Welcome toNavan Centre & Fort

armaghbanbridgecraigavon.gov.uk
②/abcb_council



Overview

Everyone feels different when trying something new.

There are new sounds, smells and you may not know what to expect.

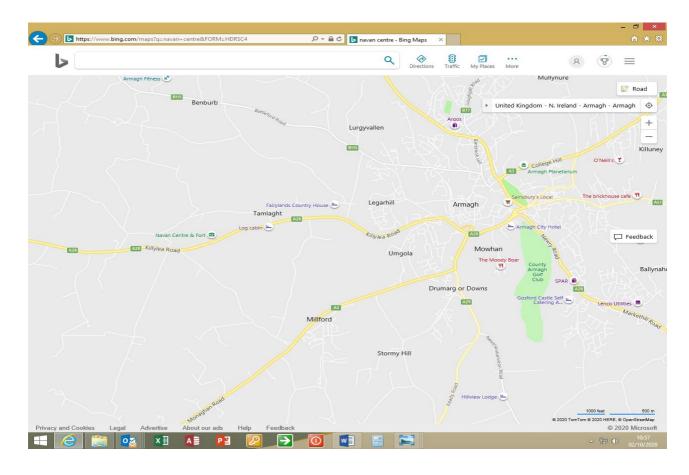
The following guide is to help you on your visit to the Navan Centre, to make you feel comfortable and released.

For assistance, please speak to a member of staff, they can be identified by their uniform and will be wearing a Lanyard with the Name on it.

Autism Friendly Pre-Visit Guide for Navan Centre

The Navan Centre can be accessed by bus / car / walking / train. You can see its location in map below

The Navan Centre & Fort 81 Killylea Rd Armagh BT60 4ld



BUS/CAR/WALKING (Access to Venue)

• The different ways you can arrive at our Centre







The following images are what you can expect to see when you arrive to the grounds. We have highlighted sounds and smells.

ENTRANCE TO GROUNDS

• Awareness of new sounds (traffic); unfamiliar environment





ARRIVAL IN CAR PARK

• Awareness of moving vehicles, barking dogs, exhaust fumes



EXTERNAL SIGNAGE

• Awareness of signs leading you to main building





Welcome

On arrival speak to a member of staff and they will advise you where you should go.

FRONT OF BUILDING/MAIN ENTRANCE

• Awareness of potential fear factor of willow structures outside dwelling



RECEPTION DESK/STAFF

- On arrival, speak to a member of staff and they will advise you where you should go and of general facilities.
- Awareness of potential announcements through the sound system, music, food and coffee smells.





TOILETS/SIGNAGE

• Awareness of unpleasant smells emanating from bathroom area, cleaning products, sound of hand dryers, flushed toilets



FIRE ALARM

- Fire alarm tests are carried out weekly on: day and time of week.
- There will be a loud announcement before testing.
- There is no need to leave the building.



- Awareness of pungent smells from restaurant
- Awareness of noise of cutlery and crockery, conversation of diners/staff





AV THEATRE

- Awareness of darkness and light changes
- Awareness of flashing images from screen
- Awareness of unusual and frightening sound sequences



ARCHAEOLOGICAL ROOM

• Awareness of unusual sights, textures and sounds

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PLAYGROUND

- Awareness of buzzers and bells in sound games
- Awareness of potential trips and falls



LIVING HISTORY OUTSIDE DWELLING

- Awareness of smoky fire smells
- Awareness of fictionalised characters with weapons etc...







LIVING HISTORY INSIDE DWELLING

- Awareness of new smells, visuals (rugs, wood, pots, cutlery, bread grinding stone etc...)
- Awareness of danger of slipping on rugs



VOID /EDUCATION AREA

- Awareness of unusual size of space available
- Awareness of archaeological props/artefacts -texture, visual
- Meet our Education team





