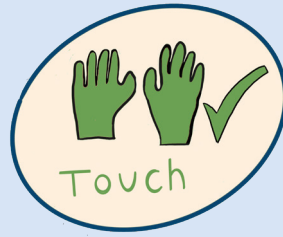


- Provide items to handle. People can learn about objects from their weight and texture. We used a green hand symbol with a tick to signify it's okay to touch.



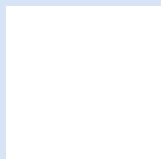
- Create accessible signs and displays. People can make sense of exhibits when information is in a consistent font that is large and colour coded, alongside pictures of individual objects in context.

- Share history and build relationships with your community. Local people are experts in their history. Invite them to the museum to share their stories. Be prepared to capture this and listen.



Dolls House

For More information



BATH SPA UNIVERSITY



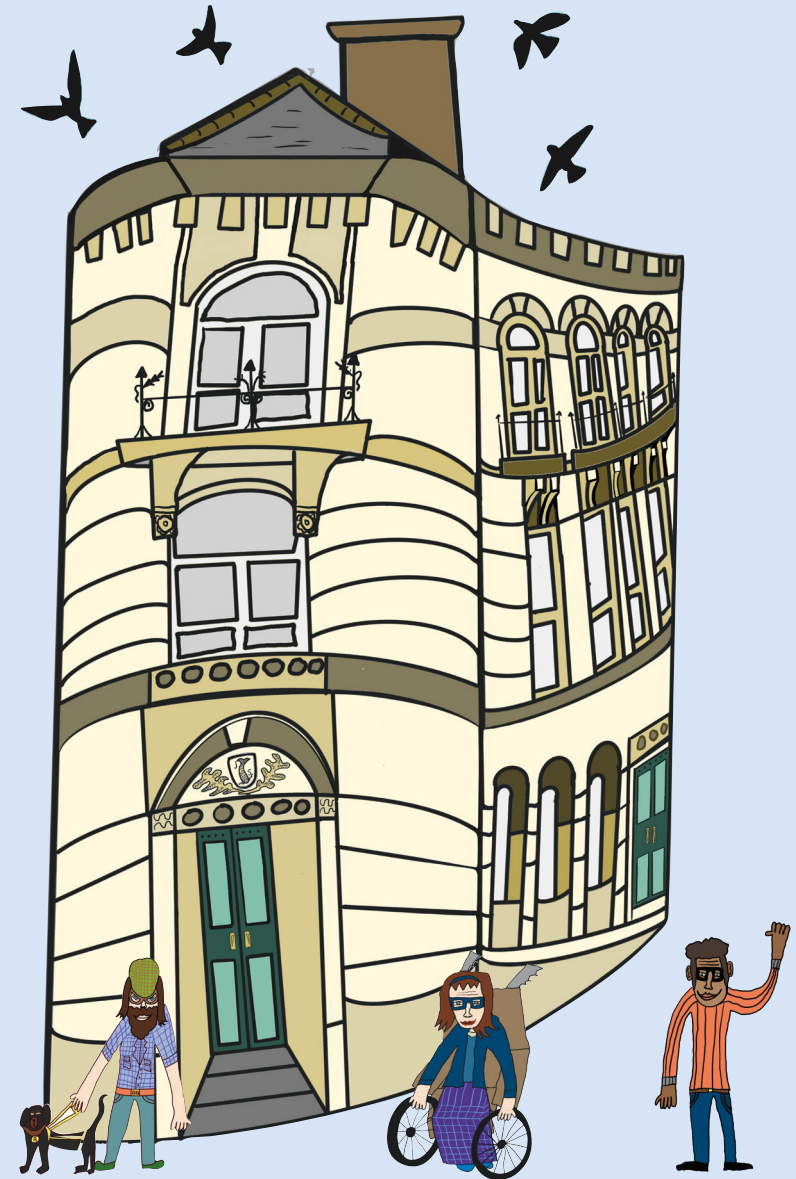
OpenStoryTellers  
living through story

FROME MUSEUM

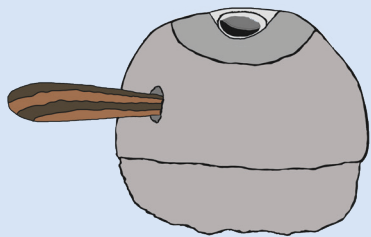
Illustrations by Robin Meader Artist

# Accessible & Inclusive Museum Practice

## A guide for small & local museums



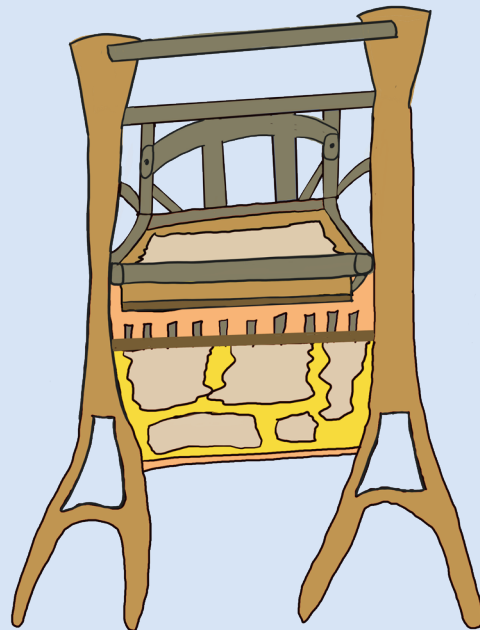
Researchers at Bath Spa have been collaborating with volunteers at Frome Museum and OpenStoryTellers. Together, we explored how to make museums more accessible through creative workshops, discussions and training sessions.



At Frome Museum, there was an emphasis on valuing the skills of the volunteers and sharing learning.

We have developed a list of small and cost-effective changes you could make in your setting.

We focused on displays, information labels, 'hands-on' activities, and sensory experiences for our Top Tips. However, there are many other changes that you could make in your setting.



Small changes can make a big difference.

## Top Tips

- Give a warm welcome. Don't be afraid to approach people. This can help visitors feel comfortable and can lead to conversations about how they can best be supported.
- Provide pre-visit information. People sometimes look for information about accessibility before they plan their trip (e.g. disabled parking and toilets). Make sure your accessibility information is up to date.



- Create interactive experiences. This doesn't have to be messy or expensive. Examples might be a simple 'can you spot' trail, a themed arts and crafts corner, or letting visitors dress-up in period clothes.



- Become a multi-sensory museum. Cater for all senses, such as smell, touch, and sound. Consider introducing smelling cubes, tactile fabrics, and sound effects.

- Offer choice. Share information in different formats. For example, audio and video descriptions, and shorter and longer texts, if you possibly can.

