

WONDER PARK

Writing Extension | Lesson 1 (3rd-8th)

INTRODUCTION

You will all be working on building a ride as part of an amusement park. As you are brainstorming ideas, it's important to give yourself the space to figure out what you think. In order to start planning and building a ride, you first have to think about what makes a good ride. Use what you already know or want from an amusement park as your first round of research.

FREWRITE

Think of a time you visited an amusement park and all the things you discovered that day. If you haven't been to one, imagine the one of your dreams like June did in Wonder Park and describe the experience of visiting in detail on a separate page.

SEE

What did this park look like? What colors did you see, and how did it relate to the park's theme? Were there people walking around dressed up as characters, or did park staff have to wear uniforms?

HEAR

What did it sound like? Lots of kids laughing all day? Parents screaming after them? Describe all of it to help "hear" your day and recall your memories.

FEEL

Focus on how you felt when you visited or thought about this amusement park. What were your emotions: Excited? Nervous? Could you not stop laughing? What specific things at the park made you feel this way? Think of all the details!

On a separate page, recall all of your favorite parts of this amusement park using the sensory details above to help guide you. Try to get as many specific memories down as possible.

WONDER PARK

Writing Extension | Lesson 2 (3rd-8th)

INTRODUCTION

You learned about the importance of writing for any film, creative project, or business idea. Whether you need to convince a family member of something or communicate an idea to an audience for a job or project, writing is an important skill in life. The nice thing is that everyone can write and practice to become stronger writers.

NARRATIVE

A **narrative** is another word for a story. Sometimes storytelling is the best way to “hook” a reader or audience to pay attention. It brings them into a new experience, or a new world, and allows them to feel like they are experiencing it too.

To help you in your process of creating your prototype, you will write a fictional short story about an amusement park. Your story can be about anyone or anything, as long as your ride is a part of it somehow. The great thing about fiction is that you get to invent it all from your imagination like animators do. **Use a separate piece of paper.**

Do you want to write about a group of kids who get lost at an amusement park? Or a young girl who finally goes on her birthday after years of asking her family?

All stories usually contain the following things:

Setting: Where does the story take place?

Plot: If you had to tell someone about your story in one sentence, what is it about? Another way to think of plot is the “beginning, middle, and end” of your story.

Characters: They can be people or aliens or talking pencils, but there should be people or things for the reader to follow and care about in your story.

Dialogue: Characters have to talk to each other. What can we learn about them from the things they say? It can be funny or serious or sad.

Action: Does someone get lost? Do they meet a new friend? Do they come up with a plan together? All of these are examples of action that move your story forward.

Details: Do your main character’s drawings come to life? Is it because their mother was a famous artist and they inherited her skill? These details help to build the background of your story world and make the reader care about your characters!

Original ideas: You are creative! You are the creator of this story. Use as many of your own ideas as you can, and you’ll end up with a new and original story.

If you need something to get started, use any sentence starter below to spark new ideas:

I knew that day would be...

There was never another...

I will always remember how....

I couldn’t believe it when...

WONDER PARK

Writing Extension | Lesson 3 (3rd-8th)

INTRODUCTION

A **press release** is a written notice to media outlets to announce something new. The purpose of a press release is to get out the word about something. It can be about a movie that's coming out, or the release a new product, or an announcement for an upcoming event (like a public park opening). Its goal is to get the public excited so there is interest to buy it or attend the event.

PRESS RELEASE

In this assignment, you are a journalist writing on behalf of the opening of a new amusement park to gain public interest and excitement. In order to get people to show up the first day or the first week, you have to convince them that they have to be there.

Essentially, you are “selling” them on the event or product. Be persuasive! If you're successful, bloggers and social media influencers will share your news with their networks to help you spread the word. If you write a really good press release, major news outlets might share it too.

Your press release should cover a few things:

Headline: Like the subject line of an email, the headline of your press release is important to get potential readers' attention. You want them to read it! Try to think of a short sentence to summarize the news you are sharing.

Body: What is the specific information for this event opening or release? Include details about **what** the event is, **when** it takes place, **who** should pay attention, and **why** they should care. This is where you can persuade people to attend!

Quotes: Press releases often include quotes to help sell the event or product. If you look on the back cover of books, there are often quotes by other authors explaining why people should read it too. Who could you quote?

News Outlets: Where would you send this press release? Think of a few newspapers, magazines, or websites you would send the press release to help get the word out.

Contact information: If people are interested in learning more or have questions, who do they reach out to contact? This can be an email address or phone number or your name.

After you write it, read it over. Would you attend this amusement park opening? If you want to test it, give it to a friend or a family member or another teacher and see if they want to know more. If so, you did your job!

WONDER PARK

Writing Extension | Lesson 4 (3rd-8th)

INTRODUCTION

A **how-to guide** is exactly what it sounds like: a document to help people learn how to do something step-by-step. It can be on any number of topics from How to Do Well in School to How to Reach the Highest Level in Fortnite.

Since you are all experts now in building an amusement park ride, you can easily make a guide for **How to Make an Amusement Park**.

HOW-TO GUIDE

Now that you have successfully completed this project, this is your chance to share your knowledge and skills you've learned with a wider audience.

You can choose to make this guide about a more specific thing you learned during the project. Examples of ideas include **How to Work Well with Others** or **How to Give Constructive Feedback** or **How to Write a Successful Press Release**. Be as creative as you want, as long as it's something you learned while working on this project.

If it helps you to think about it differently, treat this guide as a form of time-travel to tell your past self the things you wish you knew to help you when you first started this project.

To spark an idea for your guide, think back to all the steps you took to complete this project:

Brainstorming
Drafting
Market Research
Revising
Designing/Animating
Presenting
Marketing

You can use the template provided or make your own on a separate piece of paper. Feel free to include drawings, diagrams, and whatever else will be helpful in your guide. After all, you are the expert now!

