



Visual Guide



This is the Dead Zoo Lab at the National Museum of Ireland at Collins Barracks. The Museum is free to visit.

Entering the Dead Zoo Lab

I might hear the sounds of cars in the car park.

I might smell hops from the Guinness Factory, which is across the river.



The Dead Zoo Lab is located inside a building called The Riding School. People used to learn how to ride horses here in the past.

This is the Main Entrance and is located next to the Museum car park. I can enter the Dead Zoo Lab through the glass doors.

Reception



This area can be noisy if the Museum is busy.

I might find this area too bright because of the artificial light.

When I go into the Dead Zoo Lab, I will see a VSO (Visitor Security Officer) at a small desk.



If the VSO is not at the desk, I can find them inside the Dead Zoo Lab or at Main Reception. I can enter the Dead Zoo Lab by going left.

Reception Continued

If I want to rest, there are chairs in the Dead Zoo Lab or I can borrow a black stool from the VSO at the desk.



Toilets

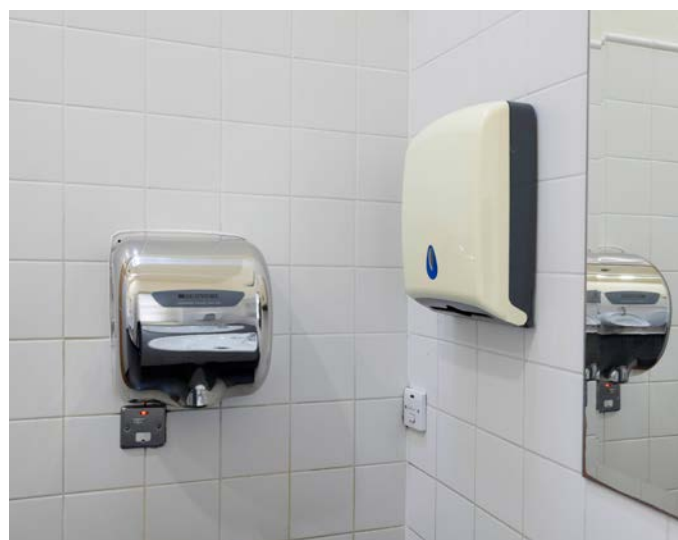
I can also find toilets in the Dead Zoo Lab Reception area.



The male toilets are on my right as I enter. The female and accessible toilets are on the left.



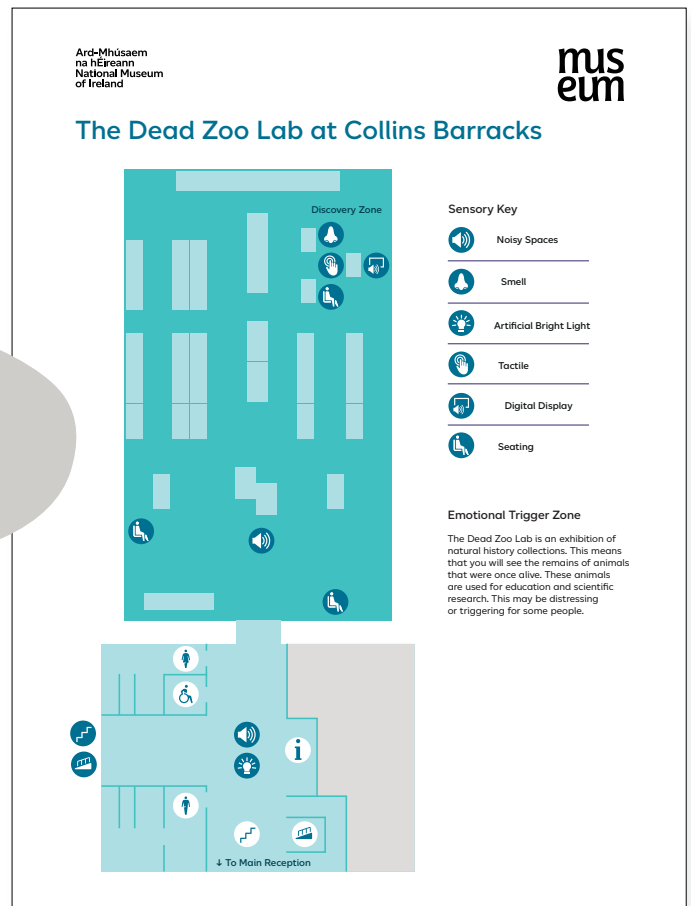
The hand dryers are very loud and I might want to wear my ear defenders when visiting the toilets.



Sensory Map and Withdrawal Spaces

I can download the sensory map for the Dead Zoo Lab from the Museum Website.

The sensory map tells me where different sensory experiences are in the Dead Zoo Lab.

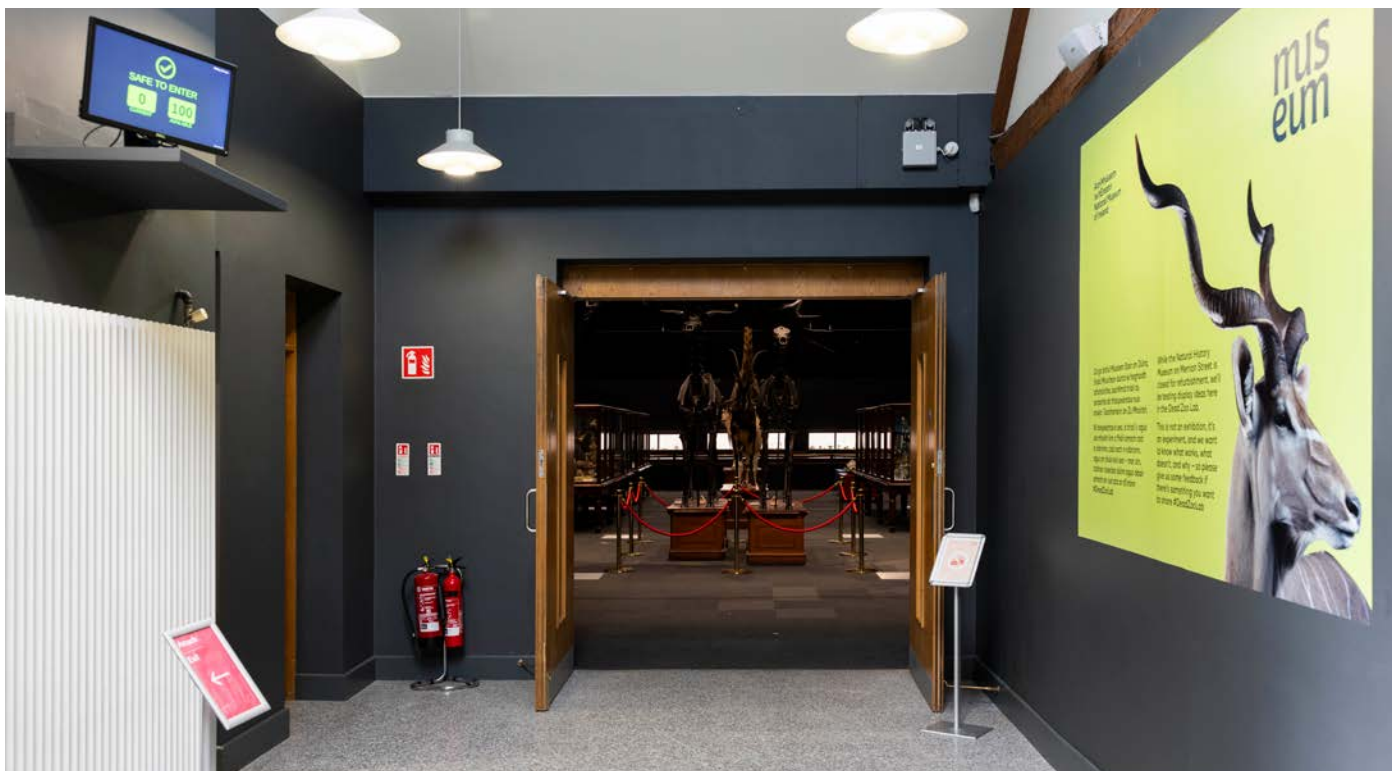


If I need to rest or regulate in a quiet space, I can go outside to the main square or other parts of the Museum's grounds, which are calm spaces.



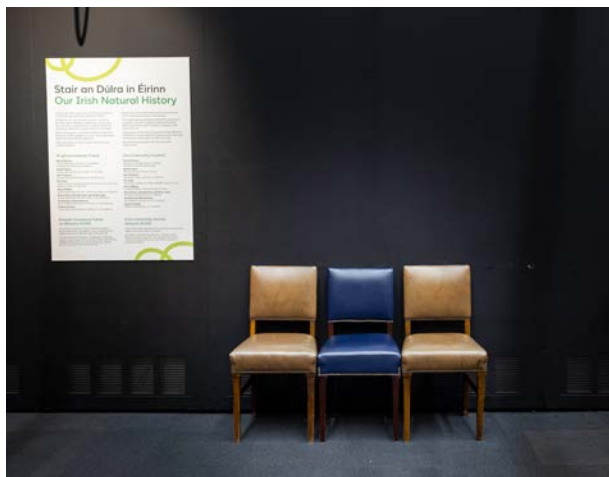
There are picnic benches in the main square where I can sit and relax or eat.

The Dead Zoo Lab



In the Dead Zoo Lab I can see the Museum’s natural history collection. I can see taxidermy animals, models, fossils, minerals and other preserved animals here.

I can use my ear defenders, headphones, sunglasseses and fidget toys in the Dead Zoo Lab to help me feel comfortable. Service-dogs are also welcome.



The Dead Zoo Lab can be noisy and crowded, especially during school holidays. On quieter days you may be able to hear a low hum.

If I am tired there are chairs throughout the gallery that I can use.

Resources



Just inside the door to the Dead Zoo Lab, I can find Activity Sheets that I can use as part of my visit or take home with me. I can bring my own pencil or ask a member of staff for one.

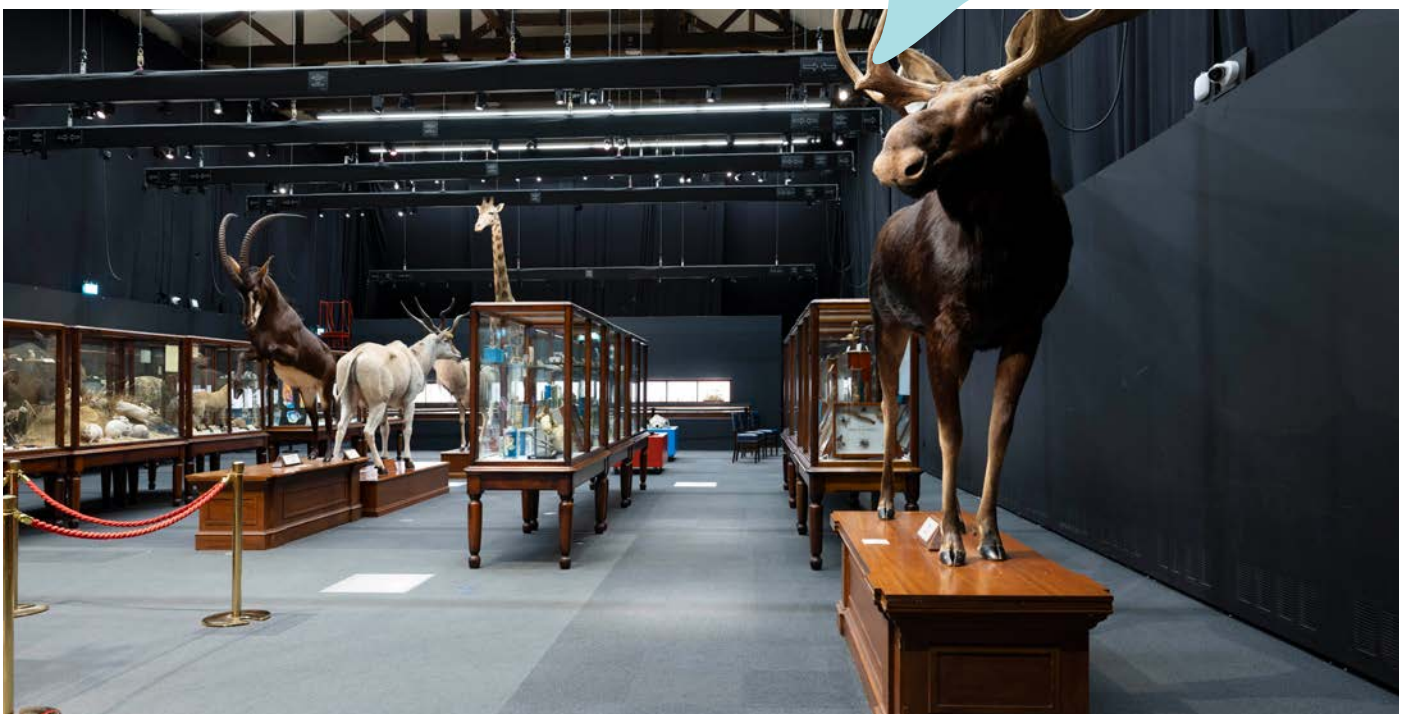
Exploring the Dead Zoo Lab

After entering the Dead Zoo Lab, I can explore in any order I like.



On some of the taxidermy, or stuffed animals, I might be able to see the stitches where the fur was attached to the model.

On the left, I can see the vertebrates, including mammals, birds, reptiles, amphibians and fish.



Down the middle, I can look at the large taxidermy animals.

Exploring the Dead Zoo Lab Continued



On the right, I can look at invertebrates like insects, slugs, worms, crabs, squid and shells.



To the back, I can find glass models of sea creatures, minerals and the Discovery Zone.

People I Might Meet

In the Museum, I might meet and see:



Tour Guides



VSOs

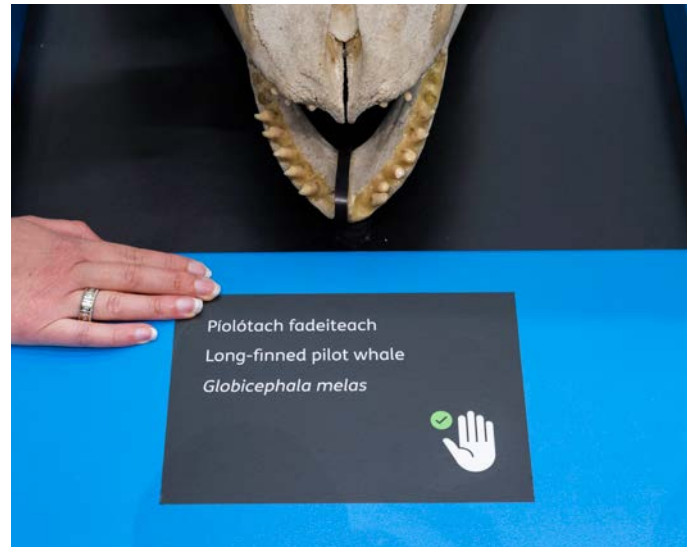


School and Other Groups

Touch



In the Discovery Zone there is an interactive area where I can touch natural history specimens.



I can look for the green tick next to a hand to show me what items are ok for me to touch.



I will also see signs that say "Do not touch". This means that I am not allowed to touch the animal.



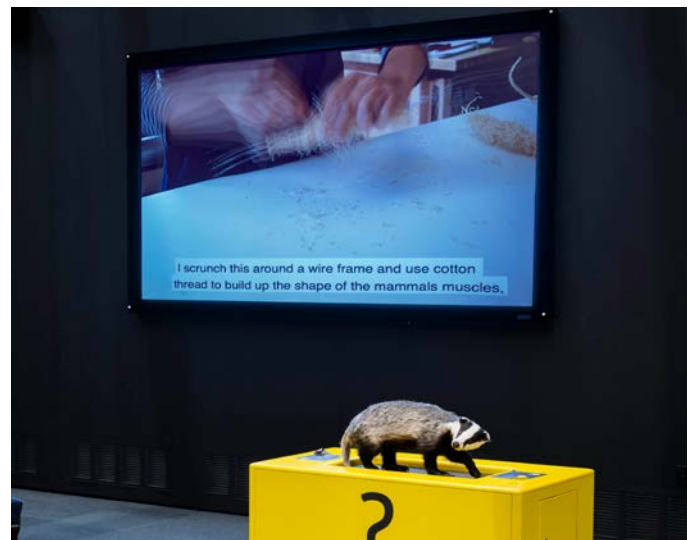
When I stand over these vents I will feel cool air coming from the air conditioning.

Visual

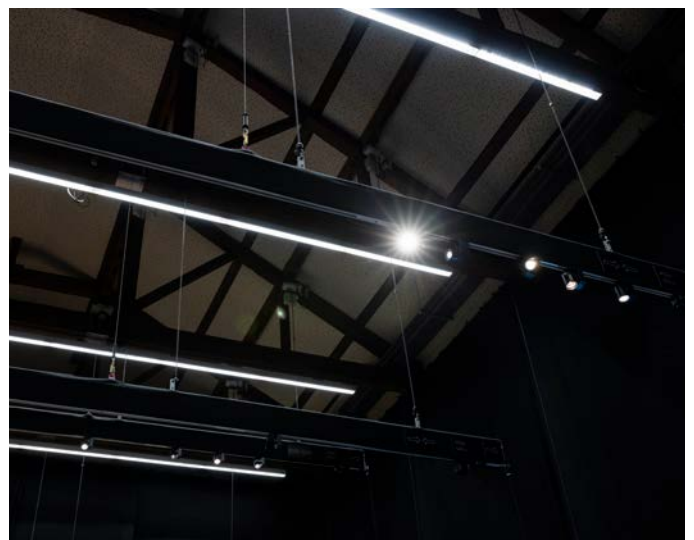
The Museum is a very visual space with lots of objects behind glass. Lighting in the Dead Zoo Lab may create reflections on the cases.



I will find a screen playing videos in the Discovery Zone at the back of the Dead Zoo Lab. The sound on these videos is always muted.



Some of the lights in the Dead Zoo Lab have a strong glare. I can wear sunglasses to reduce this.



Things I Might See

In the Museum, I might see:



Taxidermy



Fossils



Dried Insects



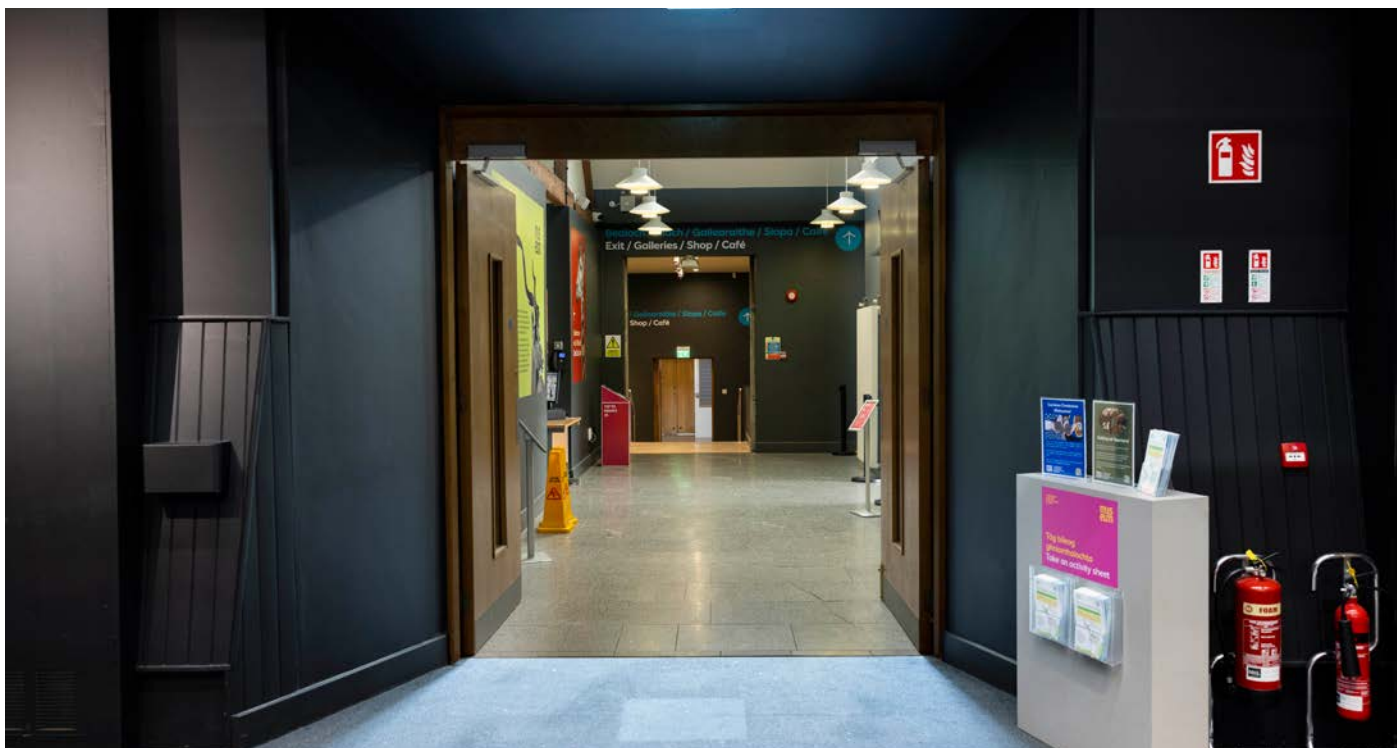
Animals Preserved in Liquid

Smell



If I smell the pilot whale skull on the blue cart, I will notice a strong fishy smell.
Lots of people don't like this smell and I can move away from the cart if I do not like it.

Exiting the Dead Zoo Lab



When I am finished in the Dead Zoo Lab, I can exit through the doors I came in.



I can also head down this corridor into the the main Museum reception and explore the rest of the galleries or visit the shop. There is a ramp to the left of the stairs that I can use.

Before I Visit

The National Museum of Ireland is excited about my visit! Their staff are here to make sure I have a safe and enjoyable time.

For more information on the following I can click on the links below:

- [Accessibility at the National Museum of Ireland](#)
- [Monthly Quiet Hours](#)
- [Planning Your Visit](#)
- [Visual Guide for the National Museum of Ireland at Collins Barracks](#)
- [Events and What's On](#)

If I need help or more information, I can:

Email: bookings@museum.ie
Phone: 01 648 6453

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VSO photo (page 11): Brian Cregan

School group photo (page 11): Paul Sherwood