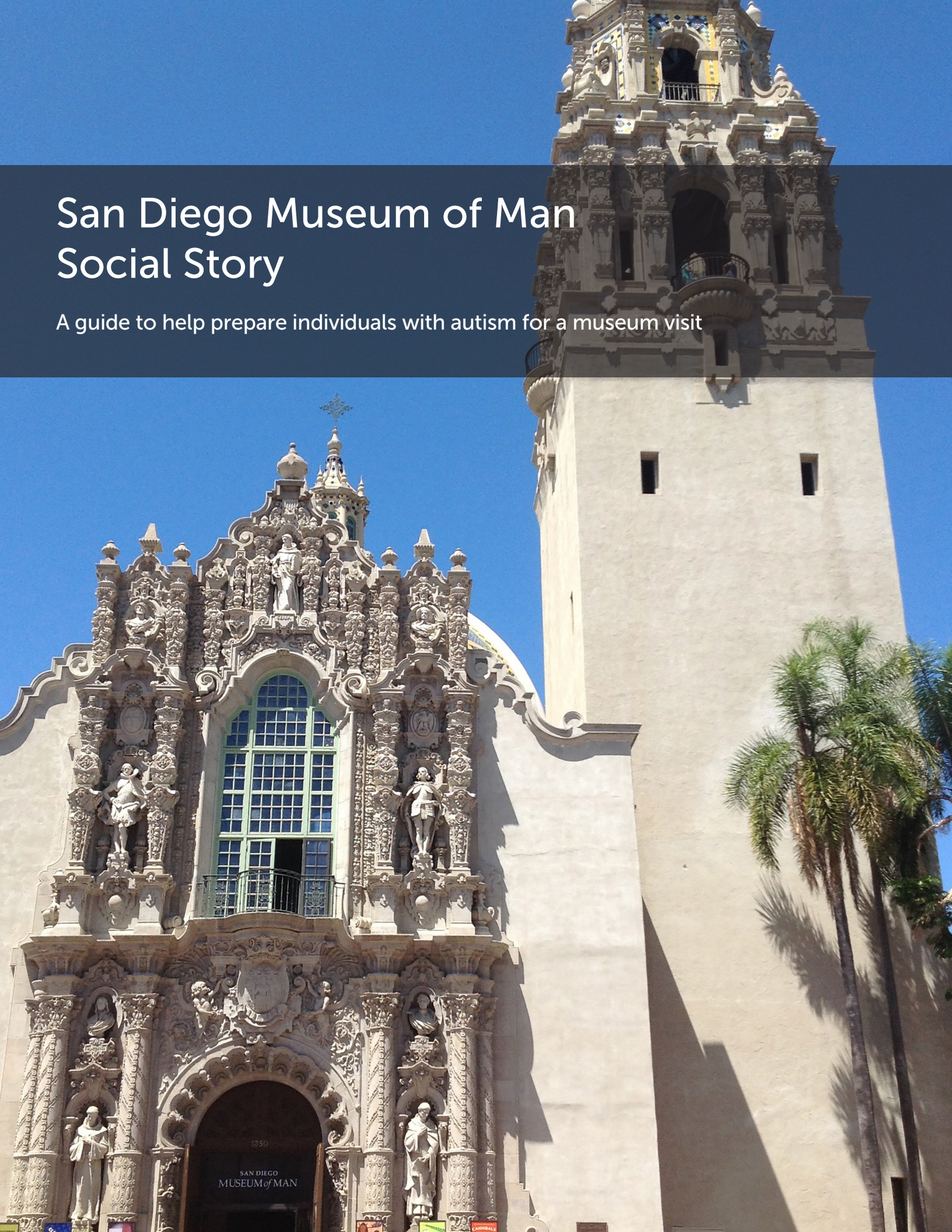


San Diego Museum of Man Social Story

A guide to help prepare individuals with autism for a museum visit



About the San Diego Museum of Man

Things to Do Before You Go

Take care of your personal needs:

- Make sure to bring water, snack, sunglasses, phone, wallet with your ID, your Explorer Pass if you have one and any fidgets, headphones, or other comfort tools
- Communicate about your visit with your family
- Prepare for social engagement, create a social script for engaging with people who sell tickets to the museum or work in the galleries
- Call ahead to ask about peak hours/Free Tuesday
- Information on the website can inform you before you go about any potential sensory issues
- If you have a service dog, create a social script to answer questions about your dog

Plan your transportation to and from the museum

- Plan on where to park
- Find a map of Balboa Park so that you can find the museum from where you park. Maps are available online or at the Balboa Park Visitors Center

The exhibitions are always changing, so check on the website before you visit to find out what is on display.

San Diego Museum of Man
1350 El Prado
Balboa Park
San Diego, California 92101
(619) 239-2001
museumofman.org



The San Diego Museum of Man is in a building on El Prado, the main street in Balboa Park. The building has a lot of ornamentation on the front and is next to a big tower called the California Tower. Signage on the door says "San Diego Museum of Man."





El Prado is very busy and has a lot of traffic. Be careful and watch for cars if you are crossing the street.



There is an accessibility ramp to the right of the entrance.

After you enter the Museum, there is a desk on the right where you pay admission. You may have to wait in line, and it could be crowded.



When it is your turn, pay admission to museum staff. If you have an Explorer Pass, staff will scan it for you.

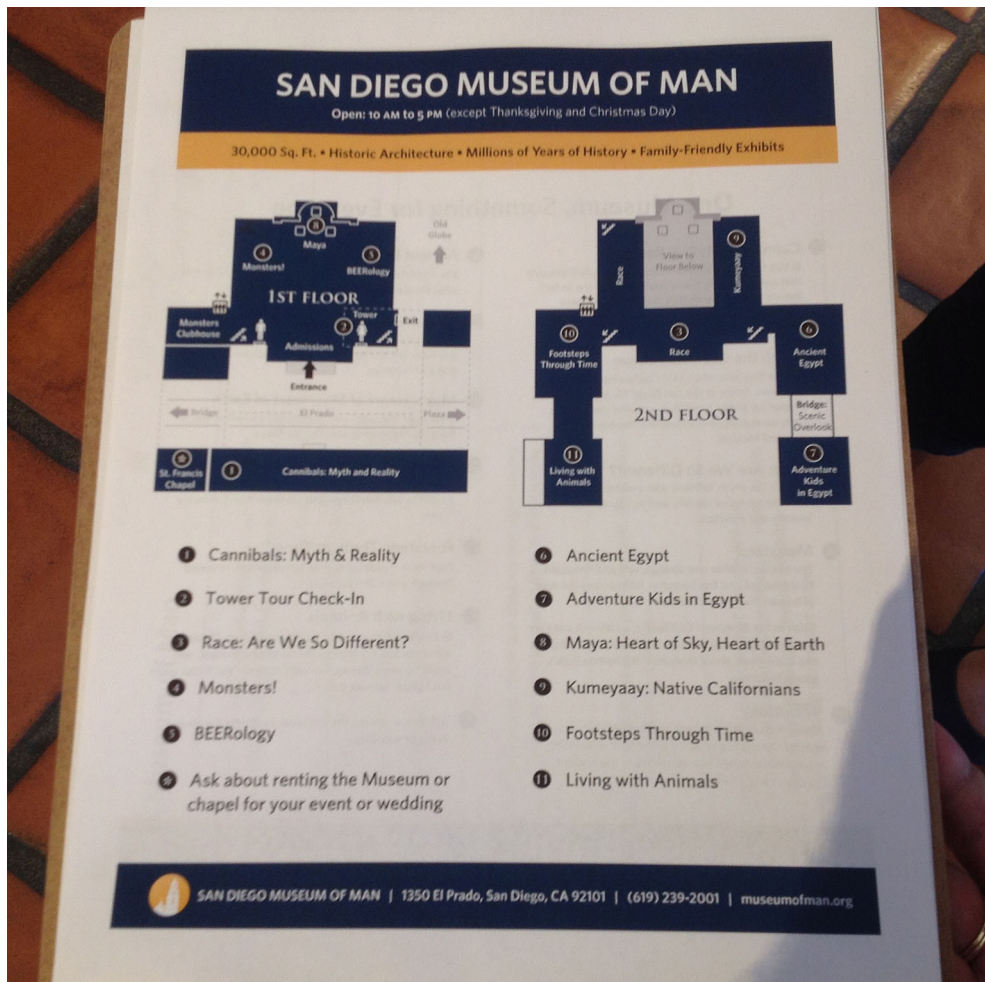
The price of general admission does not include special exhibitions. If there is a special exhibition that you want to see, you will need to pay an extra charge. Special exhibitions are located in a separate building across the street. There is also an extra fee to visit the California Tower.

Staff at the desk can answer your questions about admission fees.





Once you have paid admission or scanned your Explorer Pass, you will get a hand stamp to show that you have paid to get in.



There are maps available at the admissions desk.



There is a small gift shop near the entrance where you can buy gifts as well as drinks and snacks. Just remember that no food or drinks are allowed inside the museum. If you buy a drink or snack, you need to finish it before you go inside. There is also a table near the entrance where you can leave food and drinks and pick them up on your way out.





It is OK to carry your backpack or bag inside the museum.



It is OK to take pictures inside the museum.



Once you get inside, there is a main hall with exhibits all around it. (Sound can echo inside the main hall and it can be noisy if there are a lot of people.)





You can visit the exhibits in any order that you like. There are more exhibits upstairs. The stairs and the elevator are to your left after you enter.

All of the exhibits have to do with different aspects of human culture. There is lots to see and do. Many of the exhibits are interactive and hands-on.





Sculptural replica of fossil partial skeleton
Australopithecus afarensis—Lucy
Fossil found in Hadar, Ethiopia, in Africa,
in 1974 by Donald Johanson and his team.
Age: 3.2 million years

If you are not allowed to touch something, it will be behind glass or have a rail in front of it.



There is a kids' space on the second floor. If you are with young children and would like to go there, go through the Egypt gallery, turn right, go through the doors, and take the outdoor walkway that crosses to the building across the street.



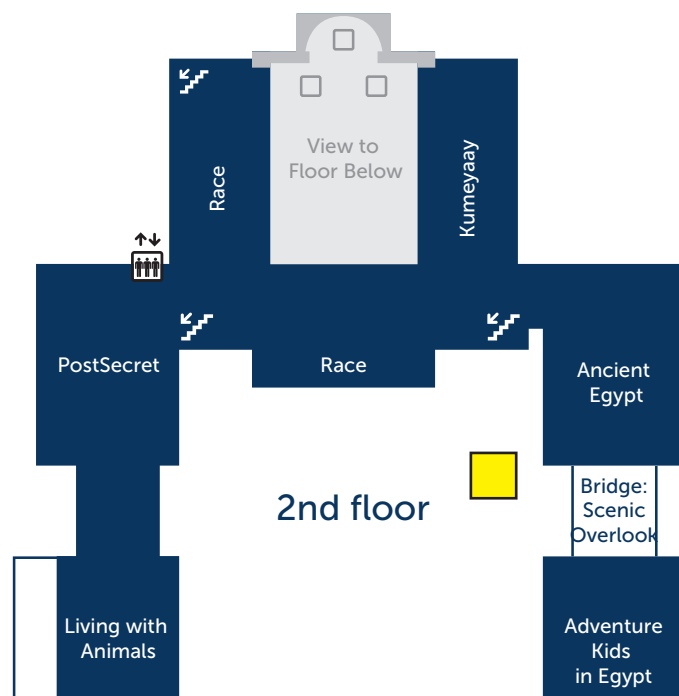
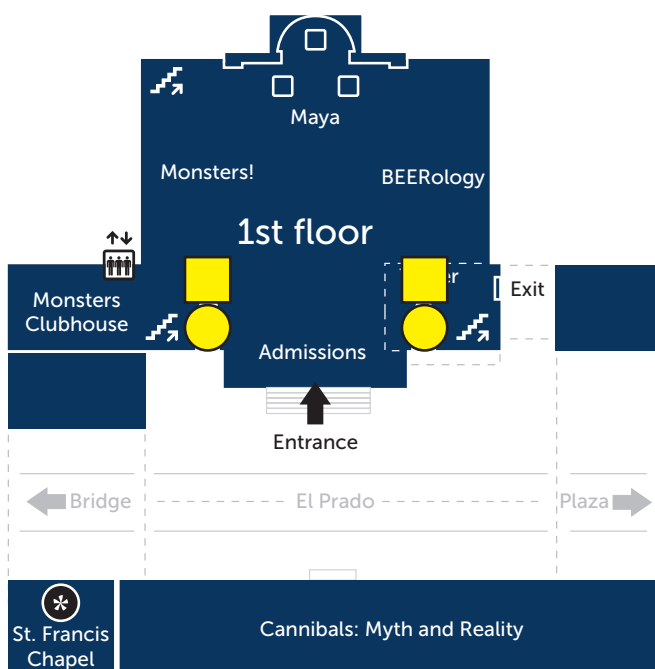
There are lots of exhibits and things to touch and discover.



Some areas are small and can be crowded and noisy. If you need to take a break, there is a quiet space in the back of the Egypt exhibition on the second floor.



There are restrooms and drinking fountains on the first floor, on either side of the entrance. (There are more drinking fountains on the second floor near the Egypt gallery.)



● = Bathroom

■ = Drinking Fountain



When you are ready to leave, first find your group. The exit is through the same doors you used to enter.

Your hand stamp will get you back in the museum if you would like to come back later that day.



Don't forget your drink or snack if you left one when you came in



It could be bright outside and your eyes may need to adjust. Be careful of cars on the street outside—do not walk or run out into traffic.

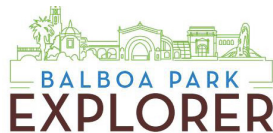
Notes



Funded by:



Supported by:



This social story was created by a team of young adults with autism.
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