

HMS Caroline

Visual Guide for Schools



I am going to **HMS CAROLINE** today.

I will **EXPLORE** the ship, **LEARN** new things, and have **FUN!**



We might get to HMS Caroline by going in the **CAR, GLIDER, TRAIN, or BUS.**



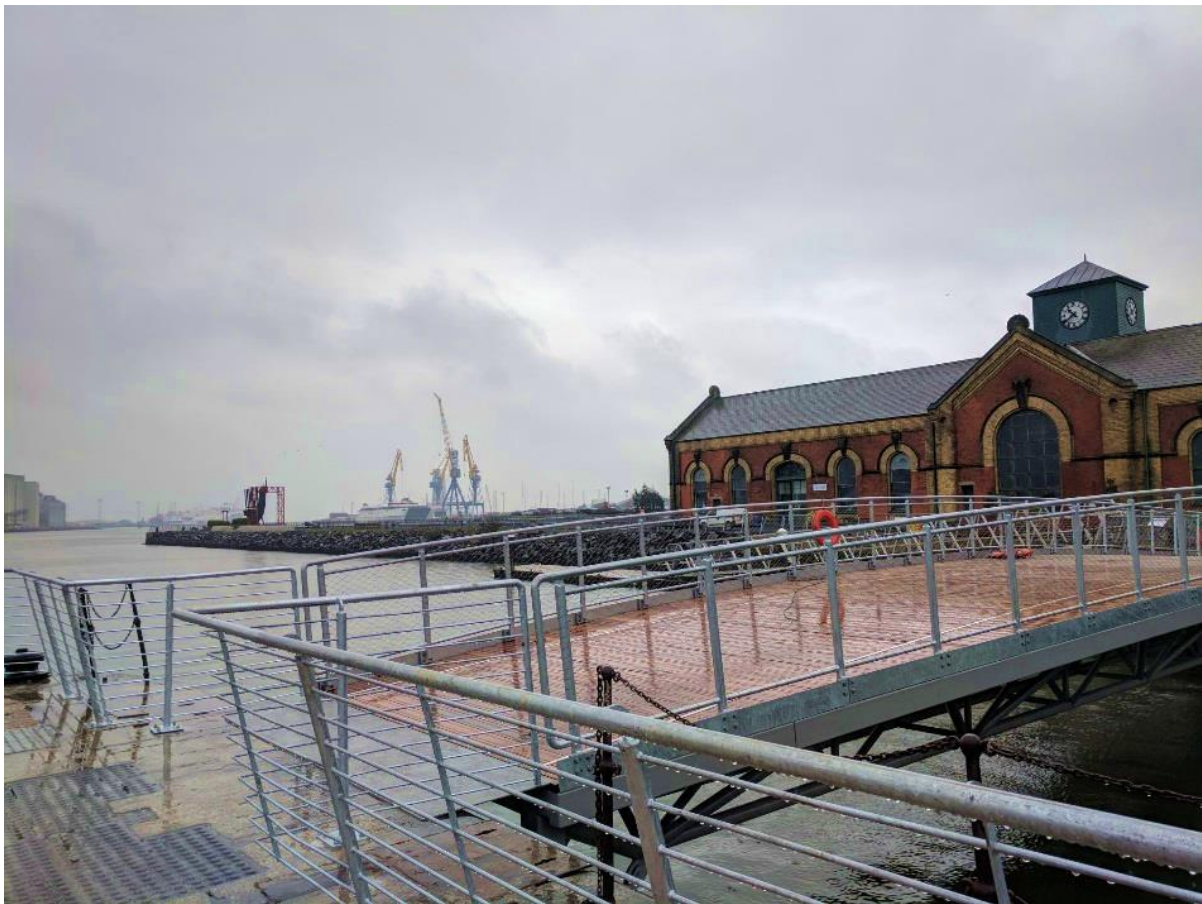
We might park in the **CAR PARK**.



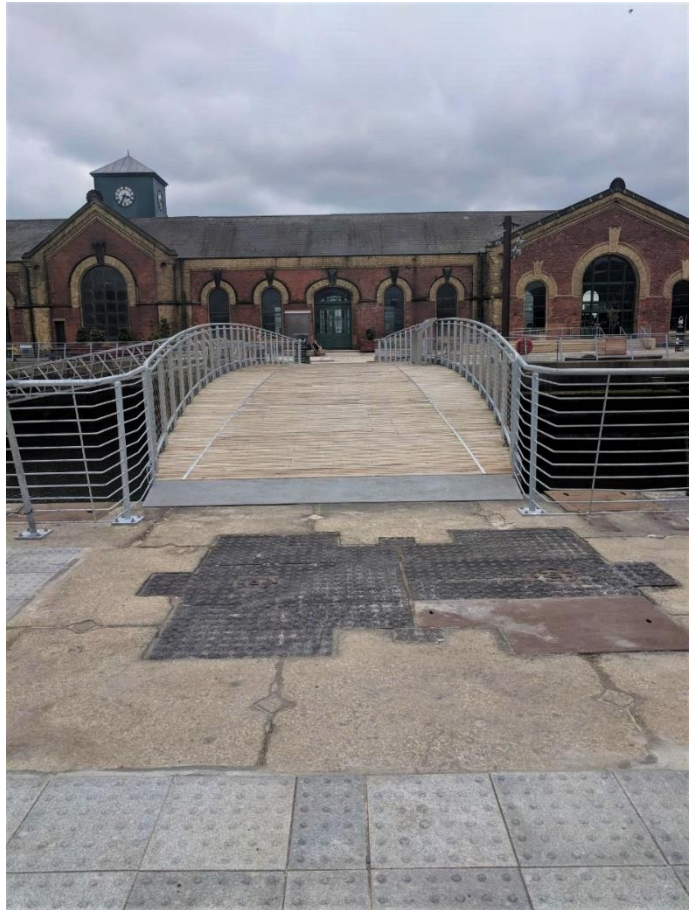
At the end of the car park there is a **PLAY AREA** where I can climb and slide if my teacher says I am allowed to.



We will walk over the **BRIDGE**.
I will see **WATER** below me but
I won't fall in. I can hold on to
the hand rail at the side.



We will go into the **PUMP HOUSE** to buy our tickets at the desk. We may have to wait in line for our turn.



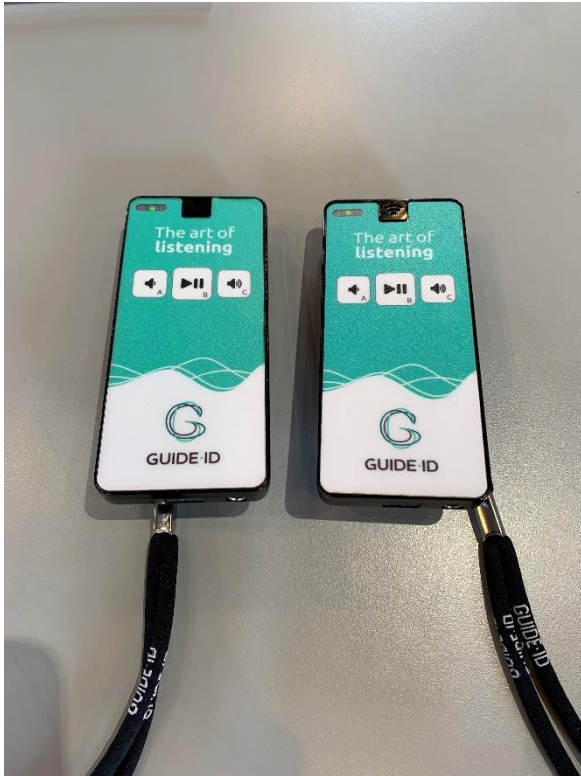


I will see a member of **STAFF** at the desk. They help visitors buy tickets to the museum. If we are having a guided tour of HMS Caroline, we will meet our **GUIDE** here.

The **STAFF** at HMS Caroline wear **RED** polo shirts or **RED** coats and have a **NAME BADGE**.

Staff are people I can learn new things from about HMS Caroline. They can answer my **QUESTIONS** or help me if I get lost.





If we are not taking a guided tour, the staff member in the Pump House might ask if we would like an **AUDIO GUIDE**. The audio guide can be used on the ship and will help me learn more about HMS Caroline.

The teacher with me can help put the **STRING** around my neck.

When I point the **AUDIO GUIDE** at these signs:

and click the black triangular play button, I will hear a man talk all about the ship. I can change the **VOLUME** by pressing the volume up or down buttons.



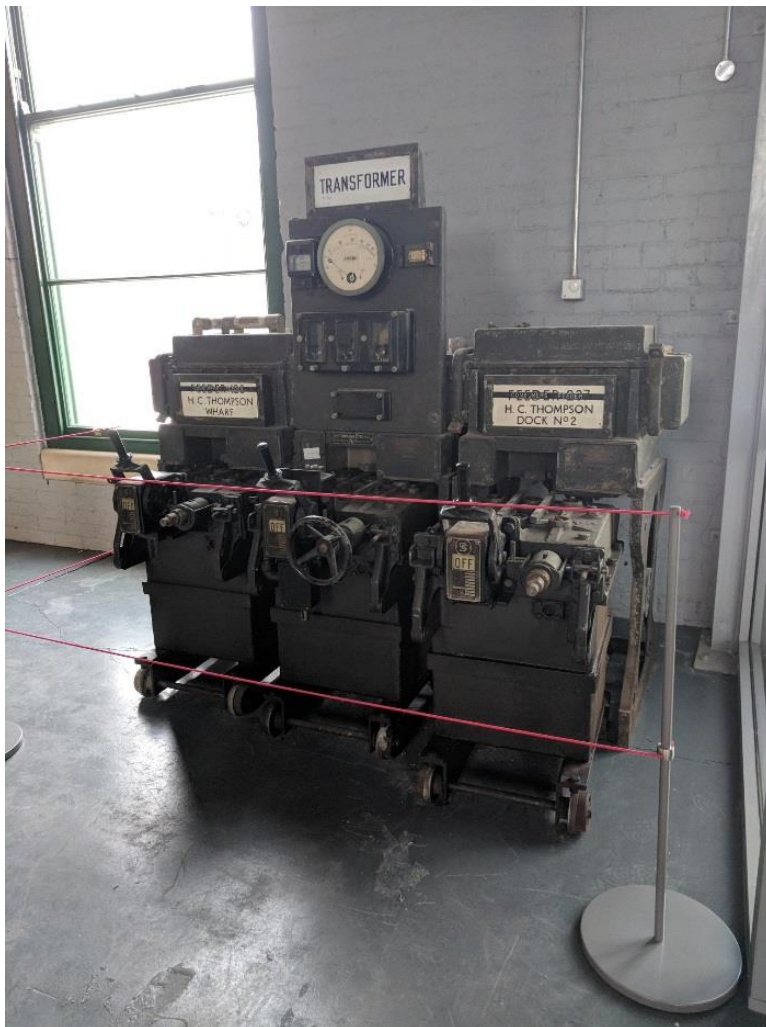
We can ask the staff for help with the audio guide at any time. If I don't want an audio guide I don't have to take one.

The Pump House has rooms where I can learn about HMS Caroline.



I might see some big pieces of **MACHINERY** in the pump house.

Some of the **LIGHTS** in the Pump House are quite bright.



We will walk up a **GANGWAY** to get onto the ship. I will see some **WATER** below me again but I won't fall in. If I want, I can hold onto the hand rail at the side. If it is a windy day I might feel the gangway move a bit but I will be ok.



When we get to the top of the gangway we will be on the deck. I will see big **GUNS**.



These are fake and don't work. If I want I can sit at the gun and play pretend.



We might go in to the **DRILL HALL**. The drill hall is a big room with seats. In here, I might see a short **MOVIE** about a battle between ships. When the movie plays the lights will go down.

The sounds in the movie are **LOUD** and there might be things in the movie that I don't want to see.

If I don't want to watch the movie, I can walk through the Drill Hall and go out the other side.

We can **EXPLORE** lots of places on the ship. We can decide where we want to go.



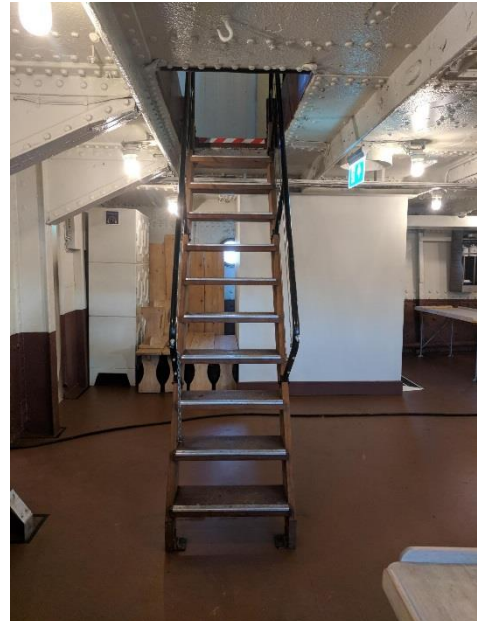
Around the ship I might see **OTHER PEOPLE**, they are exploring the ship too!

Some parts of the ship have **BRIGHT LIGHTS** and some are a bit **DARKER**.



Some parts of the ship are **WARM** and some are a bit **COLDER**.

We can explore all the levels of the ship by going up and down **STAIRS**. Some of the stairs are **STEEP**. I can use the handrail. I can go down the stairs forwards or backwards, whichever feels better.



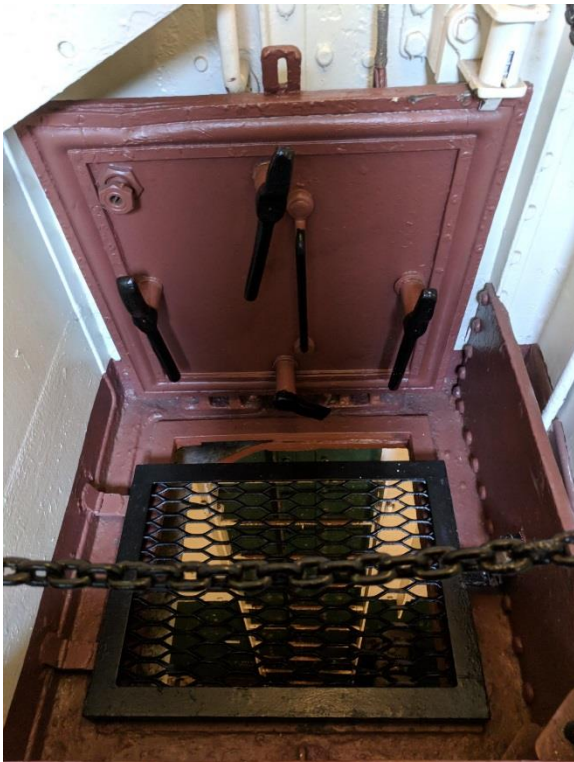
We can use the **LIFTS** instead of the stairs. We press the button to call the lift and open the door. Inside the lift we can choose what floor we want to go to.



In some places I might hear **SOUNDS** like talking, music, water or plates clinking. These sounds are coming from small speakers like this:



They are there to help me find out what sounds were on the ship a long time ago.



I might see **HATCHES** around the ship where I can see down below. These are closed off so I can't fall in.

When I explore the ship, I might see lots of different things on tables, on the walls or hanging from the ceiling. Some things I can **TOUCH** and some things I can't touch.



Signs like this will help me know what I can touch.



The teacher with me can let me know too.



I might see other things like **FOOD, DRINKS** and **GUNS**. These look real but actually they are fake! They are there to show what the ship was like long ago.



I can use **TOUCHSCREENS** to find out about HMS Caroline and play **GAMES**. Some of the games have loud noises, I don't have to play them if I don't want to.

If I want to go to the toilet
I can use the **TOILETS** in
the Pump House or the
toilets on the ship.

The Pump House toilets
are to the right of the
ticket desk.



There is an **ACCESSIBLE
TOILET** in the Pump House.

The on-board toilets are beside the Virtual Access Suite.





I can use the **ACCESSIBLE TOILETS**. There is one accessible toilet in the Pump House. There are two accessible toilets on-board. One beside the Drill Hall and one beside the Galley.

All the toilets have **HAND DRYERS**. When someone uses them, they can be **LOUD**.



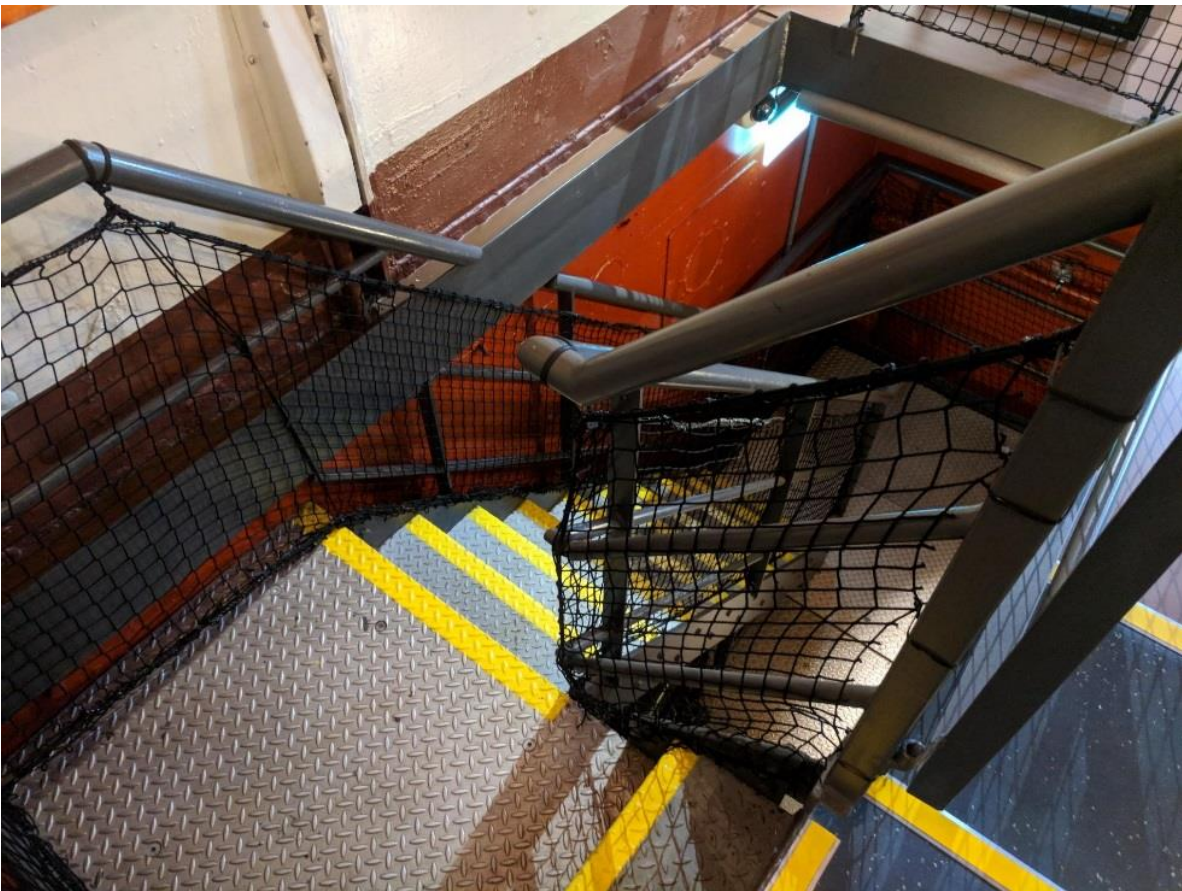
We might visit the **LEARNING ROOM**. In here I will learn more about the **SAILORS** who lived on the ship.



If there is time, I might be able to **LOOK** at old **OBJECTS** and **TRY** costumes on if I want to but I must remember to **TOUCH** them **CAREFULLY**.



We might want to see the ship's engines. The **ENGINE ROOMS** are downstairs. Inside the Engine Rooms I will walk on a **PLATFORM**, I can hold on to the side if I want.





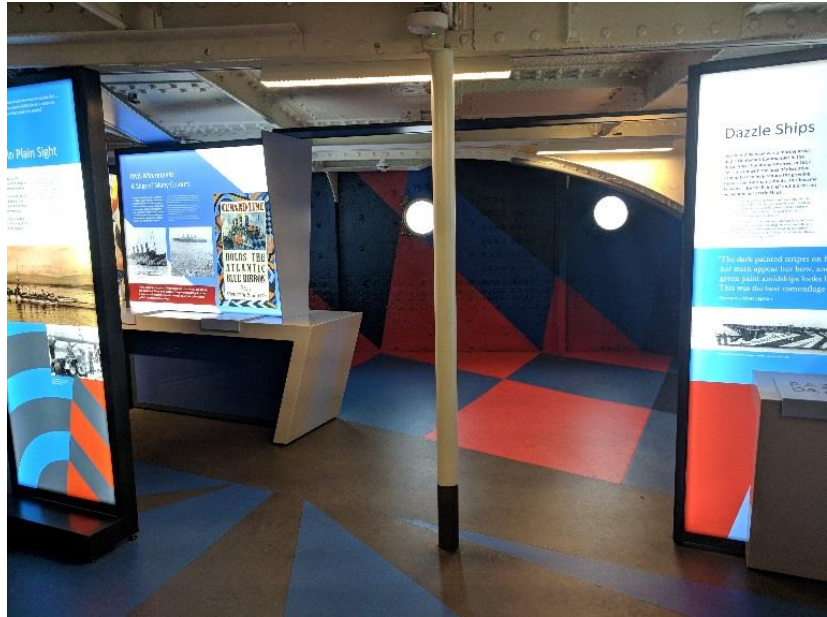
The Engine Rooms are a bit **DARKER** than the other parts of the ship. I will **SEE** big engines and turbines and I will **SMELL** oil.

I might **HEAR** the really loud noises that the engines made long ago. These noises are coming from speakers just like the other sounds on the ship.

I might **SEE** sparks and fire on the engines. This is fake, it is just pictures pointed at the engines from a computer.

I don't have to go see the engines if I don't want to.

We might visit the **DAZZLE ZONE**. Here I can find out about ships with crazy paint!



In the Dazzle Zone I will see lots of **COLOURS**. Some of the games in the Dazzle Zone have loud noises.



We might go to the **CAFÉ**. In the café I will **SMELL** food. I will **SEE** tables and benches.

There might be lots of people sitting at the benches. I might **HEAR** people talking and different cooking noises from the kitchen.

If we go to the café we might buy something there. I can look at the **MENU** and pick what I want to get. We might not buy something in the café.



If I have my own **PACKED LUNCH** with me I can eat it in the café.

We might go to the **VIRTUAL ACCESS SUITE**. This part has lots of **SCREENS** that I can touch to see pictures of HMS Caroline long ago. I can pretend to drive a ship and watch videos about how the ship works.

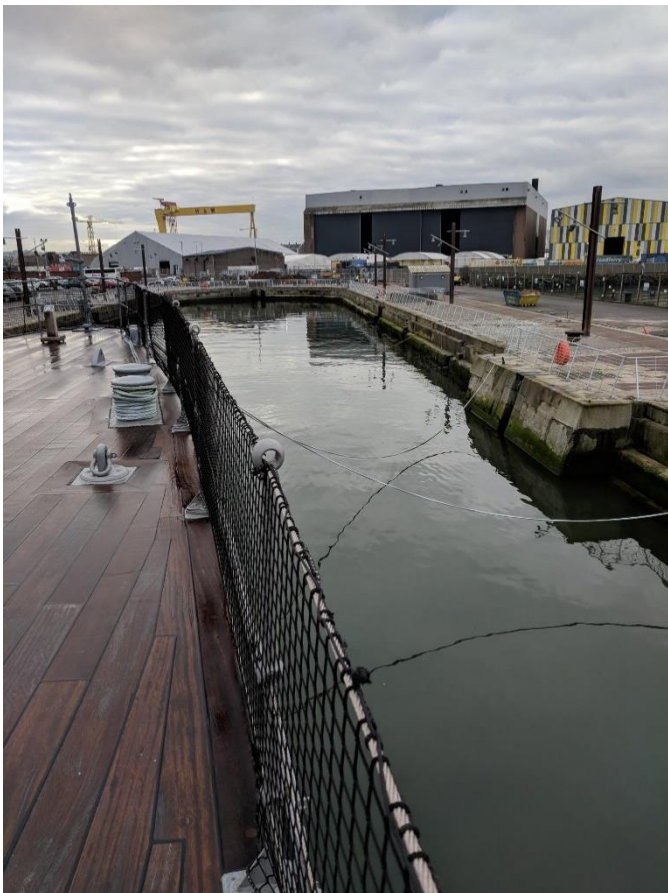


The **GAMES** and the **VIDEOS** might have loud noises.





We might want to explore the **DECK** of the ship. This part is outside so I might have to put on my coat.



From the deck I can see the **WATER** again but I still won't fall in.

We can climb some stairs and go **HIGH UP** to the **BRIDGE**. I don't have to go up here if I don't want to.



We might go into the **GIFT SHOP**. The gift shop has lots of things people can buy. The gift shop has lights that change colours.

We might buy something or we might not.



When we are all done exploring HMS Caroline and it is time to go **HOME**, we can walk back down the **GANGWAY**. If I want I can hold the handrail again.

**I had a great day at
HMS Caroline!**



Contact

We welcome any feedback and suggestions to ensure everyone has the opportunity to have an enjoyable and engaging visit to HMS Caroline.

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