

DESIGN NIGHT

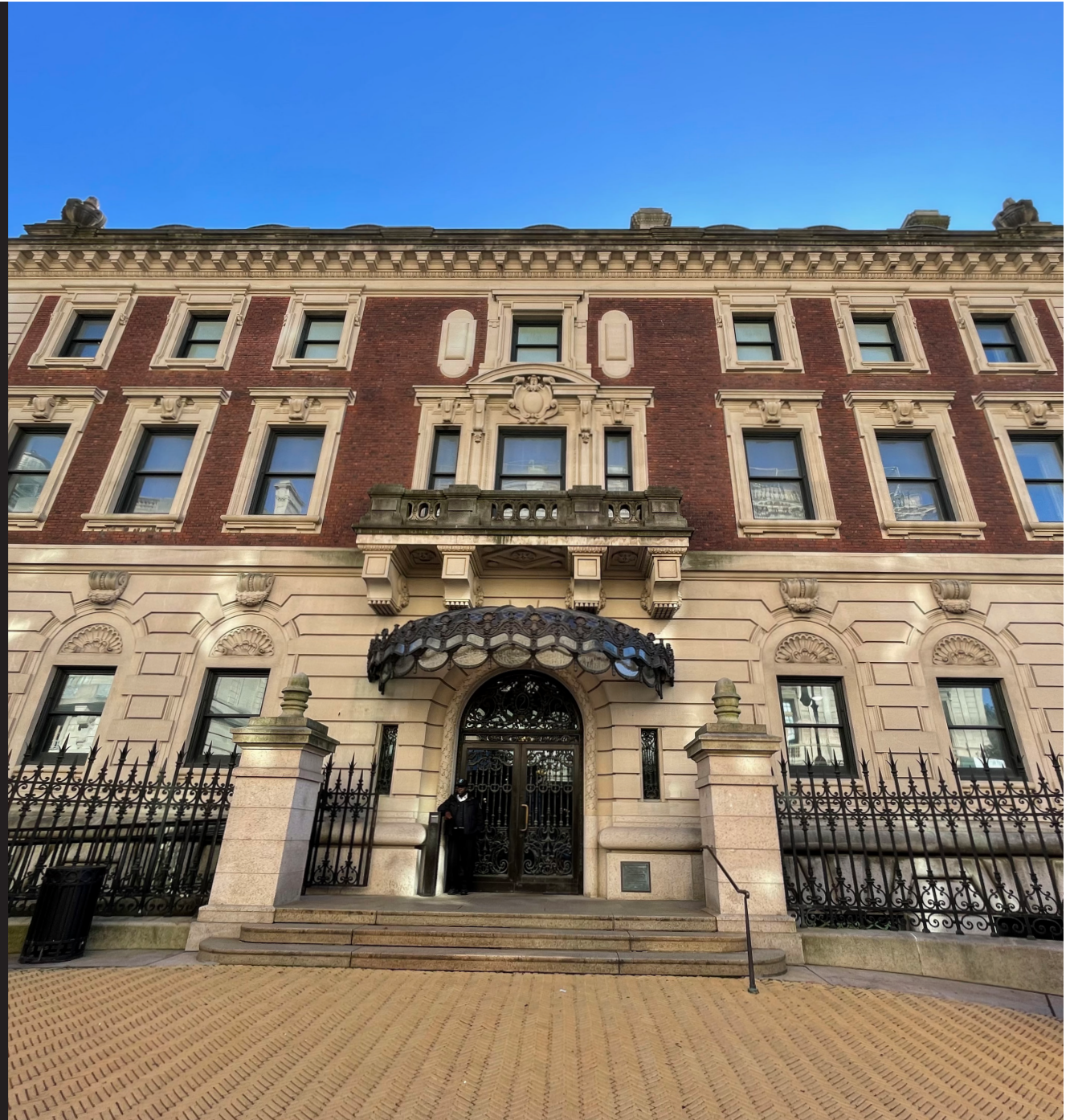
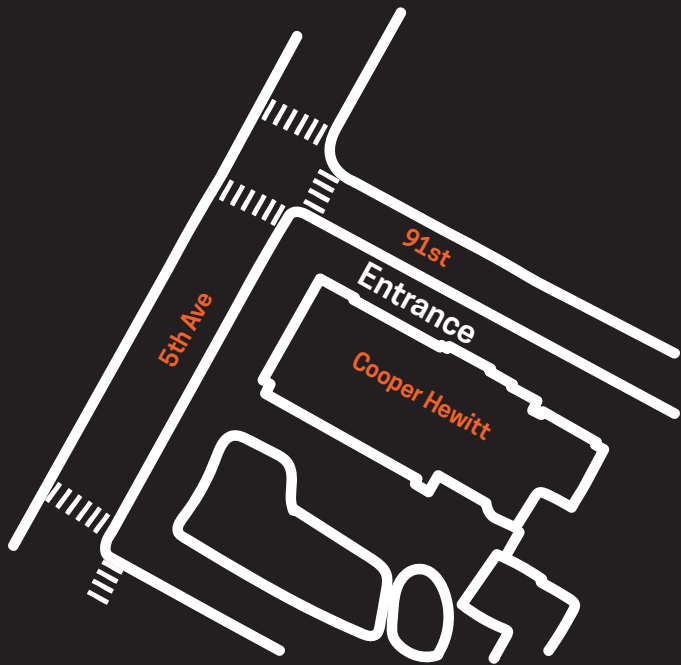
Know Before You Go

**COOPER
HEWITT**

 Smithsonian Design Museum



I am going to visit
Cooper Hewitt,
Smithsonian Design
Museum located at
2 E 91st Street between
Madison and 5th Avenue.



I will go up the **steps** or **ramp** located to the **left** of the stairs and go through the big front door.



I will also see **security guards** around the museum. Security guards are at the museum to make sure we are **safe**.



If I am carrying a bag, a security guard may check inside it, and they will give my bag back after they are done.



When I enter, to my right is where I can **check-in**.

I can either tell the staff my name or show them the QR code from my ticket email.



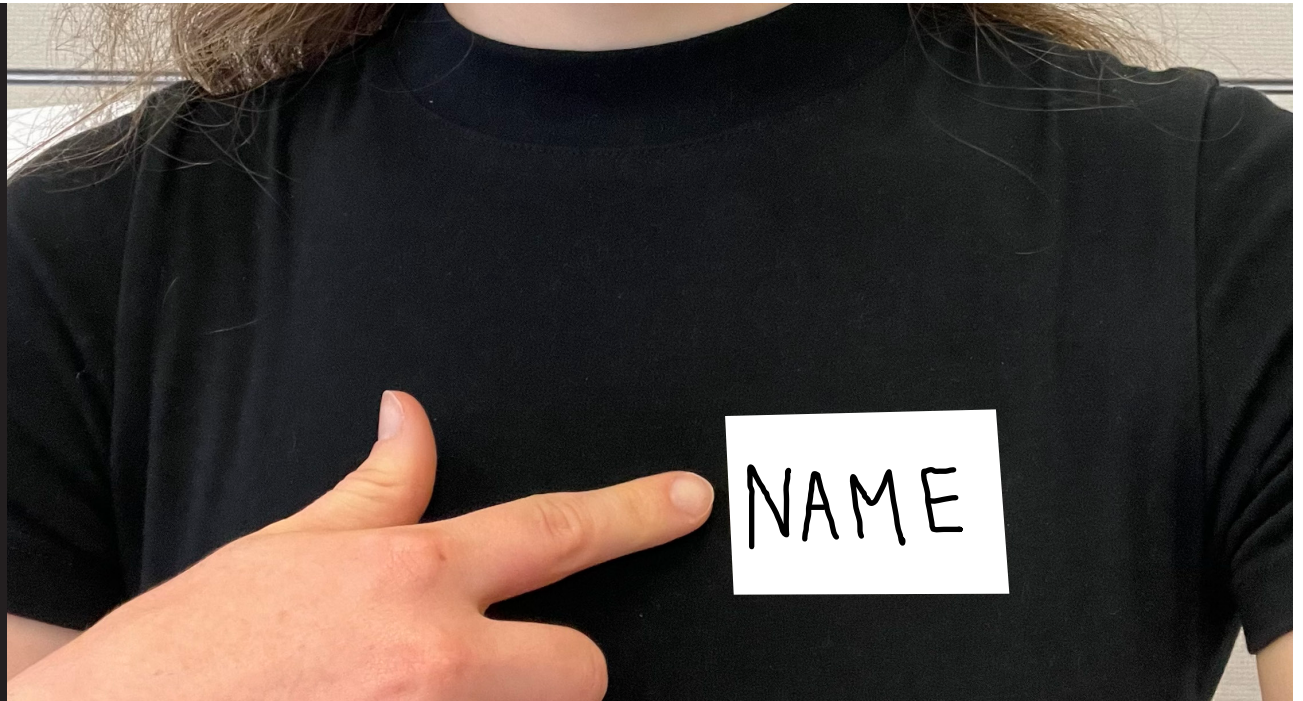
If I want to put my coat or bag away, I can ask staff to check my things in. The staff member will give me a **ticket**.



I need to hold onto this ticket and give it back to get my coat before I leave the museum.

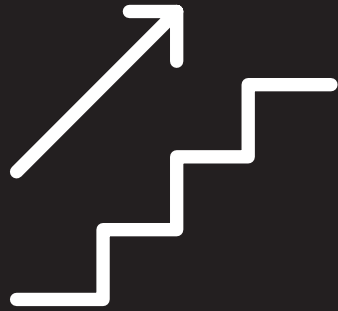
Once I am checked in, the staff will give me a **name tag**.

I can tell the staff member writing my name what I prefer to be called. I must wear the name tag during program.

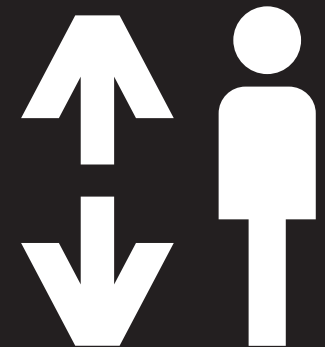


If I arrive before 6:00 PM when the program starts, I can wait in the designated waiting area. I can also visit the exhibition if I wear my name tag.

After, I can go up a few
stairs...



Or take the
elevator to the
Great Hall. The
elevator is
located to the
left of the coat
check.



Starting at 6:00pm, I can **explore** the program.

There are **4 stations** I can participate in. Each activity is **free**.



Staff will be at each station to support me.

If I want to **meet new people**, I can ask a staff member to help introduce me.

I can also **ask questions** such as:

“Where is the bathroom?”

or

“What should I do first?”



Station 1: Food and Drink

Under the stairs in the Great Hall, I can get food and drink.

There will be **wine**, **non-alcoholic beverages**, and **snacks**. The snacks will be individually packaged and labeled with allergy information.

Food and drink must stay in this area.



Station 2: Design Activity

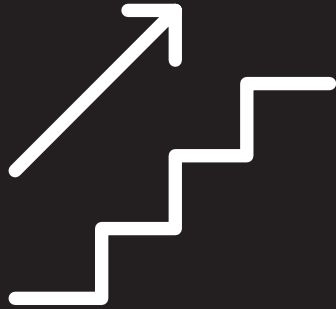
The design activity is related to the program's theme.

Activities will have instructions, prompts for inspiration, and staff to support me if I need help.

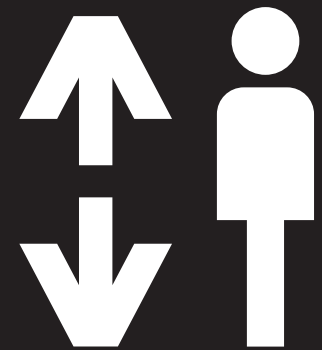
I can **take my design home** when I leave.



I can take the **stairs**...



or the **elevator** to the
bathrooms, Break Room, or to
the exhibition.



The **bathrooms** are on the **ground floor**.

There are men's and women's restrooms with many stalls.

There is also a single stall, accessible restroom for all genders.



Station 3: Break Room

Also on the ground floor is the **Break Room**. This room is a quiet space where I can go if I need a break.

There will be fidgets and drawing materials that I can use if I want.

Everyone using the Break Room is encouraged to be quiet and give each other space.



In the Quiet Room, I can ask,
“Can I have a figet,
sunglasses, or earplugs?”

I can keep
these objects
and take them
home after my
visit.



I can also ask,
“Can I check out
a pair of ear
defender
headphones?”



I must **return** these
headphones back to the
Vistor Experience desk at the
end of my visit.

I can visit the **exhibition** at any time during the program.

Staff will tell me **which floor** the exhibition is on.



There will be a **guided tour** of the exhibition that I can join, if I don't want to explore alone.

If I can **touch** an object, I will see **this symbol** or a **sign** telling me to touch it.



If I don't see the touch symbol, it means **I cannot touch** and this is only for looking.



Before I leave, I should go to the **coat check** to collect my belongings.



If I borrowed **ear defender headphones**, I should return them to the **Visitor Experience desk**.

