

Access at Silverstone Interactive Museum

Information to help you plan your visit

Access for everyone

Silverstone Heritage Ltd, the charity behind Silverstone Interactive Museum, is committed to ensuring it is as accessible as possible to all visitors. Our front of house staff receive training in disability awareness. If you have any queries, or need assistance, please ask. They will be happy to help you.

Opening times

During the summer season (mid-March to end October) we are open 7 days a week from 10am until 5pm. Last admission is at 3pm.

Autumn/Winter opening Wednesday- Sunday, 10am- 4pm last entry 2pm

We are closed 25th December. Please check the website for other notable dates.

At major events – British Grand Prix, Moto GP, Silverstone Classic, British Superbikes, World Endurance Championship, British Touring Cars Championship visitors must have a ticket for the on track activity to purchase an admission to Silverstone Interactive Museum. Opening hours on certain days during major events are 8am to 8pm with last admission at 6pm. There is no dedicated car parking at Silverstone Interactive Museum during the main days of major events – visitors must park where directed on site by Silverstone Circuit event staff and walk or use shuttle buses.

Travelling to Silverstone

Visiting us by car

Silverstone is conveniently situated right in the heart of the UK, approximately 90 minutes north of central London and 60 minutes south of Birmingham. Road access is exceptionally easy along the A43 dual carriageway from either the M40 or M1. We are based right at the entrance of the circuit in the big pink and green building.

Visiting us by train

By public transport the nearest stations are Northampton, Banbury or Milton Keynes, all of which offer fast connections to destinations throughout the country.

Parking

Free on-site car and coach parking is available. The main car park has an even surface and no height restriction. There are 6 designated parking bays for blue badge holders. On busy days, additional parking for other visitors may be on less-even ground. There is a drop-off zone.

Admission

We offer free admission for one assisting companion. Free admission for assisting companion is only available for standard admission. You may be asked for proof of disability allowance.

Most visitors enter the exhibition through the revolving doors at the front of the building, opposite the car park. The admissions desk is low. The area is well lit and has a shop, cafe and toilets. There is a 'Changing Places' facility. Our staff have received disability awareness training and will be pleased to assist you or answer questions.

The museum site

Silverstone is a racing circuit and there are activities on track most days. You may encounter racing noises coming from the back of the building and if you go outside. Exhibits are displayed in one building, a restored aircraft hangar, which has 2 floors. This building is around 40m long.

Moving around the building

Wheelchair loan

Wheelchairs are available for loan from Silverstone Interactive Museum. There is no charge, but visitors are asked to leave a £10 deposit. To reserve, subject to availability, telephone 01327 320424.

Terrain

The route between the building and the car park has a fairly even surface. You must cross an internal perimeter road. If you choose to take advantage of the heritage track trail to the rear of the Experience, some parts are quite steep and grassy.

Museum building

Way in to the exhibition

The entrance to the exhibition is on the first floor. A lift is available. The exhibition is all on one level. Light levels are quite low with a lot of AV.

The Grid (entrance tunnel)- film projection with loud audio where racing machines from various points in time line up on the grid in the entrance tunnel, hear the roar of the engines starting as the cars and bikes gear up and race out of

the tunnel into the exhibition. Music plays, the lighting is low. There is a bypass passage if you would like to avoid this way in.

Film projection. Entry and exit is facilitated.

History at Every Turn-find out stories behind the famous corner names, enjoy racing legends telling what makes corners special. Understand that the layout of the first floor reflects the layout of the track – and that the stories covered here can be explored in more detail in later displays.

Table top projection

Luffield, Priory, Abbey, Becketts, Chapel-investigate the medieval cloister-style structure, uncovering surprising and amusing stories about monks, the black plague and other surprising fun facts. Crawl through the tunnel to the chapel.

Tunnel with lift up flaps, sounds, things in holes. Cartoon stories of monks in large animations. Carp pond projection- stand on lily pads for information. Table top plan of Abbey.

Stowe-find out about the relationship between Stowe House and Silverstone, learn about the Oak Tree outside our building, try out the interactive map of Stowe. View Stowe landscapes.

Press button to light up map and show short filmic info on screen. Landscape viewers.

Wellington Straight, Hangar Straight, RAF Silverstone-understand that there was an RAF base at Silverstone during the Second World War. Make the connection between today's circuit and the 1940s runways. Make a connection between the adventurous spirits, technical knowhow and lightning reactions of RAF crew and the skills and mentality of post-war drivers and riders. Have a go at training to fly a Wellington Bomber or other skills, find out about stories of "daring do" and listen to the memories of Silverstone Villagers from WW2.

Audio booths with real daring dos stories narrated (transcribed), display case of objects, interactive gunner trainer, interactive link trainer, interactive leaflet drop trainer (all AV/physical interactives), quiet projection room with memorial.

Return to racing- joyriding stories from Silverstone's past. What did the Stowe boys get up to? Who raced in the Mutton Grand Prix?

Cartoon/comic book stories animations.

Farm - find out about farming activity at Silverstone during the war and immediately afterwards. Find out about wild and farm animals that have lived on the site. Try the interactive map of the farm and find out more about the historic buildings.

Press building on map and light up information. Footprints- lift up flap to find out which animals are on the farm.

Wings to wheels- how did Silverstone go from RAF base to the race track used for the 1948 Grand Prix? Who was behind the decision? Hear Lord Howe.

Village - connect the name Silverstone to the village near the track. Listen to audio memories of racing at Silverstone from the 1940s to the present (transcribed), and other notable events in village history. Browse memorabilia and old photographs in the pub, play pub games.

Village animation on window, oral history recordings on audio points (transcribed), racing game on pub table, touch items on table to access content eg beer mat, newspaper.

Racing begins - understand that 2 October 1948 was a hugely important day in British racing, with the first Grand Prix taking place in Britain since 1938 at Donington Park, and a National 500s race as the supporting event. Feel inspired to get hands on with mechanics and engineering, try building your own, virtually. Watch footage of the events of the important initial race. Get close to a 500cc car and even closer to a replica ERA.

Listen to modern commentator over historic footage, sit in a replica ERA. Computer game to build a 500cc car. Use rubbing plates to make a poster advertising the 1948 Grand Prix. Witness the view of drivers at Segrave straight in a large piece of AV.

The Heart of Silverstone - Enjoy sounds, sights and smells that evoke the excitement of race day. Recognise that there are some aspects of racing at Silverstone that are timeless – the noise, crowds, fast-paced movement, smells of rubber and fuel change in detail but the big picture stays the same.

Pumped out smells- tyres and machine oil, AV screen with time lapse of Grand Prix set up, audio.

Downstairs via the staircase or lift

All exhibition areas downstairs are on one level

Eras – be immersed in the sights and sounds of different racing eras. Recognise the distinctive designs and feel of the era. Learn about key developments, technology and personalities defining the era. Discover new stories and facts about favourite people, vehicles and events. Get close to iconic cars and bikes. Access the BRDC archive collection through touchscreen technology.

AV screens in each era with interviews (subtitled), footage and stills. Display cases of objects. Touchscreen media with digitised archive material in a database. Touchable versions of items such as Gold Stars. Flip books with autographs, signing in sheets etc.

Techlab- AV in this area includes interviews with experts (subtitled), active timelines and interactive screen based activities. There are physical interactives and artefacts displayed.

Design:- How does the year pan out? Who is employed by teams? From Blueprint to 3D printer.

Tyres:- The rules F1 and MotoGP

Tyre selection; Differences between road tyres and F1 tyre; Tyre temperature; Asperities, Grip

3 x physical interactives exploring grip, graining, blistering, tyre choice.

Aerodynamics (Bodywork) :- The rules F1 and MotoGP

Basic explanation of Vortices, Downforce, Pressure; Downforce tools; Working with wind (tunnels); Milestones;

2 x interactives exploring wind tunnel and downforce

Brakes:- The rules F1 and MotoGP

Friction; Retarding Torque; Heat; Braking milestones; Heat and Energy Recovery Systems;

2 x physical interactives showing the conversion of Kinetic energy to Heat, and how hard it is to brake in F1

Engines:- The rules F1 and MotoGP

ERS; Where does the energy come from?; Where does the engine go?; What happens in an internal combustion engine?; Formula E;

Interactive engine showing suck squeeze bang blow. How did engines evolve AV with interview at Cosworth. Interview with fuel tank specialists.

Materials:- The rules F1 and MotoGP

Strength to weight ratio; Range of Materials; Spread the weight; Building a balanced car.

Materials to touch and feel.

Suspension:- The rules F1 and MotoGP

What is it for?; Downforce; Milestones; Active Suspension; Oscillation; Spring; Shocks; Passive suspension;

Push button interactive showing three types of suspension

Transmission:- The rules F1 and MotoGP

Gearbox; Torque; Constant power; Pre-selection; Milestones;

Physical interactive showing gear ratio, real gear boxes to see, AV- interview with manufacturer.

Putting it all together:- Try out what you have found out by building the fastest machine you can!

Computer activity to test the best design.

Data

Touch a steering wheel and find out how the data and communication works during a race.

Vehicle Safety- explore an interactive car and find out more about what keeps drivers safe in modern racing machines. Find out that motorcycles don't have many safety features!

Press a button and the area on an F1 car lights up with information

Personal Safety- see a Nomex suit in a flaming case, see how racing attire has changed since the early days of racing. See historic racing suits.

Display case of race suits, AV screen with Nomex suit behind flame.

Circuit Evolution- how has Silverstone's track changed over the years and why? Watch the changes and find out when they happened.

AV presentation detailing the changing shape of the track.

The Track- safety at Silverstone and how we satisfy the regulations for all types of racing. Hear from the MD about the safety features.

Actual track materials on display, AV film (subtitled) with Stuart Pringle detailing the safety features. Bank of race control screens- see what it's like inside race control.

Racing Directory- what's on track any day of the year? Be surprised at the number of different types of motor racing that take place at Silverstone.

Touchscreen scrolling 'diary' of current and future events on track.

Racing Strategy- how do decisions made by teams and drivers effect the outcome of the race, from tyres to manoeuvres. Recognise the skills required by race strategists and that race strategists are rarely seen but an essential part of the team. Have a go.

Play a racing board game, play an onscreen strategy game to set up your motorcycle for the race. Use a real Pit board.

Pit Lane- Recognise the skills required by the pit lane team and how they have changed over time. Recognise how the pace of pit stops has changed over time.

Try out a pit tool against the clock. See cars close up. Watch AV showing a modern vs historic pit stop.

Marshalls- Go in a marshal's hut, find out about the vital role they play.
Learn about the marshals' flags and test your knowledge in an onscreen game.

Medical Centre- Recognise that motor racing is dangerous and medical help has to be at hand. Listen to stories of real incidents involving the Silverstone medical centre. Recognise improvements in medical care since the 1940s- see Sir Jackie Stewart as a Pepper's ghost.
'Run the medical centre' table top quiz game. Choose the correct answers to succeed.

Commentary- have a go at commentating on a race, find out what it is like for those involved in broadcasting and media.
Touch a screen and pick a film, record your voiceover and play it back.

Motorsport Valley-Understand that Silverstone lies at the heart of 'Motorsport Valley' and is the reason why a large number of businesses are located in the surrounding area. Find out what you could do.
AV of motorsport valley with info on the companies therein.

Legends- who are Silverstone's legends? We have picked 20 to tell you about.
Some AV screen content (subtitled) about each legend.

The Ultimate lap-As visitors take a virtual lap of the circuit they will encounter motor sport legends of past and present. They start in the garage, where their cars are worked on by their teams to the starting grid. From lights out and the nail-biting race to first corner, visitors will enter a surreal lap of Silverstone. At times they will see famous racing incidents on the track and even spot a Wellington Bomber. Visitors will be able to see great racing moments, share the track with their heroes and overtake at lightning speed before taking the chequered flag.
There is space for wheelchairs, a slight slope, loud noises and low lighting. Entry and exit is facilitated. The first zone has subtitling.

Facilities

Toilets

Toilets, including wheelchair-accessible facilities, are available throughout the site, on both floors, with a Changing Places facility on the ground floor.

Eating and Drinking

The cafe inside the Visitor Centre, offers hot seasonal British food, such as fish and chips, as well as deli sandwiches and freshly baked cakes.

In the café, refreshments are chosen at the accessible counter, but staff will bring them to your table on request.

The cafe is well-lit and has ample room for a wheelchair to manoeuvre. Tables and chairs are not permanently fixed, and staff are willing to move them to suit your needs. There are drinking straws available.

Seating

Seating is provided throughout the exhibition and café/shop areas.

First aid

Staff are trained in First Aid and there is a fully functioning Medical Centre on site at Silverstone.

Emergency procedures

Our staff are trained for emergency situations and will provide assistance. Fire alarms have loud sounders and marshals will clear the building in an emergency. Evac chairs are placed at the top of fire escape stairwells.

Guide and assistance dogs

Guide and assistance dogs are welcome. Staff will assist in making drinking water available, and in directing to designated spend areas once on site.

Deaf, deaf and hard of hearing visitors

Subtitles

The majority of film presentations at **Silverstone Interactive Museum** have subtitles.

Transcript booklets

Audio points featuring oral history clips and stories told by narrator in the WW2 area are supported with transcript booklets available at the admissions desk.

Blind and partially sighted visitors

We seek to make the collection and exhibitions accessible to all visitors through the use of a wide range of multi-sensory media. We recommend that blind and partially sighted visitors are accompanied by a sighted companion to gain the most from their visit.

Touch

There are objects to handle in a number of areas in the exhibition. We request that areas with **preventative barriers** are respected.

Large print

Information about most exhibits is printed in font size 36, labels slightly smaller. In some areas, object labels are available in large print books which can be borrowed from the ticket desk.

Department for Learning

Our Learning team runs formal and informal educational activities throughout the year for schools, other formal education groups, adult learners, general visitors and families. Many of the talks, workshops and family activities can be adapted to ensure that they are accessible to all of our visitors. Please contact our Learning team directly to make a booking and to discuss your particular access needs, by telephoning 01327 320424.

Feedback

We welcome suggestions and feedback. Please send any comments to info@silverstone-experience.co.uk.

This information is available in large print.

Silverstone Interactive Museum

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