

Activity 1: You need to come up with a name, logo and tag line for your theme Park. Try to think of ones that will grab people's attention and will make them want to visit. Think about some of the places you have been to before or have heard about. Some famous ones in Britain are Alton Towers, Thorpe Park, Chessington World of Adventures and Drayton Manor. We've uploaded some examples of names and logos on to the website. Have a look at these if you are stuck for ideas.

Activity 2: Now you've come up with the name of your theme park, you need to split it in to three distinct areas. Each area must have a different theme. Design a logo for each of these areas. Maybe you'll have an area relating to a country (Mexican Mountain), a space themed area (Blast Off!), a magical kingdom (Fairydust Park) or a haunted region (Ghouls, Ghosts 'n' Goblins). Or maybe the areas will be themed by the rides within them e.g. a thrill-seekers area full of rides for daredevils (Doom Days), a water world with only water rides where you'll receive a soaking (Splash Lagoon), a children's world for under 8s only (Play 'n' Ride) etc.

Activity 3: We're going to draw a plan for your theme park. Each square on the grid measures 15m by 15m. The first thing you need to do is split your park in to the three areas. These can be all different shapes and sizes as you may want one big area and two smaller ones. Don't forget to leave a small area as the entrance. You then need to think about what attractions and amenities you need to put in each area. Look through the PowerPoint to see how many squares each type of attraction and amenity takes up. On your grid, mark out what is going where. Don't forget you need a food establishment and a toilet block in each area and that you will also need benches and bins. There will also need to be at least one square between each attraction for a road or pathway. You must also have a park/picnic area.

Activity 4/5/6: You should now know your three themed areas and the types of rides you have in each area. You're now going to produce a map for each area showing what it will look like, including some of the rides you are having. Your maps should show the area as you planned it on your grid but should be a bit more detailed. For example, is your thrill-seeker ride a rollercoaster or a vertical drop ride? Have a look at some of the maps we've uploaded for ideas.

Activity 7/8: We now need to look at the finances for your park and how much it will cost to build. We've uploaded a cost list for you to have a look at. You need to go back to your plan and work out how much your park will cost you to build. Once you have done this, you need to write a letter to the bank asking for a loan. You will need to explain what you want the money for, how much money you will need, why your theme park is a good idea and why you are sure the business will be a success. Remember the bank manager will only give you the money if he is convinced by your business plan.

Activity 9: You're going to have a think about your food establishments now. You need to design a menu for each of your three businesses. You should have one sit-down restaurant, one fast-food place and one ice cream/sweet/cake shop. Come up with a

menu for each one that includes the restaurant name, logo and a selection of the food available there, including prices. Remember these must tie in with the themes of your areas so you can have some fun with the names and the dishes.

Activity 10: Now you've got all of your ideas for your theme park, you need to design a brochure for it. Read through the PowerPoint and produce your brochure.

Activity 11/12: Work through the two finance lessons. On the first one, you need to work out how much your park will cost to run. On the second one, you need to think about entrance fees for your visitors.