

Session 1 Extension Activity: Amusement Park Map

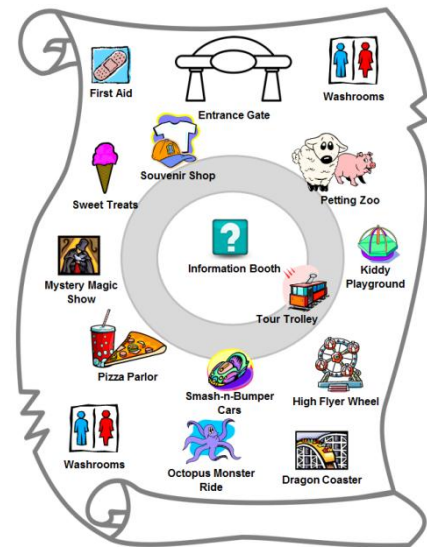


Create a map to help visitors find their way around the amusement park.

A map uses symbols. A symbol is a simple picture that represents a place. You will use clip art as symbols in your map. This will make it easy to read.

Clip art symbols can be:

- small image of the attraction, such as a roller coaster, ferris wheel, or bumper car
- sample of what is available at the attraction, such as a pizza or t-shirts
- picture representing the name, such as an octopus to represent a thrill ride



Be creative! The amusement park should have a range of thrill rides, exhibits, shows, and guest services. Provide attractions for children, teenagers, and parents to enjoy.

Amusement Park Ideas

The map must have at least:

- ✓ An entrance gate
- ✓ 3 thrill rides
- ✓ 2 places to eat
- ✓ 1 place to shop
- ✓ Information booth
- ✓ First aid station
- ✓ Restrooms

Rides	Games	Animal Exhibits	Dining
roller coaster	midway	aquarium	hot dog stand
ferris wheel	mini golf	bird show	pizzeria
drop tower	laser tag	camel rides	snack shack
bumper cars	arcade	petting zoo	Shopping
flying swings	Live Shows	beluga cove	souvenir shop
haunted house	concert hall	Water Park	arts and crafts
carousel	stunt show	lazy river	sunglass hut
Events	circus	water slide	Guest Services
parade	demolition derby	wave pool	trolley car
festival	performers	splash works	stroller rental

Plan the location of the elements of your park carefully. Consider:

Information booth Where should it be placed so that visitors can find it easily?
How will they recognize it?

Flow of traffic How will visitors find their way in the park?
Is there a main pathway or trolley to help visitors get around?

Variety Do the features in the park consider all ages and interests?
If a person does not like thrill rides, what can they do or see?

Placement Where should the rides be located within the park?
Should certain rides be grouped together?

Dining Where should eating areas be located within the park?
Should they be together or spread around the park?

Restrooms Should there be one or more restrooms?
Where is the best location?

Shopping Where should shops be located to generate the most sales?

How to Design an Amusement Park Map

1. Open the *map template* located in the *Wonderland* folder.

If necessary, use the Zoom Slider to view the WHOLE PAGE.



2. Replace *Amusement Park Name* and *Student Name* with your personal information.

3. Click on the entrance gate and drag it to where you want on the map.



4. Add a symbol:

- a. Click the mouse in the center of the page to make the drawing canvas appear.



TIP: The drawing canvas is a rectangular shape around the outside of the map. If the drawing canvas is not selected, the clip art will appear on a second page and you will not be able to drag it to position.

If this happens, click *Undo*.



Click inside the drawing canvas. Now reinsert the clip art.

- b. Click the Insert tab. Click *Clip Art*.



- c. In the *Search for:* box type a word or phrase to represent a park feature.

TIP: Click the *Results should be* arrow. Place a checkmark beside *Illustrations*.

- d. CLICK on a clip art you want to add it to the map.



TIP: DO NOT click and drag the clip art onto the map.

- e. With the picture selected, drag it to the desired location on the map.



- f. Resize the picture by dragging a corner handle inwards to make it smaller.



5. Add a label:

- a. Click the Insert tab. Click *Shapes*.



- b. From the *Basic Shapes* section, choose *Text Box*.



- c. Click and drag below the clip art symbol to draw a rectangular box.

- d. Type the name of the park feature.

- e. Format the text.



- f. To remove the box around the label, click the Drawing Tools Format tab. Click *Shape Outline* and choose *No Outline*.



6. Continue to add symbols using *Clip Art*. Label each item.



7. Use the checklist to confirm that all parts of the map are complete:

Entrance gate

2 places to eat

Information booth

3 thrill rides

1 place to shop

First aid station

Restrooms

TIPS:

✓ Group the clip art and label so that you can move them easily on the map. Click the clip art. Press the SHIFT key. Click the label. From the Picture Tools Format tab, click *Group*. Click *Group*.



✓ To make a label for a new symbol quickly, copy the first text box and then paste it. Change the words to describe the new symbol. Format the text.

✓ You can overlap objects. To do this, drag an object on top of another. Select the top object. From the Picture Tools Format tab, click *Send Backward* in the Arrange group. Choose *Send to Back* or *Send Behind Text*.

