

Amusement Park Geography

The students' enthusiasm for amusement parks and rollercoasters makes them eager to research a park to learn about its location and history and to listen to other students' reports. One student stated that it was 'cool, because you get to learn about all the parks to go visit on summer vacations.'

Curriculum/State Standard

New Jersey Core Curriculum Content Standards:
 Social Studies 6.6, 6.7, 6.8, 6.9;
 Work Place Readiness 2, 3, 4;
 Language Arts 3.1, 3.2, 3.3, 3.4, 3.5;
 Visual & Performing Arts 1.2, 1.3, 1.6

Overview

Students will research and report on amusement parks throughout the United States and plot its location on U.S.A. maps. Students will create their own amusement parks using their acquired map skills.

Objectives

- The student will learn about the geography of the United States in terms of cities and states by researching the location of amusement parks and plotting them on a map.
- The students will learn about the history and evolution of the amusement park and its rides.
- The student will learn how to do a research project using primary and secondary resources.

Materials

Videos: "Great Old Amusement Parks*"; "America's Greatest Rollercoasters 3D*" (there are many more on rollercoasters and thrill rides that also show various parks. These were the best.)

Books: AAA Guide to North America's Theme Parks; The National Directory of Theme and Amusement Parks; RollerCoasters; The Amusement Park Guide: Coast to Coast Thrills. (There are several more; however, these were the best.)

Other: Computer paper, ink cartridges, oaktag, drawing paper (12x 18), art supplies, markers, colored pencils, clay, pipe cleaners, etc., for building 3-D models of park maps (optional). Large blank map of the U.S.A., desk size maps of U.S.A. for each student, folder for each student

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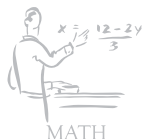
GRADE LEVEL



ARTS



LANGUAGE



MATH

Misc

MISCELLANEOUS



SCIENCE



HISTORY



SOCIAL STUDIES

4

MONTHS

\$985

TOTAL BUDGET

“Amusement Park Geography” project continued...

Readiness Activity

Each student chooses a U.S. amusement park to research from a given list. The student will then search the Internet for information on that Web site. Students will view Great Old Amusement Parks to see the history and evolution of U.S. amusement parks. Brainstorm with students concerning what they want to learn or know about different amusement parks.

Strategies/Activities

Students pick an amusement park to research. Begin research on the Internet. Write a letter to the park requesting information on the history and current status of the park. Mail the letters. Continue to research using videos, books, and the Internet.

Students create their own amusement park on drawing paper. Use other park maps to develop criteria for their own.

Students create a pop-up advertisement for their park.

Students create a brochure using Publisher from Office 2000 for their own park.

Students will create a poster to display information on the researched park.

Students will give an oral presentation on their “real” researched park - using the poster as a visual aid. They must mark the location of their park on a large blank map of the U.S.

Each student will mark each park's location on his/her own U.S. map.

In small groups, students will choose one original student-made park to build as a 3-D model.

Students may create their own park on Sim Theme Park or Rollercoaster Tycoon on the computer.

Culminating Activity

Students give a short oral presentation on their “real” park and plot its location on a map of the U.S.A. Every student will plot each park on his or her own U.S. map to keep. Students will display their own parks, brochures, and pop-up ads for the park that they created.

Evaluation

Oral presentation and poster project for assigned “real” park.

Map of student created amusement park.

Pop-up advertisement for student park.

Park brochure (3 fold) for student created park.

Class map illustrating all amusement parks researched in the U.S.A.

Student maps of U.S.A showing park locations.

3-D model of student created amusement park. (optional)