



Autism Friendly Day Information

Saturday 5th October and Saturday 16th November

Entrance

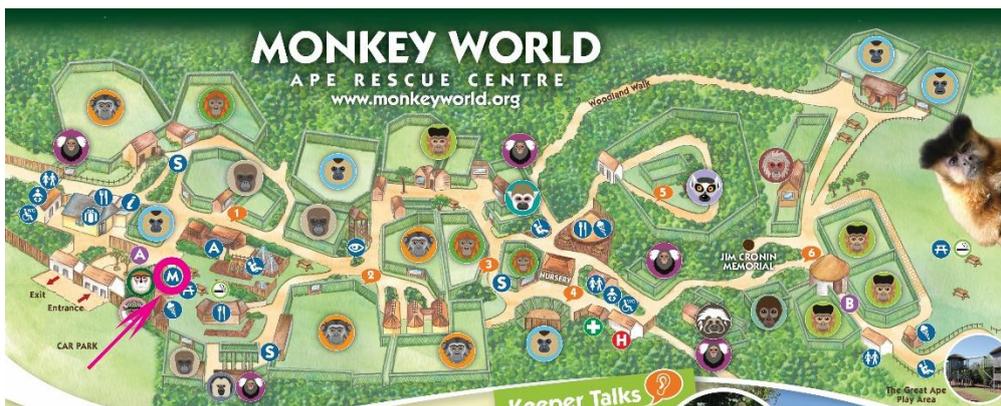
You will be able to access the park an hour before public opening time, at 9am. All gates will be open so there will be very little in the way of queueing. Our staff have been briefed and are aware of additional needs. There is no need to pre-book. Normal entrance fees will apply. Please bring appropriate DLA/ PIP documentation to benefit from essential carers free entry.

Calm Room

There is a calm room available for use all day if you need to get away from the main park. Here is what the room, and the directional signs look like:



The room has been circled in pink here on the map.



The room has tables, chairs, blankets and some sensory equipment. There is a sound system with aux cable available for your music too.

Sensory Statues

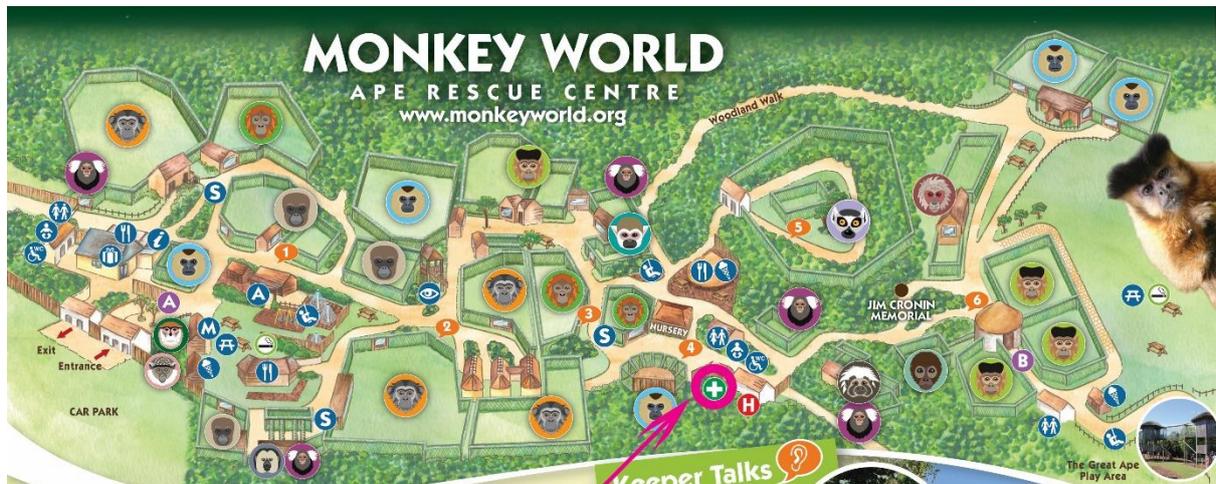
The 3 sensory statues around the park will be unlocked throughout the day. They look like this:



Adult changing

There is a First Aid hut on site which can be used for adult changing. This room is equipped with a bench but not a winch.

The hut is circled in pink here on the map.



Sensory Trail

There is a sensory trail throughout the park. You can see markers around the park which look like this:





Staff members

Staff wear uniforms like this, which contain the Monkey World logo on them. Please ask any member of staff for assistance during the day.



Café and Soft Play

The main café is Treetops, located near the entrance of the park. There is also an indoor/ soft play area within the café. This area can get busy and loud between 12-2pm. There is an outdoor café, Malagasy in the middle of the park, and several kiosks serving drinks and snacks around the park. There are also several picnic areas. The chill out room can also be used as an indoor picnic area too.

Please do get in contact with any questions or comments about our autism friendly days at communications@monkeyworld.org or by calling 01929 462537.

We hope you enjoy your day!