1 Courtyard
2 Meet Earl Bakken
3 Spark
4 KEVA Planks Gallery
5 Mary and Her Monster
6 Frankenstein’s Laboratory
7 18th Century Room
8 Ben Franklin’s Electricity Party
9 About the West Winds Mansion
10 Deep Roots: Plants as Medicine
11 Reading Nook
12 Franklin Room
13 Great Hall
14 Florence Bakken Medicinal Garden
15 Green Roof/Dakota Native Plants Garden

KEY
- Information & Ticketing
- Museum Store
- Lockers
- Vending
- Restroom
- Water Fountain
- Stairs
- Elevator
ROOM-TO-ROOM EXPERIENCE GUIDE

OBSERVE
In these rooms, I do not touch the exhibits. I can read and learn from the museum’s informational signs, ask questions, and share my ideas.

THINK AND INTERACT
In these rooms, I can touch the exhibits. The exhibits have instructions to tell me how to interact with them. Some of the pieces in these exhibits may make noise or flashing lights.

WATCH AND LISTEN
In these rooms, I do not touch the exhibits. I watch and listen to the sounds of the exhibit.

CLOSED TO THE PUBLIC
These rooms are for museum staff only. I do not enter these areas unless we receive special permission.

If I am not sure what to do in a room, or I get lost, I can go to the Visitor Services Desk or find a staff member with a Bakken Museum name tag to ask questions.