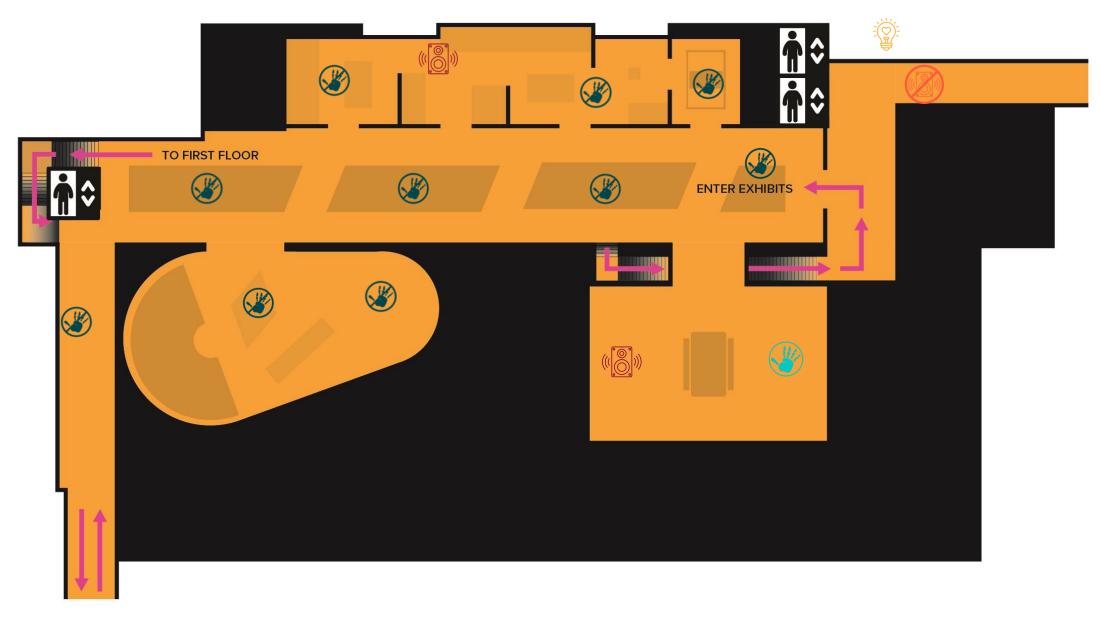
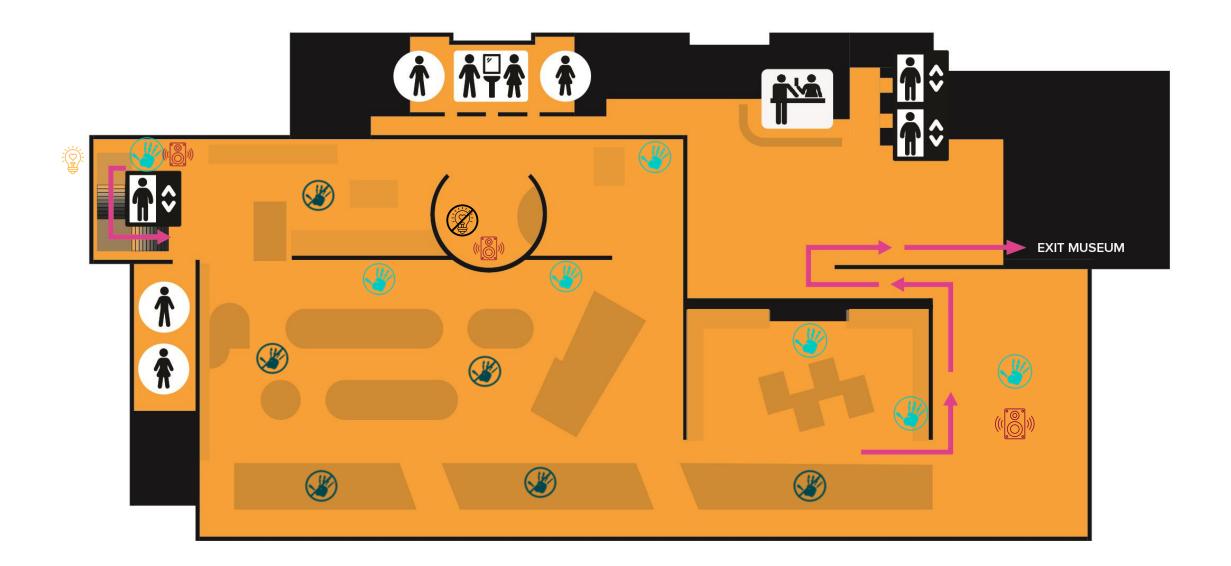


Harley-Davidson Museum Social Narrative



TO ARCHIVES VIEWING AREA





Today, I am going to visit the Harley Davidson Museum.

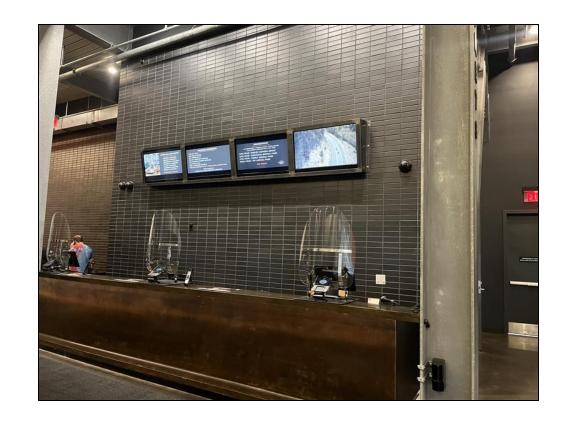


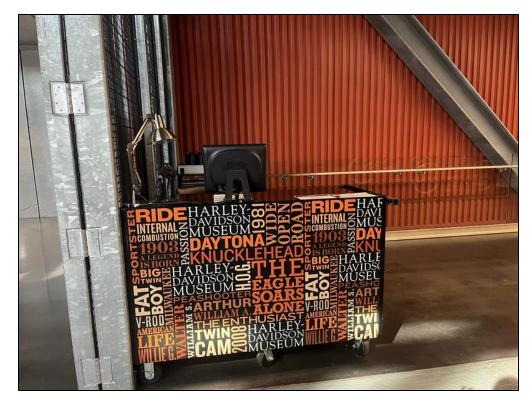


When I arrive, I will walk into the lobby of the Museum.



I will wait in line to check into the Museum.





At the information desk, I can get a Museum map. I can also ask to borrow a sensory bag.

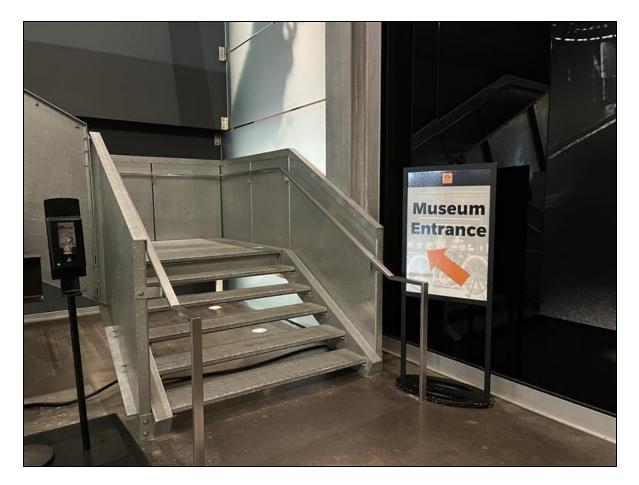
The sensory bags have fidget toys, headphones, and sunglasses.



I may see Museum staff member in a black shirt. They can tell me about the exhibits and help me find my way in the Museum.

In the Museum, I will see signs. These signs will tell me what I can or cannot touch, areas that might be loud, and quiet areas in the Museum.

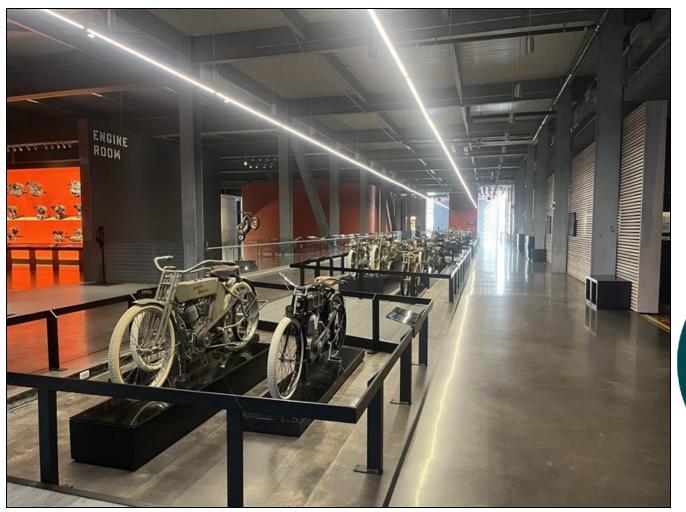






To get to the Museum floor, we can take the elevator or the stairs. The stairs will make a little noise when I walk on them, but they are safe.

When I enter the Museum floor, the first exhibit I will see if the Motorcycle Gallery. There are a lot of cool motorcycles I can look at, but I cannot touch them.





In the Engine Room, there are exhibits I can touch to learn how an engine works. In this exhibit, there is also an engine wall where I can listen to different engines. This may be loud, so I may need to wear my headphones.









The next exhibit I may see is the Harley Davidson Journey. In this exhibit, I will learn about the history of Harley Davidson and motorcycles. There are really cool motorcycles to look at and learn about.





In the Clubs and Competition exhibit, I can learn about different motorcycle clubs.







At the Tank Wall, I will see many different colors and styles of motorcycle tanks. I can look at these tanks but cannot touch them.

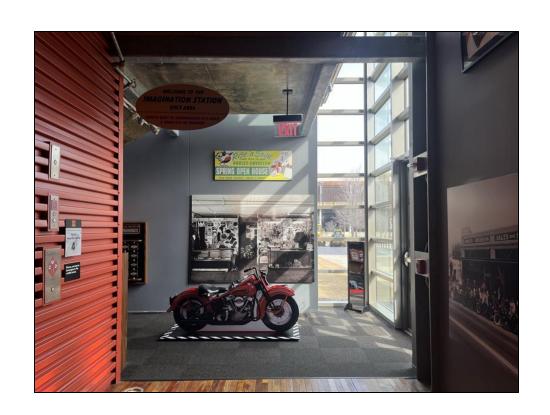




In the Ezy Ryder exhibit, I will learn about the Cate Dingley book.



In the Kid's Area, I can ride on a small pretend bike. This bike does make some loud noises, so I may need headphones. In this exhibit, there are also books I can read and costumes I can try on.









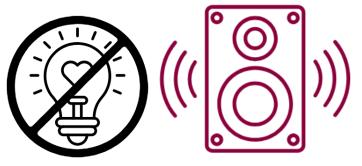
The next exhibit I may see is the second part of the Harley Davidson Journey. In this exhibit, I will learn about the history of Harley-Davidson motorcycles and other items they made.



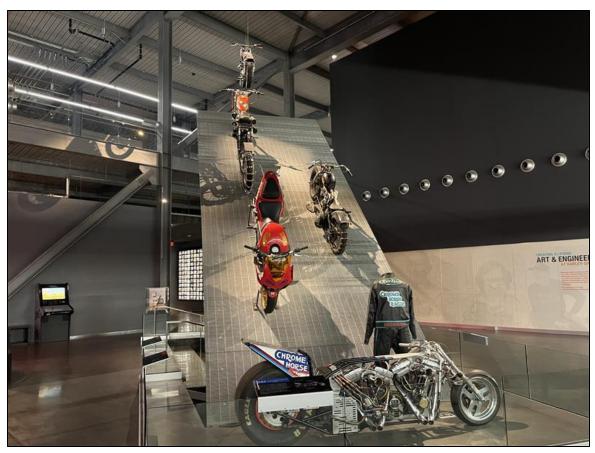


In the American Machine and Foundry exhibit, the lighting is dim, and a movie with interviews with past Harley-Davidson employees will play. The movie may also have background music or other sounds.





In this section of the museum, I can try the Daredevil Challenge game near the Evel Knievel bike. This interactive experience may include bright visuals and sounds.









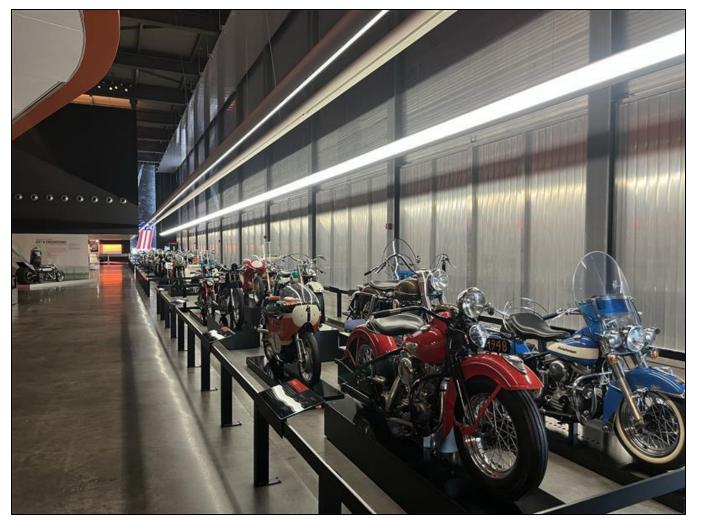
I can Build a Bike using the interactive touchscreen.



A new exhibit, *This is Me*, is currently under construction. I may see someone working on a bike, which could include occasional tool noises and movement in the area.



In the Motorcycle Gallery, I will find more motorcycles from Harley-Davidson. There are more motorcycles I can look at, but I cannot touch them.



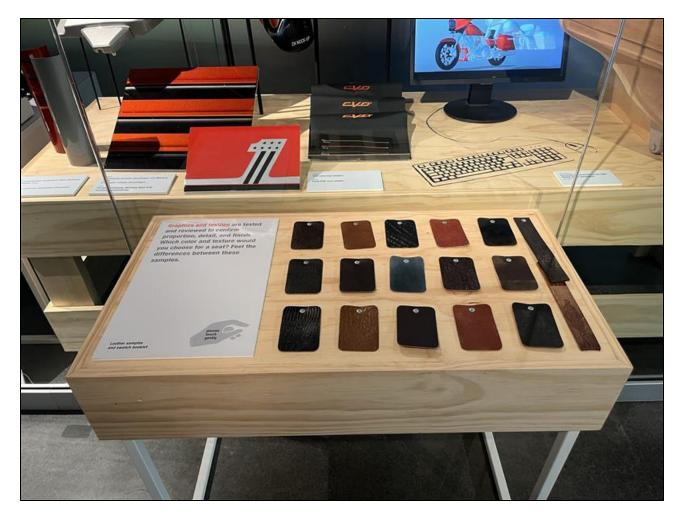


In this exhibit, I can trace pictures of bikes to design my very own motorcycle. When I am done drawing, I can either hang it up for other people to see or take it home.



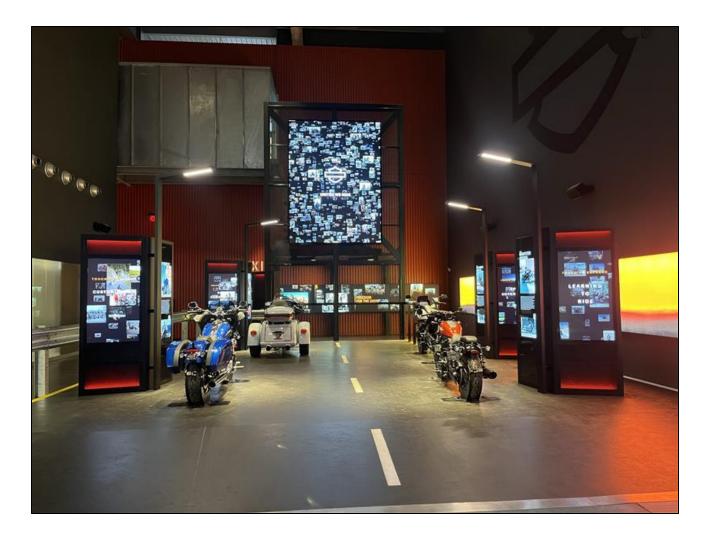


In the Be a Designer exhibit, there is a spot where I can feel different leather samples. I can touch these pieces of leather, but I have to be gentle.





In the Experience Gallery, I can sit on real motorcycles and pretend to ride them. This exhibit can be loud with motorcycle sounds and music, so I may need headphones.







When it is time to leave the Museum, I will exit from the front door.



