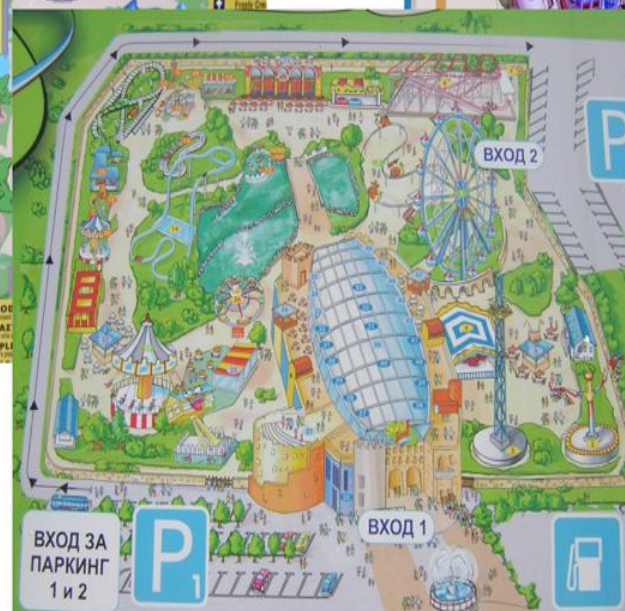
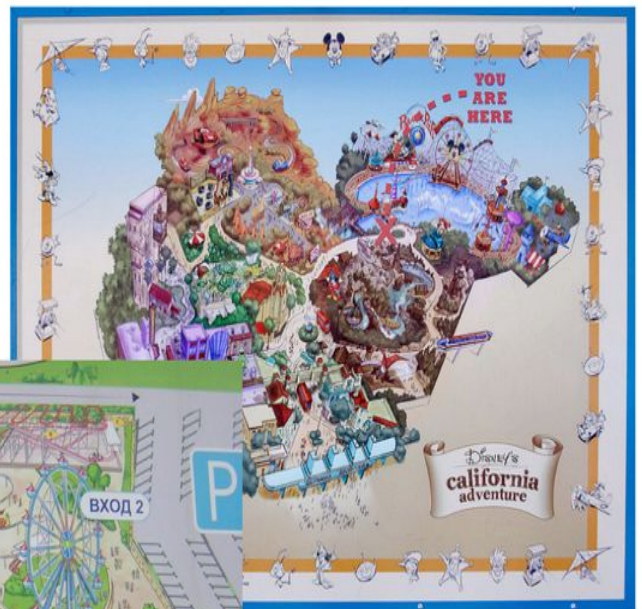
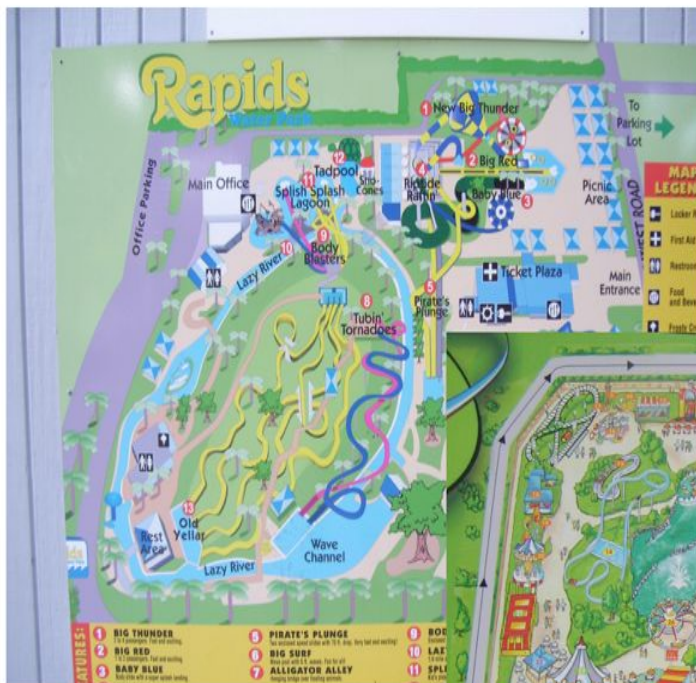


ANCIENT CIVILIZATIONS THEME PARK PROJECT

Congratulations! You have just been hired by History Inc. to create an amusement park based on your recent year studying ancient civilizations. For your final project, you will be creating a map of your amusement park. You want to make your amusement park appealing for all ages and contain some services to make your park enjoyable for visitors. To do this, you must put your creative mind to work!



Your theme park must include:

Draw - MAP KEY: Like all maps you will need to inform your visitors. Where are the bathrooms? Shops? Rides? Food Court? Design a LOGO.

Write - SUMMARY: You must write at least two paragraphs about the history of your civilization. This is for reading enjoyment. Tell your visitors about the history of your ancient civilization so they can enjoy the background information of each of your rides, souvenir shops and food court.

Draw - PARK LAYOUT: Your map must reflect your civilization climate and geography. What does your civilization look like? Does it have mountains? Rivers? Deserts? What are the cities like? What is the architecture like? What were their achievements? Think of the Key Characteristics of ancient civilizations. Your civilization is a real place, look at some photos to help you.

RIDES - SHOWS - GAMES: These attractions must be related to the adventures and thrills, or big moments, found in the history of your civilization. They must reflect the **main ideas** (geography, religion, achievements, important people, politics, economics, and social structure) of your civilization. To do this you must brainstorm and turn those main ideas into rides!

SOUVENIR SHOPS: You must create souvenir shops that sell objects/items found in your ancient civilization.. These objects must relate or “symbolize” the main ideas in your civilization. Include your inventory list in your summary. *Make sure your merchandise is safe for people to carry around the park! No dangerous weapons!*

FOOD COURT: What kind of food did your civilization eat? Get creative with your food ideas! You can even research what they eat “now” and incorporate some of that into your menu. **For example:** Greece could have gladiator shaped ice-cream sandwiches. Egypt can have a canopic jar filled with lemonade.

BATHROOMS/FIRST AID: Your guests need a place to go for those that have weak stomachs or injuries. Don't forget to include those.

Project Planning

STEP 1: INTRODUCTION

What is your park about? Describe the geography, layout, and theme of the park.

STEP 2: RIDES, SHOWS, GAMES

What are your attractions about? How do they reflect the history of your civilization?

RIDES		

SHOWS

GAMES

STEP 3: SHOPS AND FOOD COURT:

What objects will be sold in your souvenir shops? How do these objects relate to or represent your civilization? What items did they have to carry with them? What type of clothing did they wear? What type of tools did they have? What type of animals did they have? What or where do they eat? *Remember that your merchandise must be safe for people to carry around the park! NO dangerous weapons! You can have a glow necklace version of a tool, or a hat that has a picture of it on there – you don't necessarily have to have the actual tool! Think about books or important things that can do in snow globes! Think of souvenir shops!*

Type of Shop/Food Court	Inventory/Items Sold

Step 5: MAP KEY

What symbols will you use on your map and include in your map key to indicate where things are in your park?

Symbol

Symbol

Symbol

Ride:

Bathroom:

Shops:

Game:

First Aid:

Other:

Show:

Food Court:

STEP 6: Conclusion

Why should we come to your amusement park? Come up with a slogan or jingle for your theme park and write a short paragraph (commercial) persuading people to visit.

Project Presentation

Once you finish planning your theme park, you can begin creating!

View some examples of theme park maps before you begin drawing yours. You can even create a separate menu for guests to take with them for your food court. Consider creating a brochure or flyer for your attractions.

Make your project neat and colorful.

You will present your theme park to the class.

Student Name(s):

Score	Planning	Presentation	Neatness	Creativity
4 All aspects of project were completed and there is evidence of planning, thought process, and inclusion of ancient civilization.				
3 Some components are missing but there is evidence that student tried.				
2 Several pieces of project are missing. Student put some effort into project.				
0/1 Student put minimal or no effort into project.				

Total: _____ / 16