



Preparing for Your Visit

to the State Tactile Omero Museum



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Introduction

This **document** is written in Easy-to-Read language to help people visit this Museum.



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The review was carried out by the **Test Readers Group** of the Centro Papa Giovanni XXIII in Ancona.

The test readers are people with **intellectual disabilities** who know Easy-to-Read language.



Before visiting the Museo Omero

Book your visit by calling or sending a message to
+39 **335 56 96 985**.



Entry to the rooms of the Museo Omero is **free**.

To visit the **Design Collection**,
you need to buy a ticket for **5 euros**.

How to get to the Museo Omero

The State Tactile Omero Museum
is inside the Mole Vanvitelliana.

The Mole Vanvitelliana is a brick building
in the city of **Ancona**.

The Mole is built on a small artificial **island**
surrounded by the sea.



You can use **two entrances** to get into the Mole Vanvitelliana.

One is the entrance with the **Red Horse** (Cavallo rosso):
cross the bridge and go through the **big gate**.



Follow the signs **on the glass**.



Walk to the courtyard: there is a **small white temple**.
You are now inside the courtyard of the Mole Vanvitelliana.



The other entrance to the Mole Vanvitelliana is near **Porta Pia**.
Cross the bridge and go through a **white entrance**.



Walk through the **tunnel** to the courtyard.



Walk to the courtyard: there is a **small white temple**.
You are now inside the courtyard of the Mole Vanvitelliana.



The entrance to the Museo Omero

From the courtyard of the Mole Vanvitelliana you can **enter the Museo Omero**.

There are two entrances:
one entrance with the elevator;
• one entrance with the **stairs**.



The **entrance with the elevator** is a small door.
Next to the door there is a **white sign**.

The white sign says:
“**Museum entrance with elevator**”.



Ring the bell and go in through the **glass door**.

Call the elevator,
press **button 2**,
get out and turn left.

You are in the Museo Omero.



The **entrance with the stairs** is big.

Next to the stairs there is a **large black sign**.

Go up the **stairs** and turn left.



The glass door says **MUSEO OMERO**.

The glass door opens by itself.

The **ticket office** is after the glass door.



The **restroom** is next to the glass door.



Ask for your **ticket** from the people at the ticket office.
Take the ticket.
Visiting the sculpture and architecture rooms is **free**.



Before your visit you can leave your belongings in the **cloakroom**.

The cloakroom is next to the ticket office.



Before your visit you can take the **Easy-to-Read Guide**.
The Easy Guide is **on a table at the entrance**.

The guide **tells** you about some of the works in the Museo Omero.
The guide is written in a **simple way**.

Use the guide during your visit.

At the end of your visit, **put** the guide back on the table.



Starting your visit to the Museo Omero

At the Museo Omero **you can touch all the works of art.**

At the Museo Omero, touching means **stroking**.

During your visit:

1. you can take **photos** and videos;
2. you must go **slowly** and make **little noise**;
3. you may **meet** other visitors;
4. you may meet visitors wearing a **blindfold**.



The rooms of the Museo Omero

The Museo Omero has **4 rooms**.

On the **first floor** there are **3 rooms**.

These three rooms contain **sculptures** and **architecture**.

The sculptures are **copies of real sculptures**
in the shape of people, animals, and real or imaginary things.
The architectural works are **small models**
that copy large buildings.

Room **1**.



Room 2.



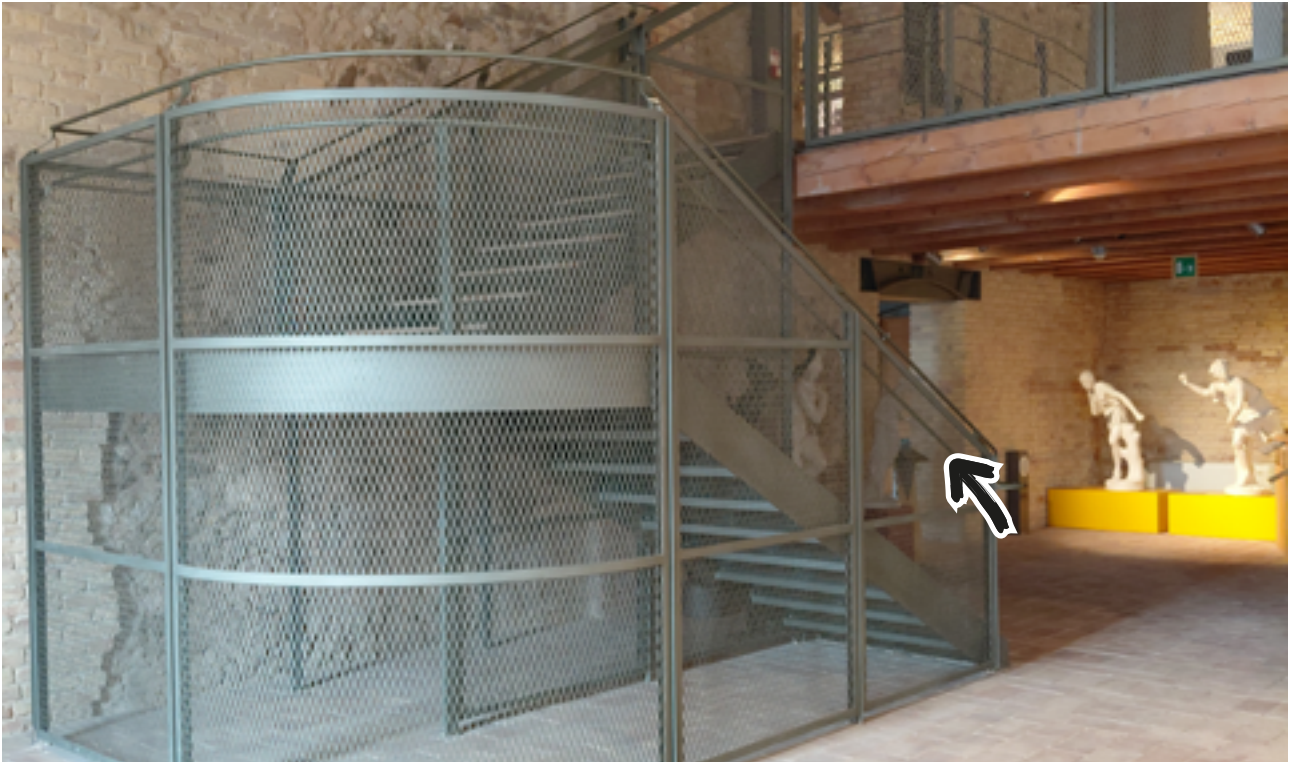
Room 3.



Room **4** is on the **second floor**.

To get to Room 4, go up the **stairs** or take the **elevator**.

In the elevator, press **button 3**.



Room 4 contains **real sculptures**, not copies.
You can touch all the sculptures.

Room 4.



Your visit is over. Go back to the ticket office.

To go back to the **ticket office**, use the **stairs** or the **elevator**.
In the elevator, press button **2**.



To leave the museum, use the **glass door** or the **elevator**.
In the elevator, press button **1**.



Before you leave, collect your belongings from the cloakroom.

Would you like to visit the **Design Collection** too?
Ask at the ticket office.



The Design Collection of the Museo Omero

The Design Collection is one room with **lots of objects** on a **white table**.



In the Design Collection there is a room called “**Fuori Tutti**”.

You can go in and close the door to **relax**.

You can colour, cut, glue and create.



Now you know how the Museo Omero works.
We are waiting for you!

Come and visit us!





#MuseoOmero



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DELLA
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Mole Vanvitelliana

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