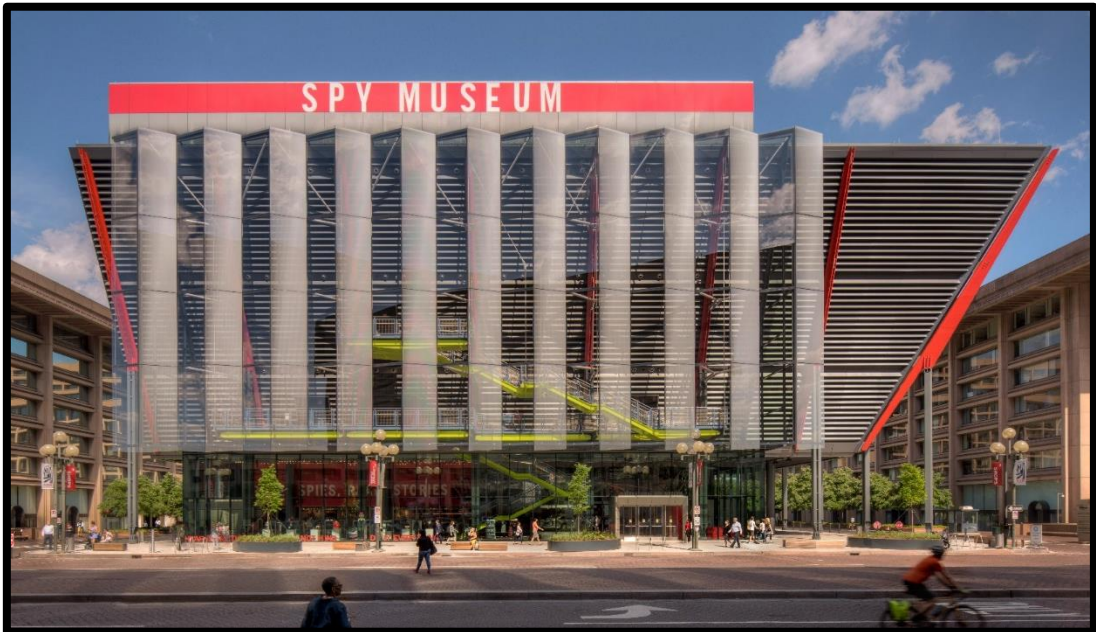


ACCESS TO **SPY**

SOCIAL NARRATIVE

INTERNATIONAL SPY MUSEUM



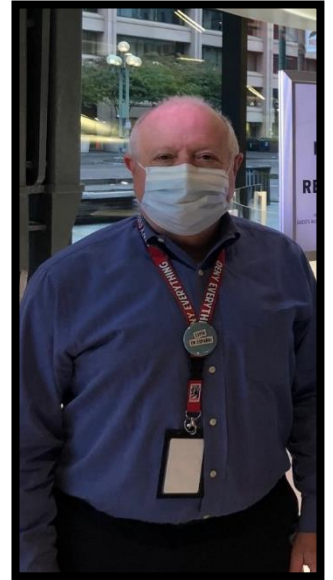
I am visiting the **INTERNATIONAL SPY MUSEUM**.
I will learn about spying and see interesting artifacts.



SECURITY STAFF



GUEST SERVICES STAFF



VOLUNTEER

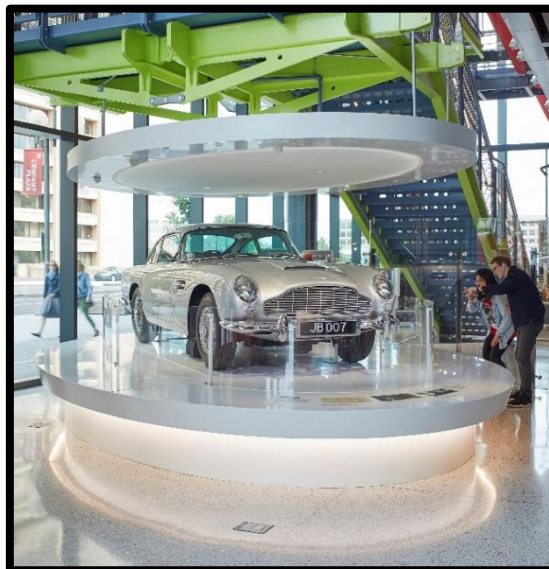
Here are pictures of the **SPY STAFF** and **VOLUNTEERS**. They wear a uniform and a name tag. I can ask them if I need help or have a question.



In the Museum, I will find some **LOUD NOISES**, **BRIGHT LIGHTS**, and **DARK AREAS**. These might **SURPRISE** me. I can look at my sensory map to find these spaces. If I get nervous, I will ask my grown-up or staff member to help me bypass the areas.



In the **LOBBY** of the Museum, we will go to the ticket counter to scan our tickets. The lobby might be crowded and loud so I will stay close to my grown-up.



There is a **CAR** in the lobby from a James Bond movie. Without warning, loud music plays, and the car shows its tricks. It can be surprising when the car makes noise.



While I am in the Museum, I will follow these **RULES**:

1. No food, drinks (except bottled water), or flash photography are allowed.
2. No running in the exhibits.
3. No climbing on the exhibit displays.



I will take an **ELEVATOR** to get to the exhibits. Inside, there are different colored lights and a recorded voice. I can ask a staff member to take me to a regular elevator or the stairs instead.



When I get off the elevator, I will enter the **BRIEFING CENTER**. Here I will receive my *Undercover Mission* badge and learn my “cover identity.” I don’t have to do this - it’s just a fun way to pretend to be a spy.



In this **BRIEFING THEATER** I will see a short film about spying. The theater will be dark and there will be loud noises. I can ask a staff member to take me to the first exhibit if I don’t want to see the film.



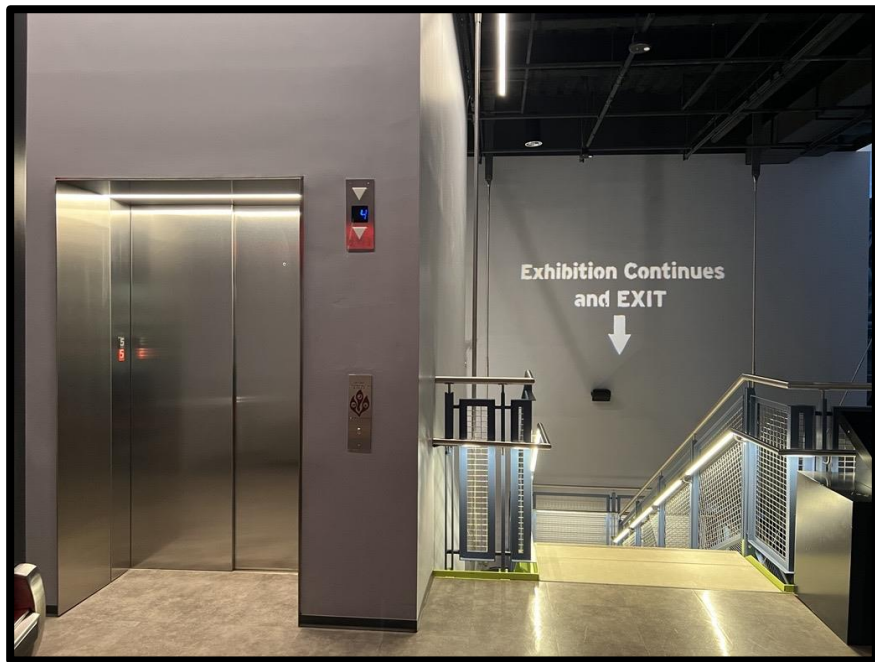
The first gallery is called **STEALING SECRETS**. Here I will learn about how information is collected – from historical spies to technology. This gallery can get crowded and noisy.



The next gallery is called **MAKING SENSE OF SECRETS**. Here I will learn about code-breaking and how intelligence is analyzed.



This is the **COVERT ACTION** gallery. Here I will learn about secret missions. I can also test my spy skills by crawling through an air duct or hanging from a bar.



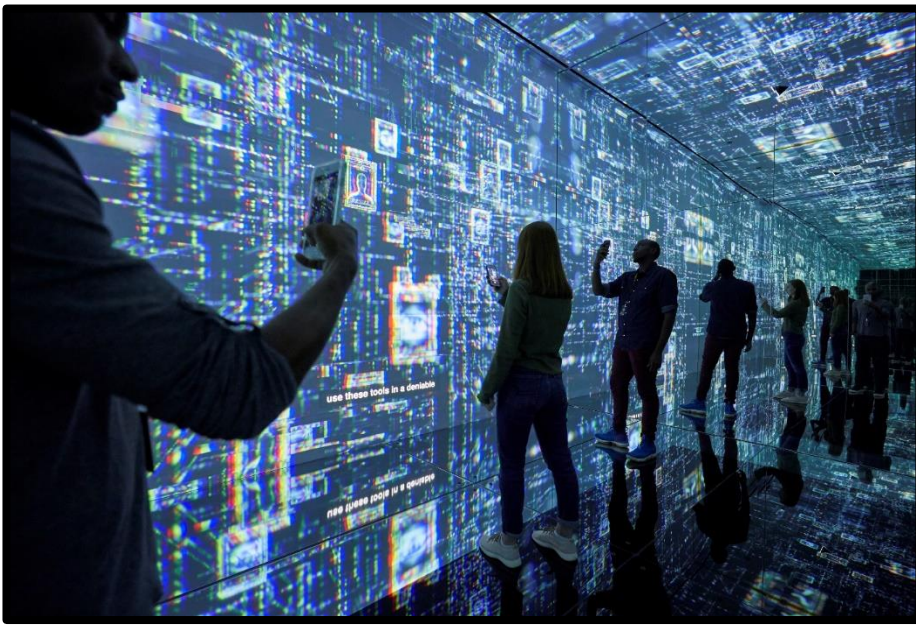
I can take the **STAIRS OR ELEVATOR** down one level to the 4th Floor. If I take the stairs, I will hear a flute and drum playing in the background.



At the start of this floor, I can enter the **SPYING LAUNCHED A NATION** exhibit to learn how a group of spies helped George Washington.



This is the **SPYING THAT SHAPED HISTORY** gallery. Here I will learn about how spying has impacted history. There are a lot of videos in this gallery.



Inside the *Cyber: The New Battlefield* exhibit is the **CYBER INFINITY ROOM**. This dark room is covered in mirrors and has a video projected on all walls. I might feel dizzy in this room, so I don't need to go inside.



AN UNCERTAIN WORLD gallery is about how spy agencies protect their own country from threats.



This gallery has some surprises including a video of a **DOG BARKING** and a mailbox that makes an **EXPLOSION SOUND** when opened. It is all pretend – but it can be startling and loud!



The last exhibit is the **DEBRIEFING CENTER**. Here I can receive the conclusion to my *Undercover Mission* and a summary of my top spy skills.



This is the **SPY STORE**. There is a lot to look at here and it can be loud and crowded. The lights are also bright. I will stay close to my grown-up while I am in here.