

THEME PARK



Theme Park

Your team will develop a Theme Park to be built somewhere suitable that you know. Each team will select a random allocation card which will give you a number of points. You can use the points to select the rides and facilities which have a specific value for each one.

You have a lot of important decisions to make at the planning stage and need to read all the information that you have been given very carefully. You will need to plan the event legally following all the instructions that you have been given.

Each team will be judged on the way they work together as a team to plan, budget for and market your theme Park. At the end of the activity you will present your ideas in a lively and fun way to demonstrate your creativity, innovative and imaginative ideas as well as planning and budgeting skills.



Planning and budgeting information

Points Available

How many?	Ride or Facility	Cost	Staffing 2 points each	TOTAL
	Log Flume	10		
	First Aid Post	3		
	Security guard station	3		
	Car Park	4		
	Toilets	5		
	Cafe	6		
	Arcade	10		
	Information Kiosk	2		
	Video Game Arcade	6		
	3D Cinema experience	10		
	Sky Drop Ride	15		
	Roller Coaster	16		
	Pirate ship	18		
	Haunted House	17		
	Star Wars Experience	18		
	End Of the World Ride	20		
	Ice cream stall	7		
	Activity stalls (e.g. Hoop-la, target practice etc.)	4		
		10		
		10		
		10		
		10		
			Points used	

In the blank spaces you can choose your own attractions/rides/facilities etc.



You must have at least 1 First aid post and 1 First aider for every 750 people

You must have at least 1 Security guard station and 1 Security guard for every 1000 people

Random cards with maximum number of points available for each team

95

95

100

100

105

105

110

110

115

115