

# Year 6 Autumn 2 Homework: Fairgrounds and Theme Parks

Please complete these tasks below. You may choose the order of tasks. Take care with the presentation of the work and ensure that you put the same effort in as you would into your school work. **Please return your completed work on Monday 6<sup>th</sup> December 2021.**



## Design Your Ideal Fairground

Every fairground needs a combination of rides and stalls with which to attract visitors and to make money. Think of all the rides and stalls that you might see: rides such as carousels, helter skelters, Ferris wheels, swing chairs and waltzers; stalls that sell candyfloss or set challenges like the tin can alley, coconut shy or hook-a-duck. Your task is to design a **map** of your ideal fairground but to make sure that there is something to appeal to all ages.

## Theme Parks Around the World Hunt

When we think about theme parks, we often imagine those in the USA (Universal's Islands of Adventure, Disneyland, Magic Kingdom Park) or Great Britain (Drayton Manor, Alton Towers, Legoland). However, there are theme parks in all the continents of the world - with the exception of Antarctica. Your task here is to create a factsheet about one theme park in each of these six continents: Europe, North America, South America, Asia, Africa and Oceania.



## Cost of Tickets

After having designed your ideal fairground above, it's time to find out if you can make some money with it. The average price in the UK to enter a permanent **fairground** (one that doesn't move between different places) is about £7.50 and then the rides are free. Think about your map. Set a price for each of your rides and your stalls. How much would it cost for one person to try every ride and stall once? How much would it cost a family of four to try all your attractions? How does that compare to the average entrance cost of £7.50?

## Your Stall at a Fairground

Some fairground games can seem very difficult to win. Whether it is at the coconut shy, tin can alley, shoot the basketball hoop, hook-a-duck, splat the rat or balloon and dart, these games are a hard to win any prizes at. Can you design a fairground game that would attract people to play? Make sure that the challenge of the game is achievable but remember that you don't want too many people to win otherwise you would end up losing money. On paper, design your game, explain its rules, explain what will attract people to spend their money at your stall and why it will be possible - but very hard - to win.