

Theme Park



twinkl

First Draft Plan:

Once you've split your park into the three different areas, you need to start placing the rides, attractions and amenities within each area. Look through the slides to see how much space each type of attraction/amenity takes up and the rules for how many you need. Don't worry about the cost today as we come on to this later.

Your park needs **three distinct areas** (so customers can walk between them and avoid becoming bored).

Each square on your map represents 225m^2 ($15\text{m} \times 15\text{m}$). Different rides, amenities and attractions take up different areas (but all need an empty square around them for health and safety reasons).

There must legally be certain amenities within the theme park.

Every square not filled must be paved (at a cost of £500 for every square).



First Draft Plan:

Thrill-Seeker Rides

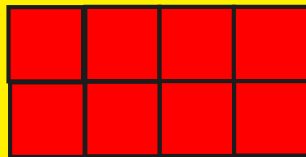
The most expensive rides to build, staff and run.
Only suitable for your dare-devil customers!

Cost to Build: £150 000

Area Taken Up: 8 squares (1,800m²)

Suitable For: All adults and children aged 12+

Colour on Map: red



First Draft Plan:

Water Rides/Smaller Rollercoasters

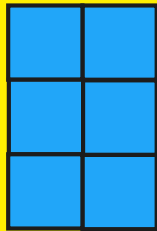
Suitable for many customers aged 7+
who feel like taking a splash or seeking a rush!

Cost to Build: £100 000

Area Taken Up: 1350m²

Suitable For: All adults and children
aged 7+

Colour on Map: blue



First Draft Plan:

Family Rides

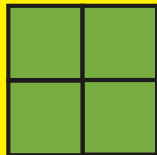
Quite expensive to build and run.
Suitable for many potential customers aged 7+

Cost to Build: £100 000

Area Taken Up: 900m²

Suitable For: All adults and children aged 7+

Colour on Map: green



First Draft Plan:

Children's Rides

Cheaper to build and maintain.

Only suitable for children aged 3-8 years (and their parent or guardians).

Cost to Build: £50 000

Area Taken Up: 450m²

Suitable For: All children aged 3-8 years

Colour on Map: yellow



First Draft Plan:

Attractions

You have managed to strike an agreement with the developers to build other attractions at the bargain price of £20 000 each.

These attractions are suitable for all ages.

Cost to Build: £20 000

Area Taken Up: 450m²

Suitable For: All ages

Colour on Map: orange



Examples are: dodgems, amusements, fun house, bouncing pillow etc.



First Draft Plan:

Amenities

Some other amenities are essential within the park:

Cost to Build: £25 000

Area Taken Up: 450m²

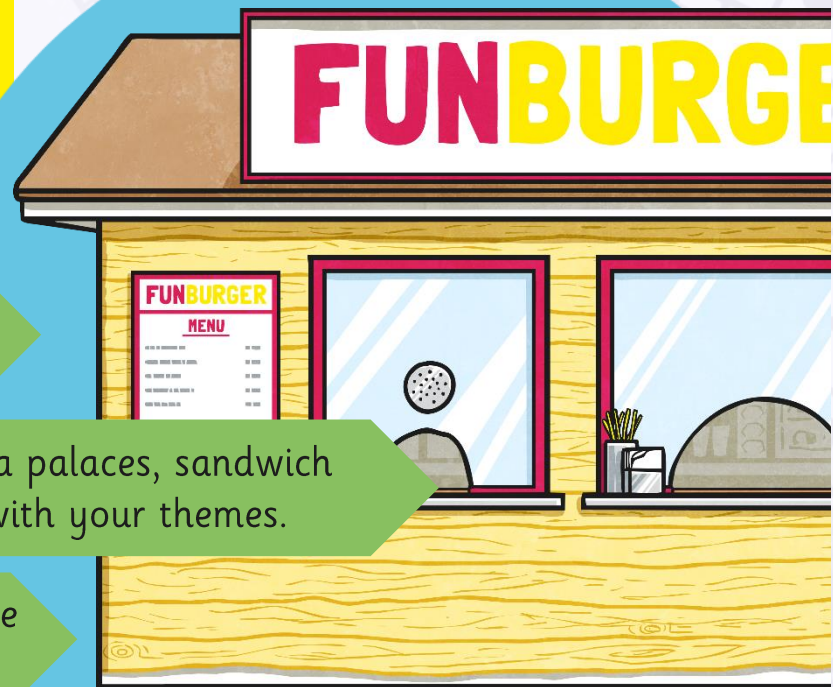
Colour on Map: purple



Each of the **three** areas must have one eating establishment.

These can be family cafes, burger bars, pizza palaces, sandwich huts, ice cream parlours – whatever fits in with your themes.

These will hopefully help you to raise income for your business.



First Draft Plan:

Amenities

Some other amenities are essential within the park:

Cost to Build: £25 000

Area Taken Up: 450m²

Colour on Map: purple

Each of the **three** areas must have one toilet block.

There must be one first-aid block somewhere on the park.

On the border of the park, there must be one entrance turnstile and ticket booth to admit your customers.



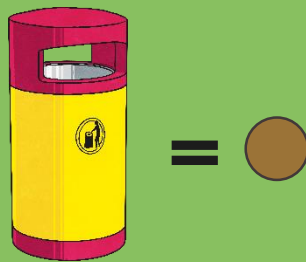
First Draft Plan:

Amenities

To help create a clean, welcoming atmosphere:

You need to provide ten bins for litter (which will hopefully cut down your cleaning costs).

Each bin costs £100. Mark these on your map with a small brown circle.



You also need to provide twenty picnic benches (for customers to rest, wait for others or eat a picnic lunch).

Each bench costs £100. Mark these on your map with a small pink circle.



Benches and bins can be within the empty perimeter of rides, attractions and amenities.

First Draft Plan:

Park/Garden/Picnic Area

A large green space where visitors can take a break.

You need to make your park area as attractive and welcoming as possible. This means purchasing trees, shrubs and flowers. Ensuring the grass is laid and laying paths and roadways. You might want a water feature such as a pond, lake or fountain as well.

Cost: Each square will cost £4000 to turn into parkland.

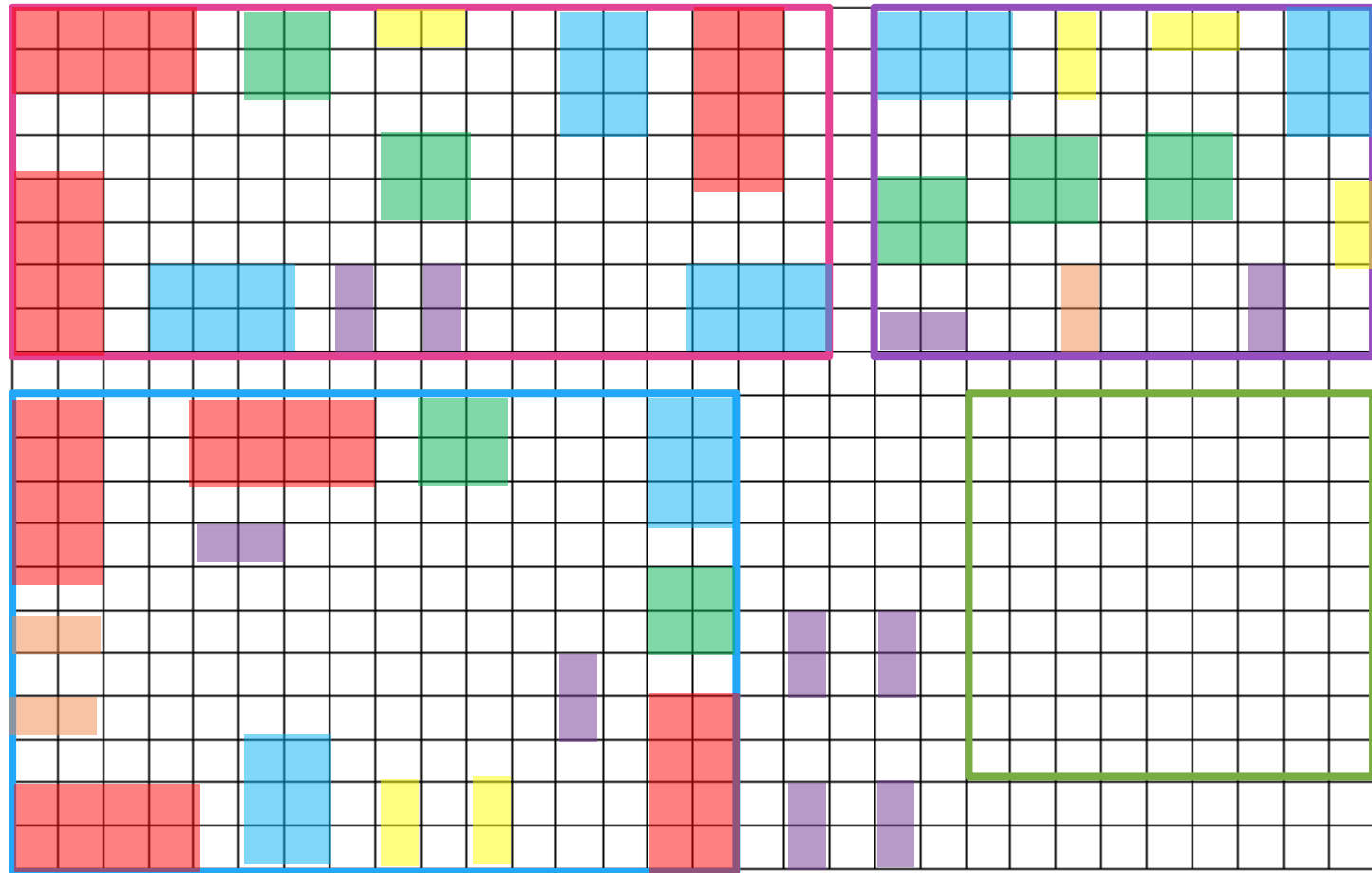
Don't forget to place bins and benches in your park if it is going to be somewhere where people will be eating.



Benches and bins can be within the perimeter of rides, attractions and amenities.

Draft Plan-Example

(I haven't added bins or benches)



First Draft Plan: Get Planning!

Now it's time to get discussing, thinking and planning.



Use the key to remind you of costs, potential users for each type of ride, sizes and building regulations.



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Area Maps



Now you've planned your areas, it's time to produce a map of each one. Remember this should be based on your plans you did on the grid.

Your map should show the simple layout of each area from above. It should show the key rides and attraction (4 or 5) in each area as well as the essential amenities like the toilet block and food establishments. Don't worry about drawing the rides in detail but think about how you can give a simple idea of what type of ride or attraction it is. You might want to start thinking about the names of some of your rides.

You can either label the main rides or attractions or can use a key to number them on your map.

Have a look at the examples for some more ideas.

Oakwoods-Spooky Street



Chessington-Wild Asis



Disneyland Paris-Adventureland



Europapark-Scandinavia



Drayton Manor



Thorpe Park



Spreepark



Motiongate



Your Maps

Draw your map for each area on a separate sheet of A4 paper. This will give you enough room to be able to make your map clear and means you should be able to give a good idea of the key rides. Don't forget that your maps should represent your areas that you planned yesterday.

