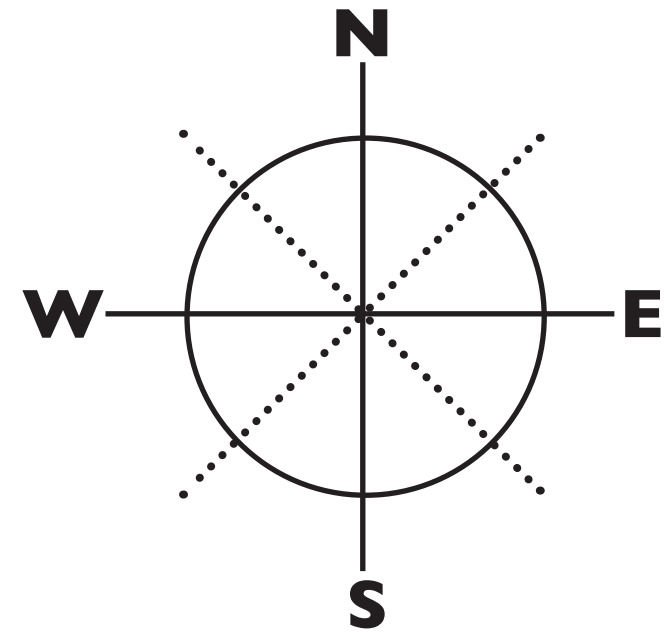




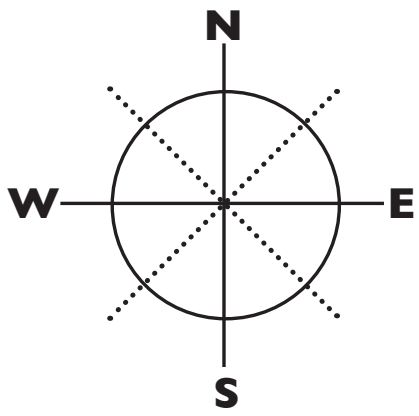
1 inch = 75 meters



KEY	
■	_____
■	_____
■	_____

AMUSEMENT PARK MAP DESIGN

FUNLAND ISLAND PARK



KEY

 Ice Cream

 Smoothies

 Popcorn


 Pizza Palace

 Burger Station

 Pretty Pony Merry-Go-Round

 Small World Castle

 Pirate Key

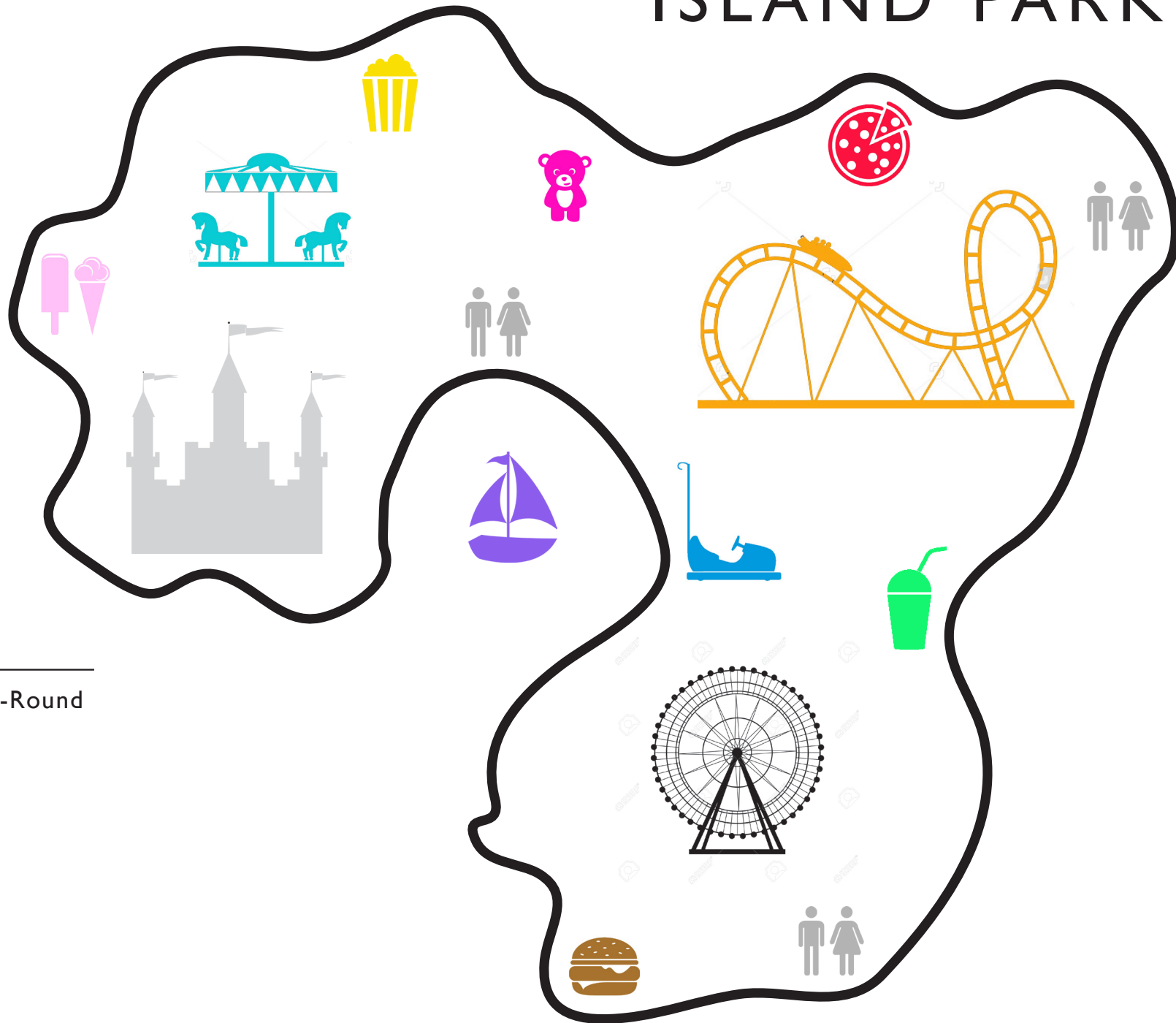
 Bumper Cars

 Ferris Wheel

 The Orange Viper

 Park Prize Games

 Bathroom



AMUSEMENT PARK MAP DESIGN

criteria:

1. Name Your Park

The name of your park should be on your map: logo.

2. Rides

At least 7 rides

3. Park Facilities

Think about the location, easy access.

3 bathrooms (1 symbol)

2 restaurants

3 food vendors

TOTAL OF 13 SYMBOLS

4. Map Components

Legend / Key: symbols / colors for park items

Compass Rose (North, South, East, West)

Scale: 1 inch = 75 meters

(scale is optional: depending on grade level)

Notes:

Draw or design symbols on the computer.

Think about the scale of your rides / facilities.

How much space will they take up?

Look at other maps online to help you brainstorm ideas.

WRITING PROJECT

New Ride Design: At least 1 of your rides must be a fresh, new design.

Draw a detailed design of your ride on construction paper.

Who is this ride targeted at: children, adolescents, adults or all?

What makes this ride more unique than other rides?

What does your ride do?

Is it scary?

How tall do you have to be to ride it?

PARK PASS DESIGN

Design a pass (draw or on computer).

Include your logo design (park name).

Measure out dimensions.

Do you wear it on your neck?

Stick it in a wallet?

Scan it on a smart phone?

