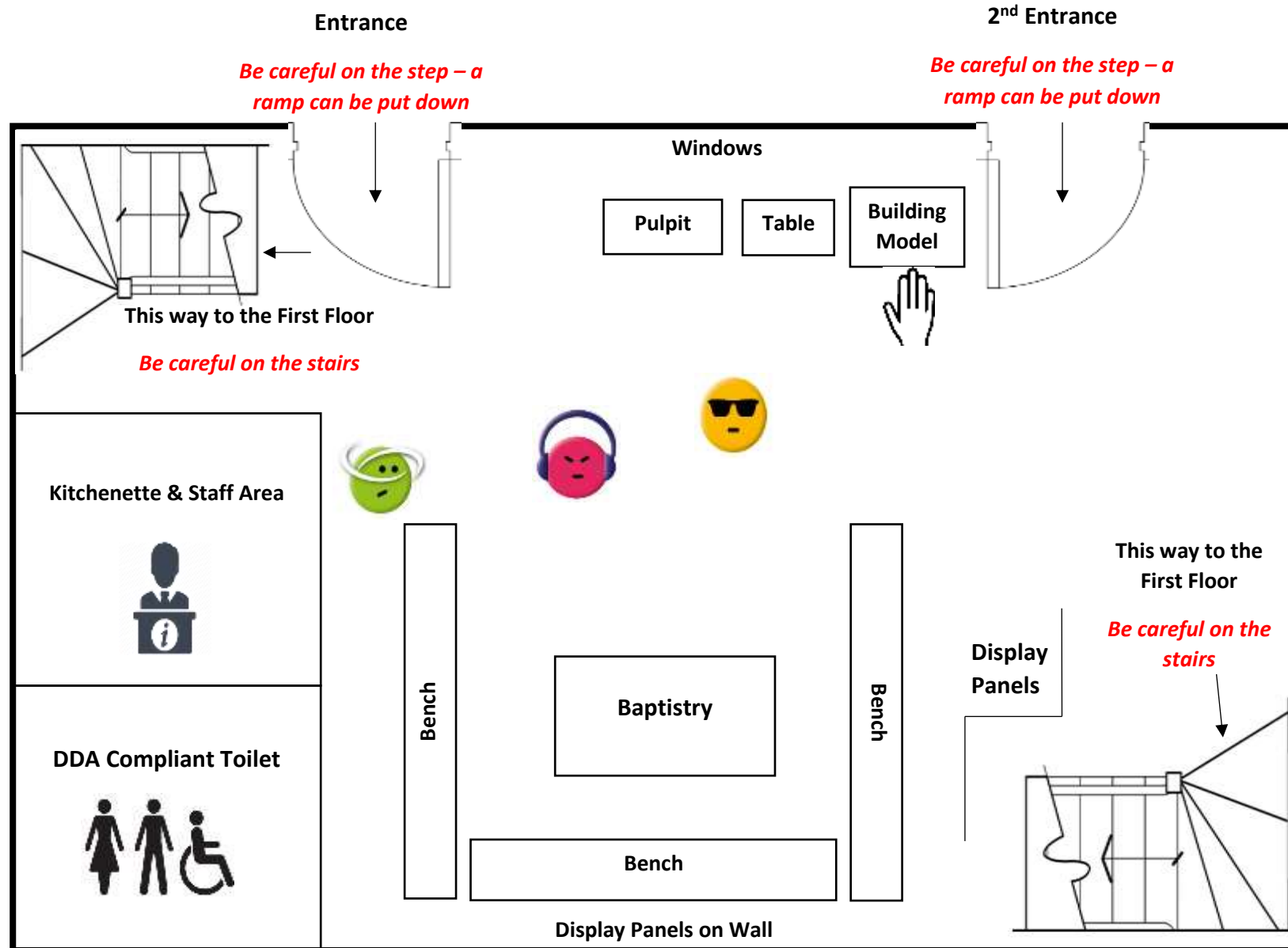


# Sensory Map

## Old Baptist Chapel – Ground Floor

Alleyway - *Be careful on the uneven paving*



Light Levels



Varying light levels depending on sunlight

Busy Spaces



There may be a few people queuing here

Noisy Spaces



Audio is played via headphones. Ambient noise from visitors

Touch

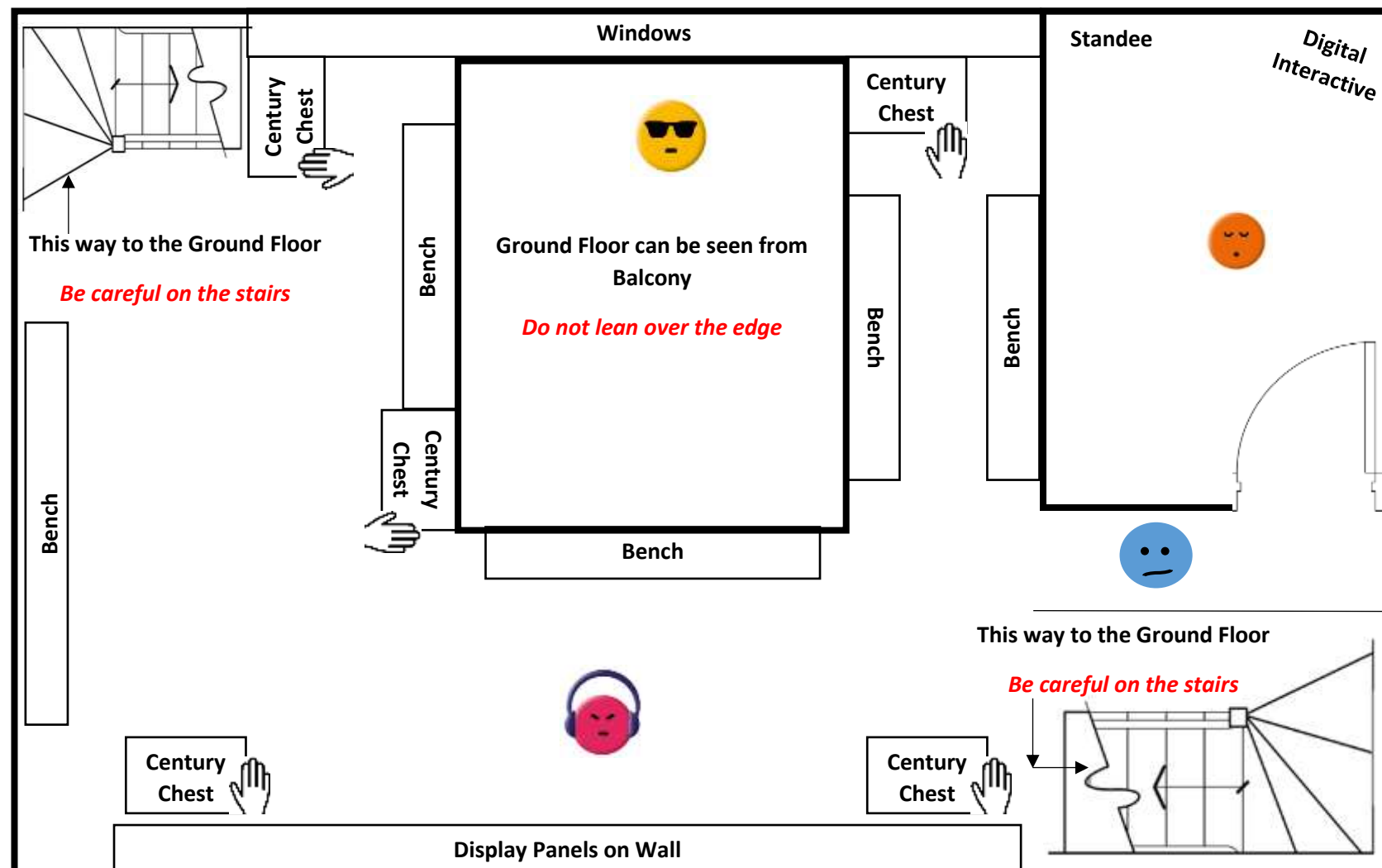


Interactive Model

# Sensory Map

## Old Baptist Chapel – First Floor

Alleyway



- Light Levels**  Varying light levels depending on sunlight
- Narrow Spaces**  Narrow corridor
- Noisy Spaces**  Audio is played via headphones. Ambient noise from visitors.
- Quiet Spaces**  Quietest area in the chapel
- Touch**  Objects and costumes to touch