



The Snow Queen: Access Journey

This access journey provides an overview of what to expect from the Snow Queen experience, to help you prepare for your visit.

You can find general accessibility information about Wentworth Woodhouse at <https://wentworthwoodhouse.org.uk/your-visit/access-for-all/>

Overview of the Snow Queen experience:

Visitors journey through both the Ground Floor and First Floor of Wentworth Woodhouse, following the story of The Snow Queen. The tale unfolds across multiple rooms, each designed to immerse guests in a chapter of the story through lighting, sound, props, and displays.

The estimated journey time around all 13 spaces is 40 minutes

Lift

A lift to the first floor is available for visitors with access needs. Visitors who use the accessibility lift will experience the Snow Queen in the same chronological order, and will not miss any story elements.

A member of the team will assist you with operating the lift.

All Rooms

Each room provides both visual and text storytelling. The text signage in each room is aimed at children 8+. The text is on an easel with a reading light.

An audio soundscape is in each room. There are no sudden or loud noises.

Lighting effects are directed towards the display will feature in the space, There is no strobe lighting. Most window shutters will be closed during the event to fully immerse visitors in the story.



West Front Outside:

A subtle lighting projection on the front façade introduces the story before entry. The House will be lit by flood lights either side of the front steps and behind the pillars on the upper level.

The Pillared Hall:

The Pillared Hall will feature its 16 columns with suspended vertical lines of crystals of varying length. The room features props such as wintery urns and Christmas trees.

An accessible route to the toilets, cafe and shop is maintained. A queue system will be set-up, for visitors to queue dependent on their time slot. A buggy park is available as pushchairs are not allowed on the visitor route.

Lighting - Blue, Cool & Icy tones

Staircase - The First Story:

The staircase will feature wooden cut-out flat houses lining the steps. Christmas trees will be placed at the top and in the alcoves at the back of the Pillared Hall. Giant polar bear models will stand on either side of the staircase. Visitors will be invited to look up at the staircase and alcoves but will be guided towards the Ship Room for the story to continue.

Lighting- Cool & Icy tones

The Ship Room - Mirror in the eye:

The Ship Room will feature a structure draped in blue fabric, surrounded by mirrors, trees, and smaller props. Visitors will look at the display from behind a barrier.

Lighting- Cool & Icy tones



The Painted Drawing Room - The Snow Queen takes Kai:

The Painted Drawing Room will feature a small stage with a sleigh set against a 2D cut-out backdrop depicting a sleigh scene. At the front of the stage, fabric will drape down with small sleighs positioned at angles. Trees and smaller props will be used throughout the display.

Lighting- Cool & Icy tones

Chapel Corridor and The Chapel - Girda sets off to look for Kai:

The corridor and chapel will feature small wave-like elements positioned along the left side as visitors walk through. Upon reaching the chapel, visitors will be invited to look in on the cherry tree, surrounded by greenery panels on the floor, alongside a small prop boat.

Access to the Garden during the Snow Queen will be via the South Tower entrance.

Lighting- fresh spring tones

Staircase - Transitional:

As visitors go up the first staircase, they pass a small cluster of props. The staircase will be wrapped in a green garland, and lighting will shine from the ground up both floors. A lift is available here to assist with any accessibility needs, allowing visitors to reach the first floor, where the story continues.

Lighting- warm tones

State Corridor - The land of eternal sunshine:

Once on the First Floor, visitors will be guided toward the State Corridor, which features flower archways to walk under. At the end of the corridor, a 2D cut-out house and clusters of props are on display.

Lighting- warm tones



Whistlejacket room - Prince & Princess:

As visitors enter the Whistlejacket Room, there will be two prop clusters featuring items such as golden gates, a cut-out carriage, and a grandfather clock. Guests will be invited to walk between the two clusters.

Lighting- warm red and golden tones

The Van Dyck Room - Robber's Maiden:

The Van Dyck Room will feature a cluster of props including a caravan with festoon lights, a reindeer cutout, chests of gold and a canon. Visitors will be invited to look upon the display from behind a barrier.

Lighting- mix of warm and cool tones with 'Northern Lights' projection

The Ante Room - Finnish Women

The Ante Room will feature a 2D house cut-out alongside a smaller assortment of props, including a washing line and trees.

Lighting- Cool and dark tones

The Marble Saloon - Reindeer

The Marble Saloon will feature a wicker stag in the center of the space, spotlit from above. Around the stag will be a circle of greenery and small wooden sleighs. Suspended from the balcony is a green garland. Visitors are invited to walk around the stag in the Marble Saloon.

Lighting- warm tones



The Statuary Room - Angels & Snowflakes

The Statuary Room will feature a variety of props, including wire angels, snowflakes, and mirrors, alongside trees. Visitors are invited to look upon the display from behind a barrier.

Lighting- Cool and icy tones with snowfall projection

The State Dining Room - Ice Kingdom

The State Dining Room will feature the Ice Throne, surrounded by small prop clusters. The eternity cubes (glowing white cubes with letters) encourage visitors to engage and play with them.

Lighting- Cool & icy tones with snowflake projection

Exit Corridor - Spring is all well

The exit corridor features a small loveseat for selfie moments. There is also a tree dressed in spring tones. The staircase that descends to the Ground Floor will be wrapped in a garland.

Lighting- Warm tones

Exit

Visitors who require the lift will use the same lift they took to come up, proceeding through the Marble Saloon and back into the State Corridor. A member of the team will accompany you.