

# ENGINEUITY SENSORY GUIDE



**IRONBRIDGE**

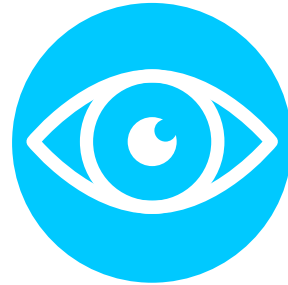
Valley of Invention

# SENSORY GUIDE

Enginuity is our fun-filled, hands (& feet)-on science and engineering centre with lots to hear, see and do. This guide will tell you what you can experience during your visit.

Enginuity is a popular museum and can be quite loud and crowded at times.

Either explore the museum following what interests you or use this guide moving in an anti-clockwise direction.



**VISION**



**TOUCH**



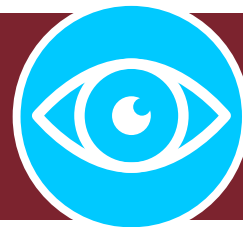
**SMELL**



**HEARING**



# ENTRANCE



This is the way into the museum.



# WHAT TO EXPECT



A staff member will greet you and you can buy a ticket or sign in using your Pass or Pass Plus membership card. This is also the gift shop. Enter and leave the museum here. There is another exit past the water feature at the end of the building.

On busier days there may be some queues. Ask a member of staff if you need to be fast-tracked through

the queue. Consider visiting in the afternoon when the museum is quieter.

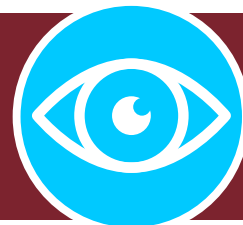
The museum may be loud when you enter.

The museum can be a smell of chlorine, like at the swimming pool, because of one of the exhibits.





# TOILETS



The toilets for all needs are located next to the Feed the Furnace game on the right-hand side of the building.

All toilets may be dark when you enter. They have motion sensor lights that may take a second or two to turn on. The toilets have hand dryers, which are noisy.

There is a further accessible toilet next to the Costume Project. There are bright lights in the area where the toilet is located.



# INTERACTIVE GAMES AND EXHIBITS



## Quiz it?

There are four of these around the building.

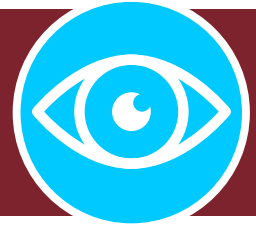
Use these touchscreens to play games and answer questions that teach you more about the exhibits around you and the Ironbridge Gorge.

A variety of sounds accompany the games and questions.



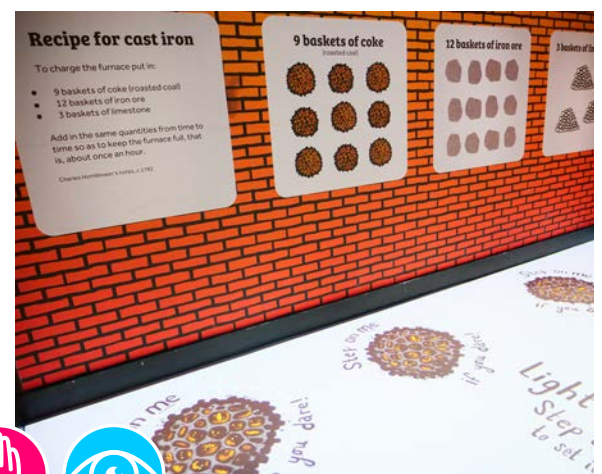


# FEED THE FURNACE

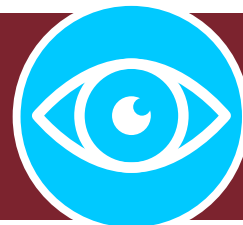


Find out how a blast furnace works to make cast iron. This is a fun and physical game that has images projected on the floor and loud furnace sounds that help you understand what is needed to make cast iron.

There is a large screen interactive map on the other side of the Furnace game.



# BRIGHT SPARKS SENSORY ROOM

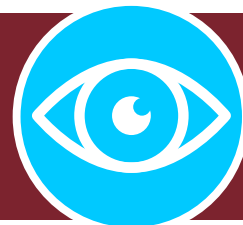


A quiet space to enjoy a gentle illuminated bubble tube, colourful fibre optics along with objects to touch.





# LIGHT VESSEL LAMP



Press the button to turn lights on and spin the lamp. The overall lighting is not affected when the lamp is on.



# ELECTRICITY ZONE



This area contains several hands-on exhibits that explain how to generate and use electricity.

## Electrical Energy

The energy from turning the handle is converted into electricity using this generator. Find out how much energy it takes to power various household appliances and toys.





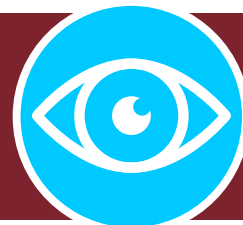
# WIND POWER



Use the wind tunnel to find the best set of blades to run the blacksmith toy. This exhibit is very loud.



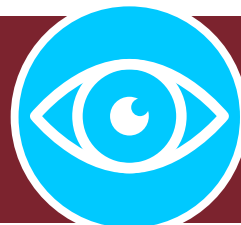




You may be curious about what is behind the double doors marked Gadgetdom. This space is mostly not open to the public as we use it for visiting school and groups.



# MR. WATT



## Grumpy Man of Metal Exhibition on Mezzanine floor

Accessed by either stairs or an access lift, Mr Watt: Grumpy Man of Metal is an exhibition centring on Mr. Watt, a character who makes unusual objects

out of metal. This exhibition has a video and music. Please ask a member of staff if you need to use the lift.





# BUILD A BRIDGE AND BUILD A TRUSS



Find out how different types of bridges work. One of these activities used metal pieces, which may make a loud noise if the bridge falls down.





# THE RIVER SEVERN FAIRY-TALE ADVENTURE



Use the resources in baskets and trays to design a way to cross the River Severn for a fairy-tale character on this giant floor map. This exhibition can

be crowded at busier times and might have other people's constructions left on the floor – you are welcome to take them apart to build your own design.

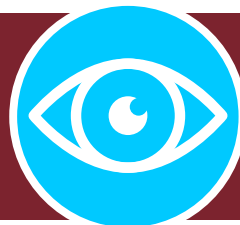


## Reading Zone

A relaxing area where you can sit on comfy seating and read books about science, technology and engineering.



# LIGHTMOOR BEAM ENGINE



Operate a giant beam engine by hand that was once powered by steam! See the giant flywheel move as you turn a small but heavy steering wheel.





# POWER VALLEY WATER FEATURE



Learn how to generate electricity by controlling flowing water. Dam the lakes and canals or let them flow through the turbines. Turn the Archimedes Screw to learn how water is moved upwards.

- Power Valley can be loud and crowded at busy times.
- This exhibit can be enjoyed without getting wet.
- This area can smell like a swimming pool. The smell is from chlorine which is added to the water to keep it clean. The water is safe to touch but do not drink the water.
- There can be puddles of water on the floor and visitors splashing at busy times. Take care not to slip.





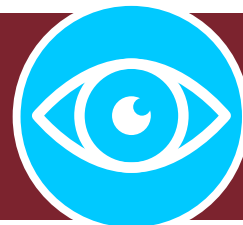
# WAVE POWER



Turn the red handle backwards and forwards to make waves. Waves can be used to generate electrical energy.



# COALBROOKDALE LOCOMOTIVE LOCO PULL



Turn the wheel in the same direction as the red lit-up arrow to move the locomotive down the track. Look carefully as it moves a little bit at a time.

## The Engine Shop

The Engine Shop is the large room next to Enginuity and is not part of the museum. This room is used for special events. The room can either have bright coloured lights when in use and be dark when there are no events.



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