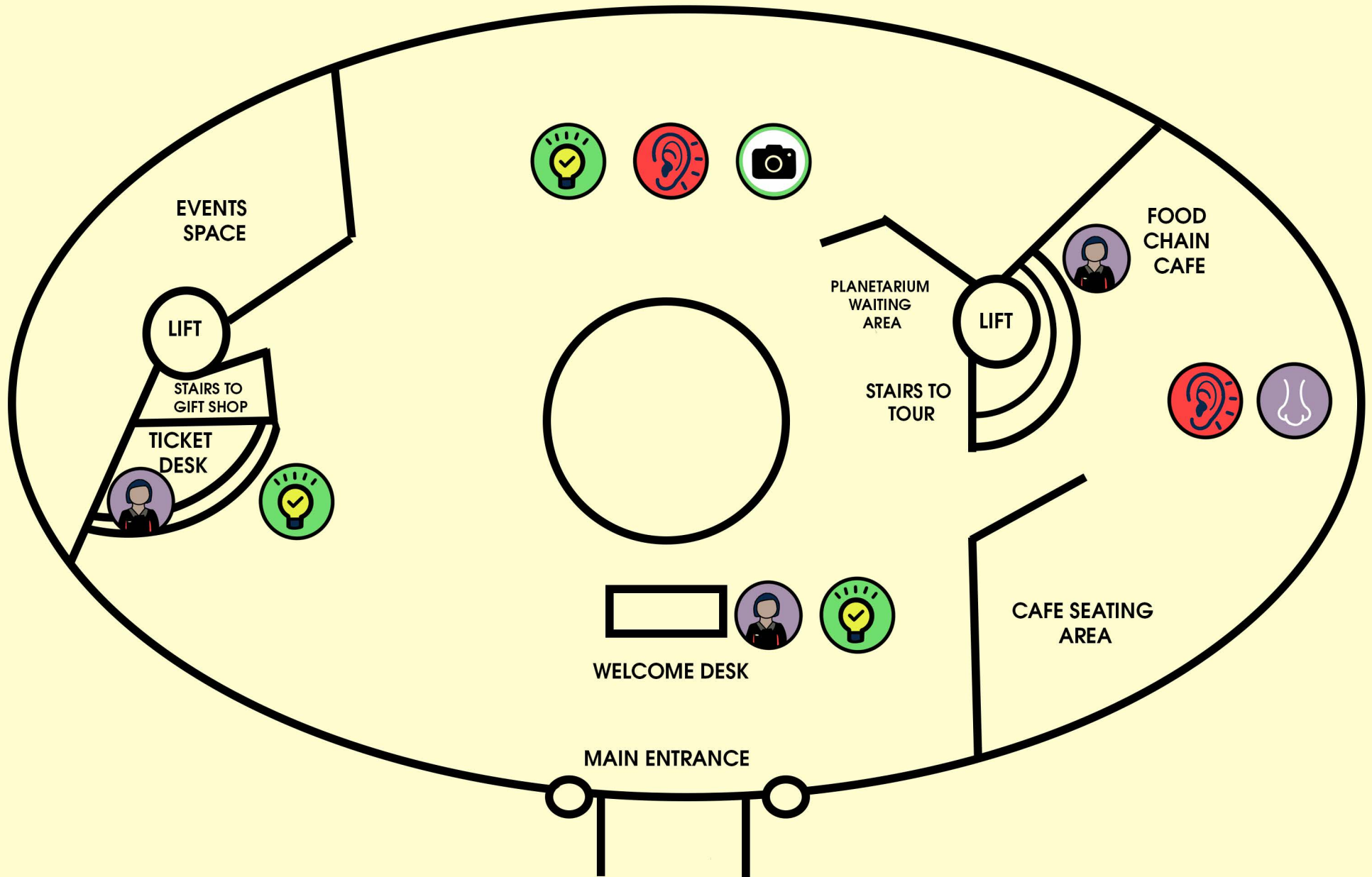
Olfactory

There are food and coffee smells in this area, as it is close to the café.

Visual

This is a bright and open space with lots of natural light.

LEVEL 3 - STRATOSPHERE



LEVEL 2 - MEZZANINE LEVEL

All guest toilets are found on this level. This includes male and female toilets, disabled toilets and baby change facilities. You'll find entry to the start of the tour, the Planetarium, the cloakroom and the Natural Selection Gift Shop on this level.

Scotland's Time Lords

Folding chairs are available here – ask a member of staff and they will be happy to provide one.

Auditory

This can be a loud space.

There are videos playing in this room, and interactives that make clicking noises.

Visual

This is a well-lit room.

There are videos playing on chalkboards and photo frames, and displays to read.

Tactile

You can turn a handle to operate the 'squeeze box' experiment.

There are handles to turn and buttons to press as you look at dating rock samples.

There are drawers to open and you can touch rock samples from around the world.

There are small wooden doors to open and close to see how Earth's surface has changed over time.

The Time Machine

This is a slow-moving lift that takes guests down to the lower level to continue with the tour.

The doors will open on the opposite side from where guests entered.

If you wish to bypass this, speak to member of staff.

The alternative is a well-lit, quiet staircase or the lift.

Auditory

This space is not loud, however there is a video playing as you travel down to show the passage of time.

Visual

This is a low lighting area, but is lit by video screens.

There are up lights on the floor as you enter the time machine, but these switch off when the video starts.

Planetarium

The Planetarium is a 360° cinema, showing films that last approximately 25 minutes each and live shows led by a presenter.

The guide at the ticket desk will be able to tell you what shows are on during your visit.

Auditory

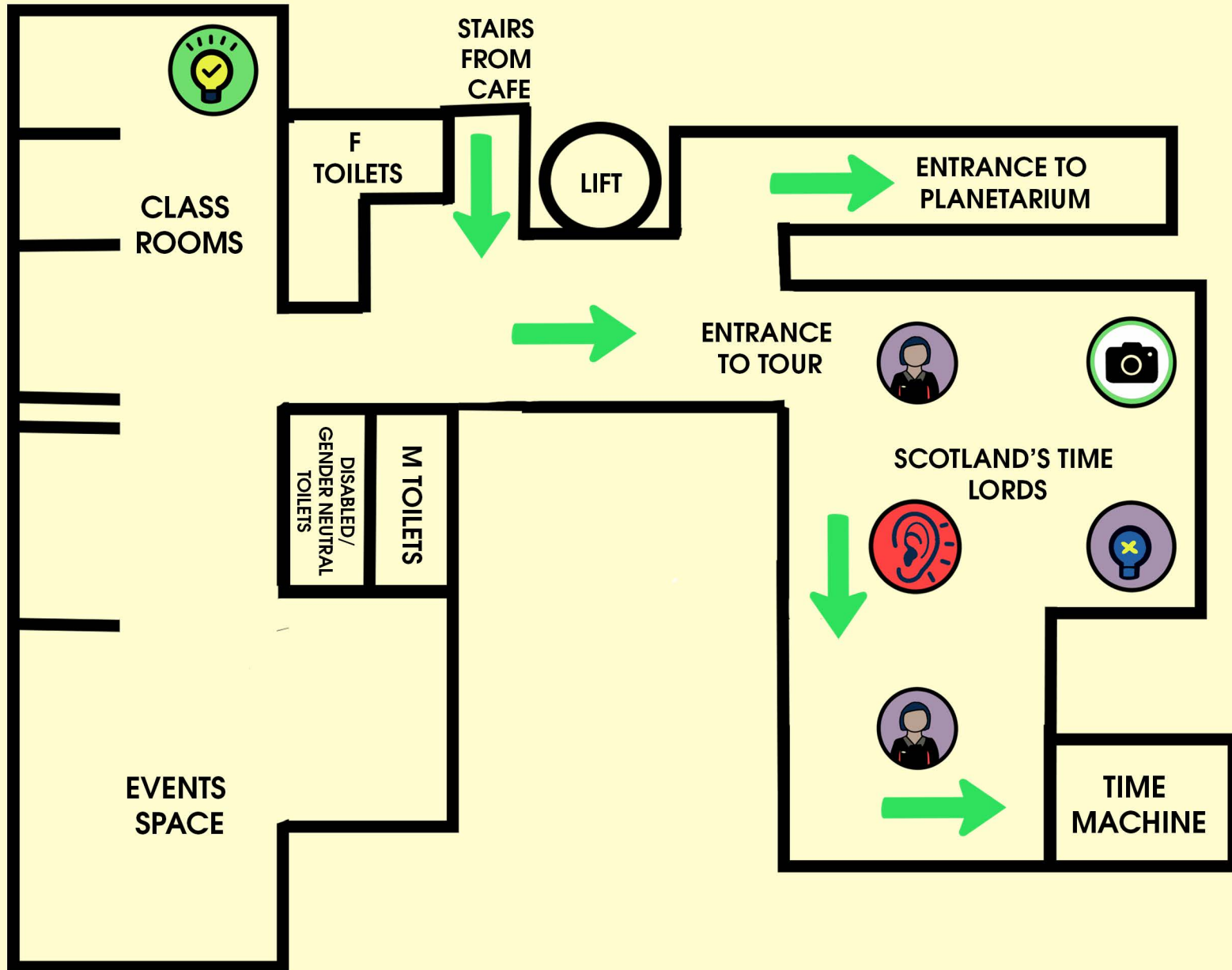
This can be a loud space as sound plays from speakers surrounding the seating area. The volume levels are not very loud but there can occasionally be noise spikes during the film.

Visual

This is a very low light area.

The shows that play on the dome ceiling are very visually bright in places.

LEVEL 2 - CAFE SIDE



LEVEL 1 - BIOSPHERE LEVEL

Level 1—Biosphere Level

The majority of the tour takes place on this level. The tour follows a linear structure, but if guests need to exit, or need to go to the toilets, you can speak to one of the guides stationed throughout the tour who will be happy to assist you. Other areas of the building on this level include large conference and staff-only areas, so the following maps cover only guest areas on the tour for this level.

'How it all Started' – Spaceship

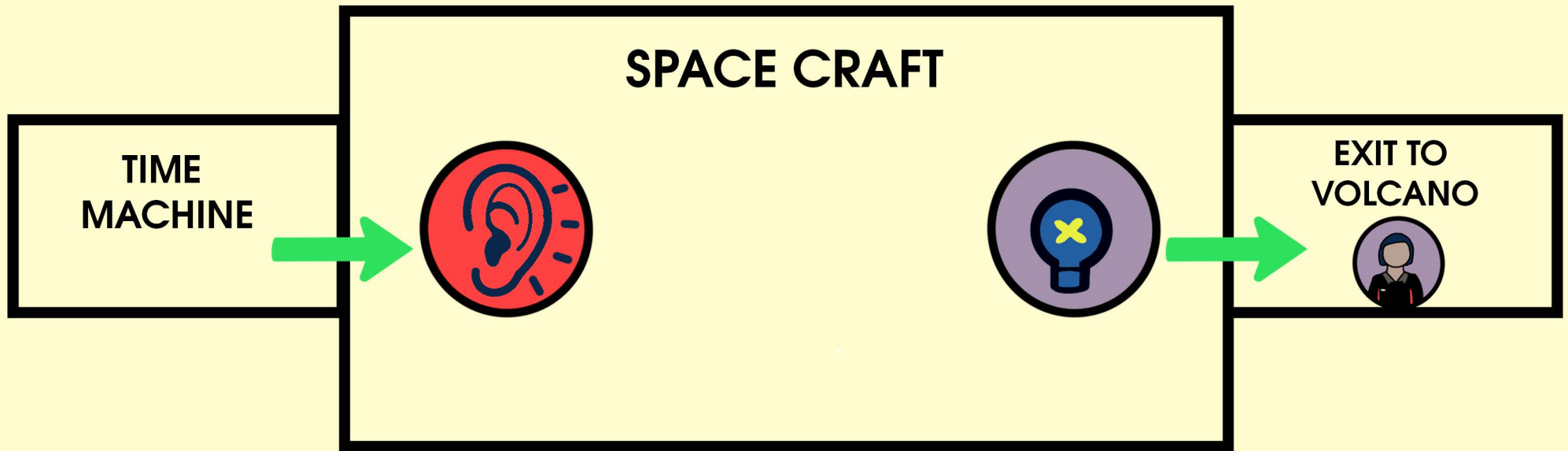
Auditory

This area is not too loud, as you stand and watch a short film. There are louder parts in the film for effect, such as the big bang.

Visual

This area has low levels of lighting which reduces further when the film plays, however the screens are very brightly lit.

LEVEL 1 - SPACE CRAFT



LEVEL 1 - BIOSPHERE LEVEL

'Restless Earth' - Volcanoes

Restless Earth is a small room where you will learn about volcanism and earthquakes. There are handrails to hold onto in this area as the floor will shake under your feet to simulate an earthquake. If you wish to bypass this area, please speak to the Visitor Services guide in this area.

Auditory

This area is not too loud; however, there are occasionally loud bangs to simulate volcanic eruptions which may startle some children.

Visual

This a very dark area.

There is a single, bright flashing light to simulate lightening. This should not affect guests with photosensitive epilepsy, but if you have any concerns please speak to a member of staff.

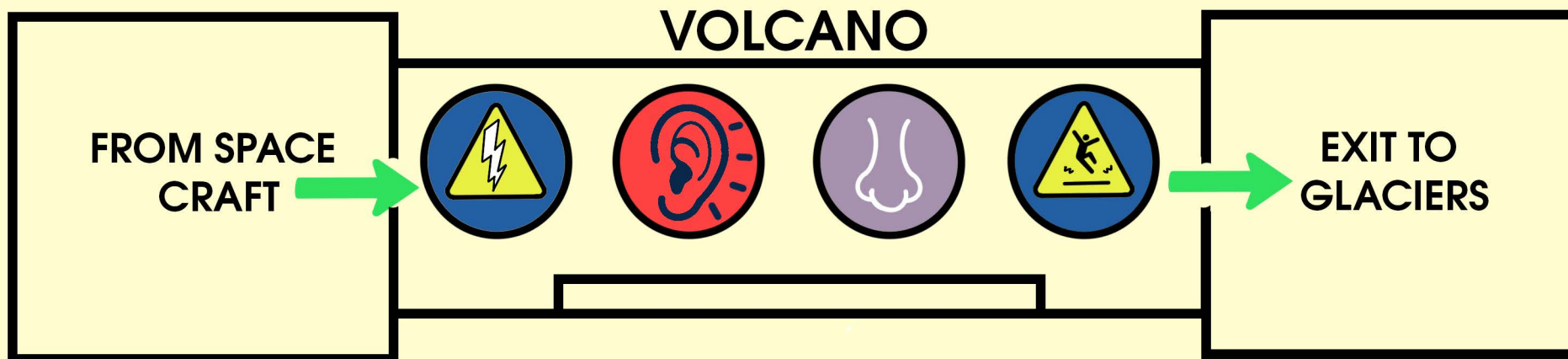
Movement

You can feel the floor shake under your feet like an earthquake.

Olfactory

There is a smoke machine in this area, so there are smells of a conventional smoke machine (it smells slightly sulphurous).

LEVEL 1 - VOLCANO



LEVEL 1 - BIOSPHERE LEVEL

'Shaping the Surface' – Flight over the glaciers

This film can affect guests with motion sickness as you fly over glaciers. The seating area and the floor remain stationary.

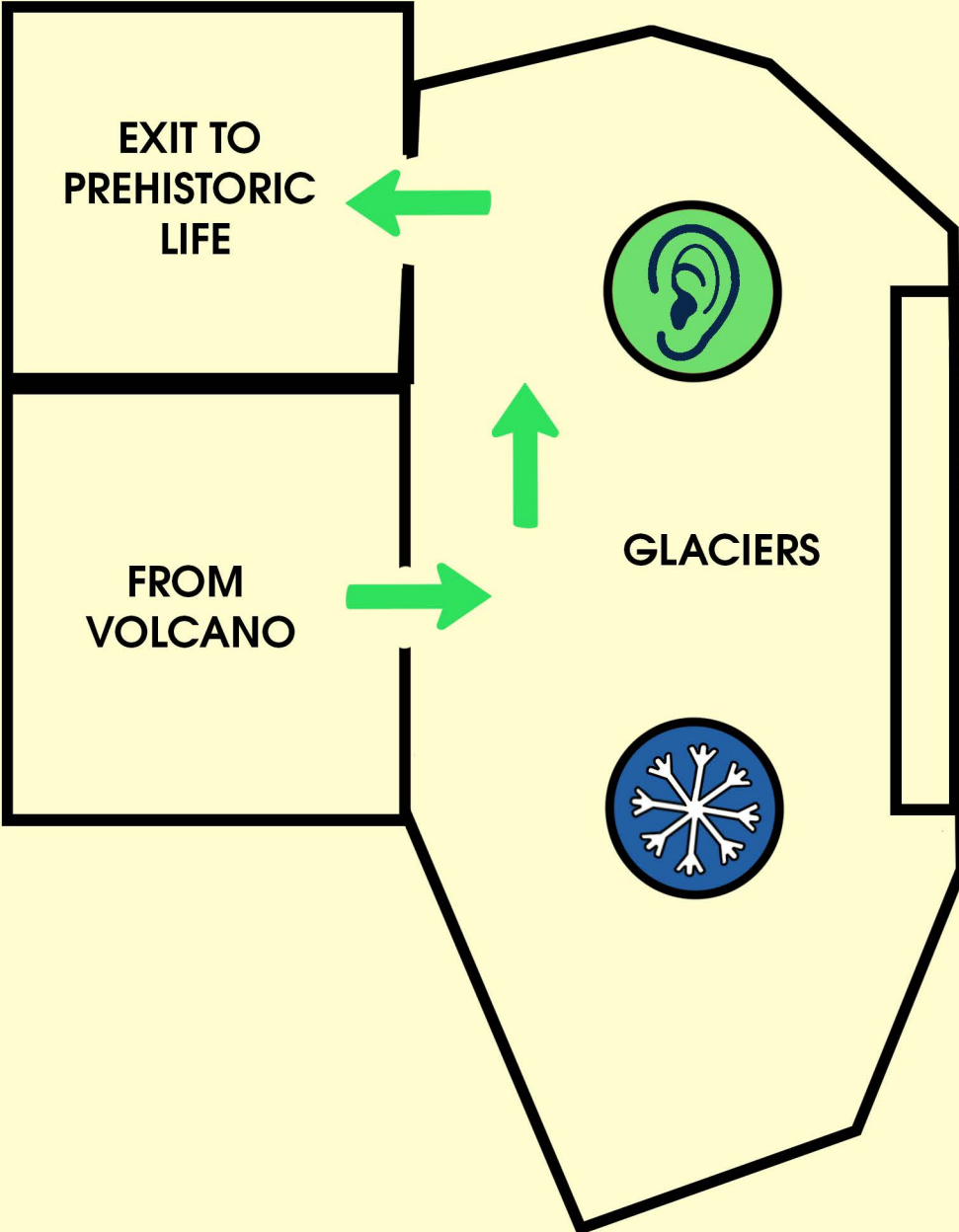
Auditory

This area is not too loud, and plays soothing music.

Visual

This is a very well-lit area.

LEVEL 1 - GLACIERS



LEVEL 1 - BIOSPHERE LEVEL

'Casualties and Survivors' – Life on Earth

The following galleries are free-flow exhibits, so feel free to make your way through at your own pace. The flooring can be uneven as you exit 'shaping the surface' to represent the early Earth, so watch your footing.

Auditory

This can be a loud space. The statues of animals you see will make noises as you pass them. Some sounds can be very loud including the noise of a brontosaurus' foot crashing through the ceiling.

Visual

This is a low lighting area.

Tactile

There are lots of models of animals to touch.
There some interactive games with button to press and handles to turn to show evolution at work.
There are question boards along the wall where you can flip up a board to see the answer.

LEVEL 1 - LIFE ON EARTH

LIFE ON EARTH

FROM
GLACIERS



EXIT TO
THE BRAIN

LEVEL 1 - BIOSPHERE LEVEL

Human Animal – The Brain

Auditory

You'll be able to hear music playing.

Visual

This is a low light area, but lit by spotlights and LED strip lights that are illuminated when activated by touching the heads.

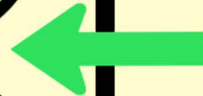
LEVEL 1 - THE BRAIN

**EXIT TO
HMS
CHALLENGER**

THE BRAIN



**FROM
LIFE ON
EARTH**



LEVEL 1 - BIOSPHERE LEVEL

Our Connected Ocean – The Challenger Expedition

Auditory

There is a video playing about Earth's oceans.

Visual

This is a well-lit area with changing lights on the specimen display.

Tactile

There is a tactile globe showing the ocean floor topography which can be turned around.

LEVEL 1 - HMS CHALLENGER

**HMS
CHALLENGER**

**FROM THE
BRAIN**



**EXIT TO
OCEANS**

LEVEL 1 - BIOSPHERE LEVEL

Scotland's Underwater World – Deep Sea Exploration

Auditory

There are some loud sounds accompanying the underwater exploration activity.

Visual

This is a dimly lit area with large projector screens along the walls.

LEVEL 1 - OCEANS

OCEANS

**FROM
HMS
CHALLENGER**



**EXIT TO
RESEARCH
VESSEL**

LEVEL 1 - BIOSPHERE LEVEL

Modern Marine Science - The Research Vessel

Auditory

This area is not too loud; but there are videos playing of Marine Scientists talking about their work.

Visual

This is a very well-lit area.

Tactile

There are lots of interactives including, using joystick touch screen and auditory technology.

LEVEL 1 - RESEARCH VESSEL

RESEARCH VESSEL

FROM
OCEANS



EXIT TO
ICEBERG



LEVEL 1 - BIOSPHERE LEVEL

Polar Extremes – The Iceberg

This area houses our very own iceberg so it gets very cold in here!

Auditory

This area can be loud at points during certain parts of the overhead projections.

Visual

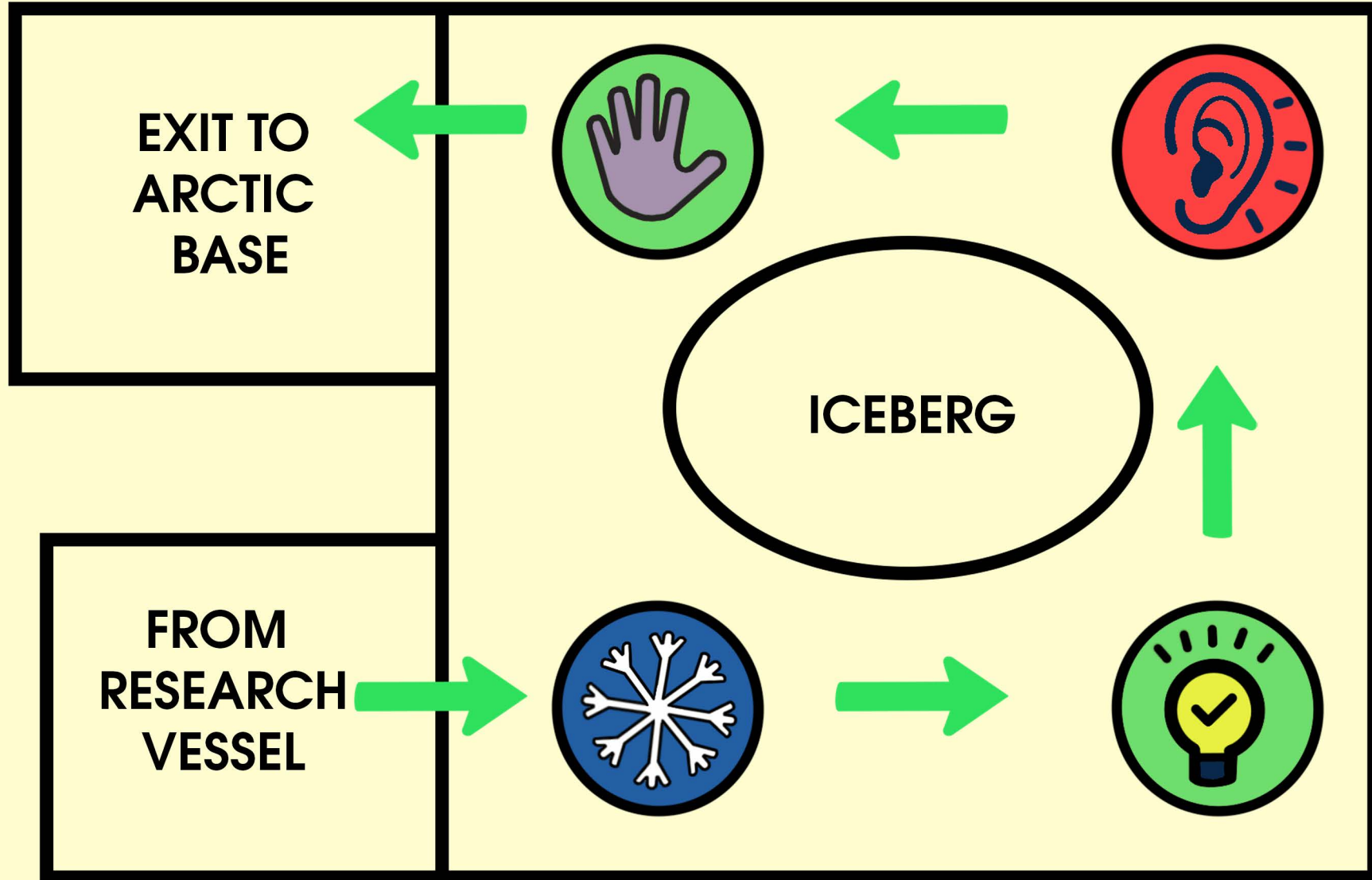
This is a brightly lit area.

Tactile

You can touch the real iceberg here.

There is an interactive game where you can see the effects of global warming on polar ice caps.

LEVEL 1 - ICEBERG



LEVEL 1 - BIOSPHERE LEVEL

4DVENTURE

4DVENTURE is a 7-minute-long flight simulator, flying you from the 'Earth Matters' base in the Arctic to the West African rainforest base. You will be issued a pair of 3D flight glasses as you board the craft, and there are steps to all available seating. There are ramps available for wheelchair users to move up to the seating area, or feel free to stay in your wheelchair, and sit directly next to the seating area. If you wish to bypass the flight, speak to a member of the visitor services staff who will take you to the next area.

Earth Matters Base (pre-flight area)

Auditory

This area is not loud, so is a good place to relax for a few minutes. Folding chairs are available here – ask a member of staff and they will be happy to provide one.

Visual

This is a well-lit area.

Tactile

You can handle some items that are found in the arctic, such as reindeer hide, antlers, lichen moss, and see other fur samples from other arctic animals.

LEVEL 1 - ARCTIC BASE

ARCTIC BASE

**FROM
ICEBERG**



**EXIT TO
4D FLIGHT**



LEVEL 1 - BIOSPHERE LEVEL

The Endeavour (on board the flight)

Auditory

This is a loud area as you fly across the world, and there are noises from various animals, and aircraft noises.

Visual

This is a dimly lit area, but the screen offers light into the 'craft' as you fly.

Olfactory

There are many smells in this area. This includes pine oil as you fly over boreal forests, and an encounter with a very smelly rhino.

Tactile

Soap bubbles will come down from the ceiling to represent snow over the tops of mountain ridges. If you do not wish to be snowed on, speak to the Visitor Services guide who will direct you where to sit.

Movement

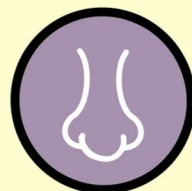
There are vibrations under the seats to simulate flight.

Please note the seats do not move, and guests don't need seatbelts, or to be secured into place.

LEVEL 1 - 4D FLIGHT

4D FLIGHT

FROM
ARCTIC
BASE



EXIT TO
RAINFOREST

LEVEL 1 - BIOSPHERE LEVEL

Rainforest

The flooring is uneven in this area to represent the rainforest floor. There are stairs to exit this area or to go to the Planetarium. If you require lift access, please speak to the Visitor Services guide in this area and they can give assistance.

Auditory

This can be a loud area, particularly during the tropical rainstorm where you will hear thunder and rain.

Visual

This is a low light area, but the stairs to the exit are well lit.

There are singular flashing lights to simulate an electrical thunderstorm. The guide will warn you before the flashing lights appear.

Olfactory

The running water needs to be kept clean, so the rainforest can smell chlorinated.

Tactile

There are some interactive games to play, such as being a rainforest photographer, and seeing where different animals live in the tree levels of the rainforest.

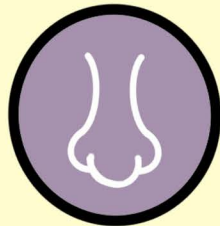
LEVEL 1 - RAINFOREST

RAINFOREST

FROM 4D
FLIGHT



LIFT



STAIRS TO EXIT
AND
PLANETARIUM



LEVEL 2 - MEZZANINE LEVEL

Planetarium

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Auditory

This can be a loud space as sound plays from speakers surrounding the seating area. The volume levels are not very loud but there can occasionally be noise spikes during the film.

Visual

This is a very low light area.

The shows that play on the dome ceiling are very visually bright in places.

Natural Selection Gift Shop

Auditory

This is a quiet space.

There is low-volume music playing.

Visual

This is a bright space.

This is visually a very busy place, with wall displays and mobile merchandise units.

LEVEL 2 - GIFT SHOP SIDE

