

Year 5 and 6 Key Stage 2 Project: Design a theme park

This project covers all areas of the curriculum and is designed to keep you busy! The tasks do not need to be completed in this order and some tasks will take you longer than others. We'd love to see your responses to this project on Class Dojo too. Have fun!

English

Create a leaflet, persuading visitors to come to your theme park. This needs to be eye-catching and should include plenty of information for your guests. Effective persuasive writing contains rhetorical questions, imperative (bossy) verbs and ambitious vocabulary, so be sure to include this too.



Maths

Imagine your theme park has cost £3,400,000 to build and you need to earn this back on ticket sales. On opening, you are averaging about 1000 guests a day – 300 of them are adults and the rest are children. You are in charge of deciding what to charge each guest. How long will it be before you make a profit?

Science

A rollercoaster relies on forces to work, so they have to be cleverly designed in order to provide the most exciting experience. Conduct some research on forces that affect rollercoasters and watch some videos. See if you can describe how the design of the rollercoaster affects how it moves.



Geography

There are many theme parks in the UK and many of us can reach a theme park within a couple of hours drive. Can you locate UK theme parks on a map? Use these findings to consider a location for your theme park. Also consider travel connections and distance from major towns and cities. Explain why your chosen location would be suitable.

History

Theme parks are also referred to as 'amusement parks'. Why are they in existence? What do you think attracted crowds of people to these places? When and where was the first rollercoaster built? Have a go at creating a timeline of some key events, related to theme parks.

PE

Many theme parks have fairground games. These are simple, yet effective games that involve some physical activity. 'Hoopla' and 'hook a duck' are both examples of fairground games. Create a fairground game that requires you to be physically active. Look online for examples and be creative!

Design and Technology

Create a scale model of one of your theme park rides using junk, or construction toys. Can you make it fully functioning using a toy car or marble? Also consider what the actual rides would need to be made from to withstand the tests of time.



Art/computing

Every theme park needs an eye-catching logo! Sketch several designs of this before having a go at making it digital, using a tablet or laptop. Paint, Microsoft Word and Purple Mash are just some examples of programmes you can use to complete your design.

Music

You will notice on television and radio that programmes have theme tunes. Can you use household equipment to make a theme tune for your theme park? Or for an extra challenge, you could produce a 'soundscape' of one of your rides, using body percussion. [Click here](#) for an example of a soundscape.

Modern Foreign Languages

There may be some visitors at your theme park from other countries. As children have been learning French or Spanish at school, can you use a translate tool to add a French/Spanish translation to the leaflet? An example could be 'Welcome to the theme park'. Also, consider the signs around your theme park. Could you include French/Spanish translations for 'toilet', 'entrance', 'exit', plus any other words you think are relevant?

RE and PSHE

People from all over the country (and possibly the world!) will be visiting your theme park and there may be visitors with extra needs that need considering. For example, followers of some religions pray several times a day. There may also be wheelchair users that may require adapted access. How would you ensure that your park caters for as many needs as possible?

