

Imagineering Classrooms* R2.32

S.T.E.M - S.T.E.A.M - P.B.L. - I.B.L.

* >>> One or Two Week Lesson Plan IE. Five hours - Ten hours

1. Introduction to class:

Strategies to accomplish our goal- What is our goal?

How do we, as new "Disney Imagineers" design a safe, exciting, themed attraction with an interactive "Queue" to increase attendance and "Theme Park" revenue.



"We make the magic." That's our motto at Walt Disney Imagineering, and it's a belief that permeates everything we do. From castles, mountains and mansions to fireworks spectacles, Imagineers are the creative force behind the iconic Disney attractions and experiences that our guests have come to know and love. We combine our rich storytelling legacy with the latest technology to breathe life into beloved Disney stories and characters in our theme parks, resorts, cruise ships and other Walt Disney Parks and Resorts experiences around the world. With one foot in the present and another in the future, Imagineers continue to push the boundaries of creativity, innovation and possibility as we create new experiences and new forms of entertainment for our guests of today, tomorrow and beyond.

PLAY Disney VIDEO: <http://wdi.disneycareers.com/en/default/>

You Tube https://www.youtube.com/watch?v=MAE_OgMrkaQ

TOPICS

1. Introduction to class.
2. Norms
3. Define-Discussion
4. Does the PBL Project . . . ?
5. Know the Difference Between PBL and Projects
6. PBL: Project "Balanced" Learning
7. Five stages of Knowledge
8. Requirements: Disney Theme Park Attraction Design Team Tasks
9. Making of a Disney Themed Attraction
10. STEM teacher Donna Migdol
11. Pre-Assessment - What do I know - What do I not Know?
12. Skills Database
13. Creative Project Managers
14. HR Department - Hire the Imagineers
15. Organizing a Team
16. Final Assessment – Presentation: Requirements
17. Scoring Rubric for Oral Presentations
18. Interactive Assignment: What can we learn from the past?
19. Solutions and Statements
20. Building FOUNDATIONAL Knowledge
21. Investigating to build foundation knowledge - Type of Attractions
22. Special Effects: Audio-Video-Music-Lighting
23. Blue Sky
24. Assignment: I think we should...Design a attraction that would.....
25. Exploring Communication-Collaboration-Web Tools
26. Mickey's Ten Commandments: Expanding Knowledge

27. Assignment- Explore Parks and Maps
28. Storytelling
29. "Creating the Story"
30. Disney - Ultimate Attraction Guide
31. Create the three critical pieces of you "Themed Attraction"
32. Describe the basic 'Flow" of the attraction from start to finish
33. Exploring Web Tools -Sketch Software: Sketchpad
34. A Pirate's Life for You
35. Craft a story line for your attraction. One paragraph - three sentence maximum.
36. Develop Your "PITCH"
37. Exploring Web Tools - Storyboard Software
38. Exploring Web Tools - Google Draw
39. Images for Story and Storyboards
40. "Weinie"
41. Queue - Interactive: What are interactive queues?
42. Assignment: Poster Attraction Design: Telling Our Story Visually
43. Testing and Experiments: Laying the Groundwork
44. Patent search-Research
45. Exploring Web Tools - Slide Show Creator - Presentation Tools
46. Check List: 5 Minute Presentation Check list & Notes
47. Concept Art
48. Web 2.0 Drawing Tools for Every Level
49. Design-Models-Quick Build
50. Rubric
51. How will we do our pitch?
52. Showtime

2. Norms

- Think Different
- Relevant and collaborative conversations- Stay on task
- Comments brief and to the point
- Professional and respectful to one another
- Follow time schedule
- Provide a diverse set of ideas and problem-solving approaches
- All participants have a relevant voice
- Thinking is solution driven
- Open minded discussion, and everyone provides input

3. Define-Discussion

1. What Is S.T.E.M - S.T.E.A.M - P.B.L. - I.B.L.
2. What is MakerSpace
3. Stages of PBL
4. STEM in the classroom
5. What PBL is NOT
6. Why PBL and STEM

4. Does the PBL Project . . . ?

- FOCUS ON SIGNIFICANT CONTENT
- DEVELOP 21st CENTURY SKILLS
- ENGAGE STUDENTS IN IN-DEPTH INQUIRY
- ORGANIZE TASKS AROUND A DRIVING QUESTION
- ESTABLISH A NEED TO KNOW
- ENCOURAGE VOICE AND CHOICE
- INCORPORATE REVISION AND REFLECTION
- INCLUDE A PUBLIC AUDIENCE

5. Know the Difference Between PBL and Projects

[Andrew Miller](#) Educational Consultant and Online Educator (Thank you for permission to re-print

- With PBL, **the project itself is the learning**, not the "dessert" at the end.
- If you are doing projects in the classroom, you may or may not be doing PBL. In fact, many teachers think they are doing PBL, but are actually doing projects.
- PBL-you are **teaching through the project**, not teaching and *then doing the project*.
- Want a **quick way to see if you're meeting the essential elements of PBL**....Check the Buck Institute for Education's **PBL Project Checklist**.
- http://www.bie.org/tools/freebies/project_essentials_checklist
- Make sure that you are **focusing on aspects** such as **inquiry, voice and choice, and significant content**.

<http://www.edutopia.org/blog/project-based-learning-getting-started-basics-andrew-miller>

6. PBL: Project "Balanced" Learning

By Kami Thordarson

http://www.cfmediaview.com/lp1.aspx?v=6_1615814200_72284_20

Essential Question. Essential Questions are about big ideas. They spark conversation and create more questions. Through a well facilitated discussion leading from the Essential Question, you can often guide students to co-creating a Driving Question in the direction you want them to go, allowing students to own the learning. The Driving Question gives them the ending destination, but there could be many different routes that will get them there. A good PBL unit will have a well thought out Essential and Driving Question to get students started in the correct direction, but allow for student voice and choice to pave the trail. Developing guideposts along the way, such as check-ins to update their need to know and timelines, will help keep students moving towards their destination and keep them from getting lost in the weeds.

Balance of Skills:

A teacher becomes a master conductor of a learning orchestra during a project. Each student has their own unique talents and instruments that they bring to the concert. Taking the time to blend those talents in a productive way is critical to each group's success. Starting out with teacher selected teams can help with balance. You can build in some self-selected group or whole group activities to help relieve any team tensions and allow students to gather new insights and perspectives as they move throughout the project. Since collaboration and communication are important skills in PBL, students need opportunities to recognize each other's talents and know where their own strengths and abilities can benefit their team.

As you are designing the project, also look to see that your scope is large enough to offer students a variety of work options. Think about how the project will integrate tasks for those linear thinkers as well as offer challenges for those divergent thinkers. While students need practice and exposure to new skills to build their creative confidence, it's also important that they have places where they can stretch and expand their natural talents. We may want to play every instrument, but there is usually one that draws us in and makes us shine. It's designing a delicate balance between those solo moments and blending all of the voices that creates a successful performance at the end.

Balance of Time:

Time is usually the critical factor when planning a PBL unit. Instructional time already feels overcrowded with various curriculum demands and although PBL is an integration of subject areas, most classrooms are set up to teach subjects in isolation. In the planning phase, look for those skill based lessons that are needed to support the project and how those lessons can be integrated into those isolated subject lessons. Perhaps students will need to strengthen their nonfiction reading skills and need some different strategies for curating information. Spending time on focused skills before starting the project will help students make better use of their collaboration time. Gathering continual feedback through visual thinking strategies and quick formative assessments will help point out surprise areas where students may need more support or direct instruction. Projects nearly always take longer than you think so providing yourself a time cushion will lessen stress.

Balance of Group and Individual Work:

Finally, a good project should balance group and individual work. Whenever I would introduce an assignment or project in my classroom, I would hear the same two questions: "Can we work with someone?" and "Do we have to work with someone?" Because PBL is focused on collaboration, group work is expected and often times students are set up in team units. However, in order to honor all working styles, it's important to include individual accountability as well as team accountability. Also, having a protocol in place for students to follow when needing adult help to problem solve group conflicts is also helpful. Students need to feel valued as team members but also feel that their individual efforts are being recognized.

Project Based Learning can feel like tight-rope walking. But with careful planning and practice, the well-orchestrated chaos can seem more like a walk in the park.

7. Five stages of Knowledge

*Following was provided by Intel® Education and has been modified to reflect the project in the "Disney" modified form.

Stage 1: Accessing prior knowledge about Disney theme park attractions, rides and coasters. The unit begins with a short class introduction to inform students about the project and get them excited about what's ahead. Following the class introduction students will **explore building blocks**, to determine **what they know and what they do not know** about Disney Theme Parks. Information will be explored on why to **pre-assess and the various types of assessment** for the PBL project. Individuals will build their knowledge base and begin project-related work in each subject area class that draws upon what they already know or have experienced related to Disney Theme Park Attractions, other parks and coasters. The session concludes on **how Walt Disney World creates new attraction/rides**.



Stage 2: Investigating to build foundation knowledge about Disney theme park attractions, rides and coasters. Students engage in mini architect (math), engineer (science), public relations (language arts), and researcher (social studies) tasks that prepare them for the group design challenge in Phase Five. In addition the students will build foundation knowledge and understanding about Disney theme park attractions, rides and coaster design during the time allotted to view seven videos on theme park design and development by Disney Imagineers. Brainstorming and collaboration tools will be explored. The design team will be created to include: **Director; Disney expert; Researcher; Mind Mapper; Computer-skills expert; Art Designer; Story Teller; Engineer; Model Builder; Audio-Music editor; Recorder-note taker; Public Relations.**



Stage 3: Expanding knowledge of Disney theme park attractions, rides and coaster design from investigations. Students explore the type of attractions, and investigate each for the four Disney parks and the rides and attractions. Students develop research skills in curriculum content area, learn about technical reading and writing, creating the story, explore storyboards, utilize Web 2 tools, and conduct experiments presenting and rehearsing the "Pitch".

Stage 4: Applying knowledge to the design and construction of Disney theme park attractions, rides and coaster models using their mini architect and engineer experience. Students will create 3D design, sketches and build models of their "Theme Park Attraction and Story". Students experience and connect their new understanding about Disney theme park attractions, rides and coaster design during a virtual field trip via video conference with a "Disney" Imagineer.



Stage 5: Contributing knowledge to a group about Disney theme park attractions rides and coasters. Student teams prepare a Disney theme park attraction, ride and coasters design proposal to an authentic audience.

¹³. All images this page-Walt Disney Company. <http://thewaltdisneycompany.com/> JPEG file

8. Requirements: Disney Theme Park Attraction Design Team Tasks

1. Organizing a Team - select your team members based on their skills. You need: 5-6 members that can: Direct and manage the group; Disney expert; Researcher - Google/search expert; Mind Mapper/Brainstorming; Computer-skills expert/Presentation; Art Designer; Story Teller; Engineer; Model Builder- Sketchup; Audio-Music editor; Recorder-note taker

2. Blue Sky - the name that Imagineers give to the theoretical planning process--the bouncing around of ideas about how to design, why to design and what to design. The idea board stage of Imagineering. Group will brainstorm ideas for theme park attractions--always keeping in mind the story line for the attraction. Sketch the overall attraction and then the individual segment. Queue - Interactivity -Type of ride-Story-Music/Audio- Surprise element- "Weinie" etc. Evidence of vision-what would happen if....Could we...Maybe we could.. or how about? What park will the attraction best fit in?

3. Storytelling - Evidence of Inspiration, creativity, creative space, Story Weaving, Development, Exposition Plan (what your story is about), Goals and Story Mechanics. Moves on to the storytelling phase--unlike most theme parks, Disney prides itself on telling stories throughout its entire enterprise. This can also encompass or lead into a research and development phase.

4. Research - Evidence of research and writing skills, search for knowledge, any systematic investigation to establish facts. Know how to Define the task, Locate information, Select resources, Organize notes and present the ideas. Discover who the individuals are that design, build and operate the Disney Theme Parks by researching, checking patent ideas, what has worked in the past-What's NEW today. What music might work-locate audio file and mp3 audio.

5. Design - Architect - Models - Design is the most lengthy, because it involves exceptionally detailed and technical planning. Evidence of descriptive writing, -sketches, drawing, rendition, topography, location of ride design of track and car, slope and model building. This is where the "engineer" part of "Imagineering" starts to come into play. Computer and 3D models are constructed to make the ride move from idea to reality.

6. Testing - Laying the Groundwork. Students engage in preparation activities that set the stage for the learning ahead. Expanding Knowledge. Mini-experiences in each of job roles Mini-Engineer Experience-Students test design ideas using online simulations and then create Marquette's (small model of an intended work) , or 3-D models of a theme park attraction, ride or coaster design.

7. Engineering -Evidence of technical writing skills, model building, construction, design, audio, video and multimedia. The team then takes the models and story and makes it all into a physical reality, building the ride. All of the following come into play: Creative People; Technical People; Systems Engineers; Project Engineers; Mechanical Engineers; Architectural Engineers; Structural and Civil Engineers; Ride Control Engineers; Show Control Engineers; Audio/Video Engineers; Lighting Designers; Special Effects Designers; Finance

8. Effects -How will the theme, story, design , music, lighting, sound and special effects all fit into the attraction?

9. Closeout - The ride is extensively tested and checked from every point, angle, location and experience. Once the testing is satisfied, it's time for closeout, where everything is finalized and the Imagineers move on to their next project. Evidence of project management, attention to details, checklists, quality assurance and report writing.

10. Summative Assessments/Public Relations-Evidence of persuasive writing skills, Presentation skills , Multimedia presentation software. Each person in the group MUST provide a section of the final presentation.

9. Making of a Disney Themed Attraction

Activities: [View a series of videos](#) about Disney Theme Park Attractions.

How Does Walt Disney World Create New Rides? Video

>> **View this first :**

Get on a Soundtracker and strap on to discover how Disney Imagineers created this high speed, thrilling rock'n roll adventure, which lighting effects are unique to Walt Disney Studios Park. >>> **Making Of Rock'n' Roller Coaster starring Aerosmith at Disneyland Paris**

<http://www.youtube.com/watch?v=SRwRdmzjOIQ> 5:48 min

Software Design EXAMPLE:

If time permits: View this next: (Amazing animation that Steamboat Productions produced.

>>>**Expedition Everest: Legend of the Forbidden Mountain YouTube**

<http://www.youtube.com/watch?v=WjnjfriAqW4> 9:51 min

After spending over three months working on this recreation, I have finally managed to finish Expedition Everest: **Legend of the Forbidden Mountain!** I tried to make everything as detailed and accurate as possible, but the complexity of this ride is so massive that I couldn't make everything 100% accurate. For example, the queue line has such weird angles that I had to sacrifice some details on the exterior of the gift shop and main entrance building. Also, the Yeti museum is so complex inside that I needed to rearrange it (those of you who know the attraction well enough will realize that there are some differences). Finally, the mountain itself is so structurally complicated that I had to sacrifice the way it looks on the exterior. Please realize that I did my absolute best to make this ride as accurate to the real thing as possible, so I hope that you will thoroughly enjoy it! <http://www.steamboatproductions.com/>

Video Three - If time permits >>> View the following videos:

America's Thrillmakers - Walt Disney World Intro VIDEO- An in depth look into the very popular thrill attractions at the Walt Disney World Resort. Watch as America's Thrillmakers take 6 guests and test them on Disney's array of thrill rides. Learn Imagineer's secrets, guest reviews of attractions and, most importantly, what exactly makes a thrill ride. "Hang on to yer hats and glasses, cause this here's the wildest ride in the wilderness!"

Making Of Crush's Coaster -Paris au Parc Walt Disney Studios

<http://www.youtube.com/watch?v=gdxJuaJAO88>

10. STEM teacher Donna Migdol

>> **Class members will watch the following videos** (can assign this to view outside of class is desired)

[Roller Coaster Physics](#)

In this *Teaching Channel* video, join STEM teacher Donna Migdol as she teaches her students problem-solving skills using a real-life roller coaster design challenge.

<http://www.pbslearningmedia.org/resource/tch12.sci.phys.stem.rollcoast/roller-coaster-physics/>

>>> **30 minutes**

11. Pre-Assessment - What do I know - What do I not Know?

1. Use next page and **hand out** to students (see next page
2. Participants **fill out the skills assessment** handout
3. Participants review their skills assessment and **prepare a 30 second elevator type delivery**



4. Make a **Sandwich Board**/Flyer to advertise the participants skills (provide 8 x 10 card stock and COLOR Magic Markers

5. Use string to **make a loop so they can hand it on their neck**

12. Skills Database:

Name _____

-I have the following skills:

You need to hire me because.....

- I have experience in WRITING - Stories; Visual Literacy; Blogs
- I can create and build things from cardboard
- Give me paint, cardboard, sticks and pipe cleaners and I will CREATE a _____
- I have experience in creating Digital Stories and in Visual Literacy
- I have experience in creating Animation/Videos
- I have experience in creating STOP-Motion Videos & Apps/Tools
- I have experience in creating videos that tell a story
- I know how to create a slide show in an application -OTHER than PowerPoint
- I know how to EDIT and RECORD with Audacity
- I know how to search with 3 DIFFERENT search engines to find IMAGES
- I know how to SEARCH and Locate-specific You Tube videos
- I know how to SEARCH and Locate-specific Disney songs on the Web
- I am an "Artist"-I can use Google SketchUp;/TinkerCAD/AutoCAD/3D Draw
- I have experience in building "Scale Models"
- I know how to and like to "tinker" with things
- I understand "High Tech stuff"
- I play a musical instrument
- I have over 150 songs and music on my iPod
- I am an expert in _____

My top skill is: _____

My second best skill is _____

My third best skill is _____

You should select me to be on YOUR team because

13. Creative Project Managers

You will select 4 Project Managers if you have 20-30 in the class

You will select 3 Project Managers if you have 15-20 in the class

You will select 2 Project Managers if you have 8-15 in the class

Questions to ask the class: If possible select 6 individuals - when selected, they move to the front of the class

1. Who has been to Walt Disney World or Disneyland Park 8-10 times
2. Who has been to Walt Disney World or Disneyland Park 5-7 times
3. Who has been to Walt Disney World or Disneyland Park 3-4 times
4. Who has been to Walt Disney World or Disneyland Park 2 times

Questions to ask the 6 individuals-each person has 30 seconds to answer the question. The remainder of the class will be selecting the 4 final Project Managers

1. Tell us who you are and what you do
2. Tell us about your experience in leadership and how to delegate jobs to individuals and solve problems
3. What is your favorite Disney Park and Why? IE EPCOT or Animal Kingdom
4. What is your favorite Disney Park LAND and Why
5. What is your favorite Disney attraction and Why
6. What is you favorite Disney Themed attraction and Why
7. Explain in 30 seconds why Disney creates a story to go with the attraction
8. I love Disney because.....

14. HR Department - Hire the Imagineers

1. Remaining students select the 4 Project Managers - Your decision on the process and how to select

6. **Participants make a CIRCLE** - The 4 **Project Managers move to the center of the circle**- You can decide if you want the Project Managers to take notes or some other method

2. Allow the **Project Managers 5 minutes to move around the circle**, view the [Sandwich Board](#) skills and **NO questions**- This simulates reading a Resume

3. Participants then go around the circle to **present their Skills in 30 Seconds** (make sure they state their NAME)

4. **Project Managers have 2 min to go and select their team** -Move them to a corner so others know who has been selected and who is still in the job pool.

15. Organizing a Team - select you team members based on their skills. You need:

4-6 members that can: Direct and manage the group; Disney expert; Researcher - Google/search expert; Mind Mapper/Brainstorming; Computer-skills expert/Presentation; Art Designer; Story Teller; Engineer; Model Builder- Sketchup; Audio-Music editor; Recorder-note taker

Who does what, where, when, why-Disney hires a team that includes a cross section of wildly different disciplines in order to handle the construction of a new ride. These people are called "Imagineers," a word that combines "engineers" and "imagination."

Individual Job Responsibilities - You will be assigned a grade based on work at your chosen job. Although this is a group project, you will receive a grade for your work only. You may also earn bonus points based on how well your piece fits together with the other members of the group and how well you work together in your group.

<p>Director</p> <p>Responsible for ensuring that the Project Team completes the project. communication, including status reporting, risk management, escalation of issues that cannot be resolved in the team, and, in general, making sure the project is delivered in budget, on schedule, and within scope. Oversee journals of each job.</p>	<p>Disney Expert</p> <p>If possible this should be an individual that has been to Disney World at least 3 time and is familiar with the 4 parks. They will provide resources and background information for the team members.</p>
<p>Researcher - Google/search expert <i>Evidence of research and writing skills</i> Journal entries -sketches, pictures, and a daily log Internet research documentation Use of Publisher program to create magazine cover -thesis statement portrayed on cover -three articles to support a thesis Use of a data base -Search Web for "Patent Data"</p>	<p>Mind Mapper - Brainstorming</p> <p>Brainstorming is a group or individual_creativity technique_by which efforts are made to find a conclusion for a specific problem by gathering a list of ideas spontaneously contributed by its member(s). Desired qualities are: Defer judgment, Reach for quantity</p>
<p>Computer-Skills expert/Presentations</p> <p>Knowledge of MAC/PC software Knowledge of Presentation software and telling the story to make a "Persuasive Presentation" Editing software skills</p>	<p>Art Designer</p> <p>-create/develop specific parts of an art piece or scene -overall visual appearance and how it communicates visually -stimulates moods, features, appeals to a target audience -translate desired moods, messages, concepts, and underdeveloped ideas into imagery. -imagining what the finished piece or scene might look like</p>

<p>Story Teller</p> <p>Know your audience Wear your guest's shoes Organize the flow of people and ideas Create a weenie Communicate with visual literacy Avoid overload For every ounce of treatment , provide a ton of fun</p>	<p>Engineer's Responsibilities</p> <p><i>Evidence of technical writing skills</i> -sketches, pictures, and a daily log Technical report to include: -track design description ;research on design elements & on materials; mathematical configurations ;safety measures ;forces Correspondence with an expert via: interview, email, or online (optional)</p>
<p>Architect's/ Model Builder</p> <p><i>Evidence of descriptive writing</i> Journal entries -sketches or pictures, and a daily log Scaled continuous side and top view -correct labels for speed, distance, time, and forces Realistic rendition of attraction including: -outside environment-theme-topography -design of track and car Slope of first drop and angle of decent - Create model to scale</p>	<p>Audio-Music editor</p> <p>Locate audio file on the Web Create background music for the themed attraction & final presentation. Knowledge of audio editing software Records audio data from various devices; Sound editing functions include cut, copy, paste, delete, insert, silence, trim and more; Audio effects include, amplify, normalize, equalizer, envelope, reverb, echo, reverse, sample rate conversion and much more; Capable of using CD ripper/Burner;</p>
<p>PR Director/Presentation Responsibilities</p> <p><i>Evidence of persuasive writing skills</i> Journal entries -sketches, pictures, and a daily log Presentation for the group -multimedia presentation Presentation should include: -safety measures -unique features -highlight materials used -highlight coaster specs & car design -some information from each of the other jobs</p>	<p>Recorder-Note taker</p> <p>Transcribe conversations as meeting take place recording information captured from another source.</p> <p>Familiar with several apps for MAC or PC to assist in the note taking/recording process</p> <p>Organizational and be able to process main ideas</p>

16. Final Assessment – Presentation: Requirements

>>>> Major components to include the following:

Name your group- Team Name - members names on the team

Name of the attraction

Story and "Theme"

One 8 x 10 Graphic Flyer - used to attract the guests to your NEW attraction- PR/magazine that will market your attraction/ride to the general public.

- Should we included a sketch, drawing or a 3-D drawing of the attraction (Your choice
- Sketch or drawing of the FLOW of teh attraction
- one sentence open line in the attraction & one sentence closing line in the attraction guide
- four paragraphs that describe the attraction in detail

Audience - Age Group or who is the attraction for

Persuasive techniques that “sell” your design to the committee/authentic audience.

Type of attraction

Back story of the attraction

How do the guests enter the attraction?

Story behind the queue

Interactive queue - what is it and how does it work?

How did you "PLUS" the attraction?

Do "Animatronics" figures play in the attraction?

A technical report highlighting specific features of the ride

Research on the patent that applies

Audio/Music for the presentation (background music is fine

Will we use a video in the presentation?

An artistic rendition-Sketches / Drawings / Model renderings (you can substitute web images

What is your "Weenie"?

Your Weenie" Walt Disney said: " *What you need is a weenie, which says to people 'come this way.' People won't go down a long corridor unless there's something promising at the end. You have to have something the beckons them to 'walk this way.'"*

Optional: (Depending on time frame used) A blueprint and Marquette (a small [model](#))

Three dimensions for either a sculptural or an architectural project. (to scale) of your group's attraction and design

Assignment presentation for each member of the team - Who Does What?

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

17. Scoring Rubric for Oral Presentations:

Category	Scoring Criteria	Total Points	Score
Organization (15 points)	The type of presentation is appropriate for the topic and audience.	5	
	Information is presented in a logical sequence.	5	
	Presentation appropriately cites requisite number of references.	5	
Content (45 points)	Introduction is attention-getting, lays out the problem well, and establishes a framework for the rest of the presentation.	5	
	Technical terms are well-defined in language appropriate for the target audience.	5	
	Presentation contains accurate information.	10	
	Material included is relevant to the overall message/purpose.	10	
	Appropriate amount of material is prepared, and points made reflect well their relative importance.	10	
	There is an obvious conclusion summarizing the presentation.	5	
Attraction (150 points)	Team Name – Introduce each team member on the team- providing their name and job	5	
	Name of the attraction	3	
	Audience - Age Group or who is the attraction for	3	
	Type of attraction	3	
	Back story of the attraction	10	
	One sentence: Opening line in the attraction guide	3	

	One sentence: Closing line in the attraction guide	5	
	How do the guests enter the attraction? How did you "PLUS" the attraction?	10	
	Story behind the queue	15	
	Weinie	5	
	Interactive queue	10	
	Four paragraphs that describe the attraction in detail	20	
	What role does the "Animatronic" figures play in the attraction	10	
	Sketches / Drawings / Model renderings	10	
	3-D Drawing of the attraction	10	
	Audio/Music used for or during the presentation	10	
	Video used during presentation: BONUS Points if USED	10	
	Slides or Slide or visuals used during the presentation	10	
Presentation (40 points)	Speaker maintains good eye contact with the audience and is Appropriately animated (e.g., gestures, moving around, etc.).	5	
	Speaker uses a clear, audible voice.	5	
	Delivery is poised, controlled, and smooth.	5	
	Good language skills and pronunciation are used.	5	
	Visual aids are well prepared, informative, effective, and not distracting.	5	
	Length of presentation is within the assigned time limits. FIVE MIN	5	
	Information was well communicated.	10	
Total Score	Total Points	250	

>>> >>> 15 minutes

18. Interactive Assignment: What can we learn from the past

Interactive Assignment (Allow one class period for four small group discussions and one large group reports)

(Following Information/data provided courtesy of Steve Alcorn web site and his 2 books)

Epcot: Walt Disney World - October 1, 1982

EPCOT Center was constructed for an estimated \$800 million to \$1.4 billion and took three years to build (at the time the largest construction project on Earth). Covering an area of 300 acres (120 ha), it is more than twice the size of the Magic Kingdom. The parking lot serving the park is 141 acres (57 ha) (including bus area) and can accommodate 11,211 vehicles.

Issues at opening day:

8:00 AM- Card Walker gives opening dedication speech to 250 "first family", special invited guests, press and media. Due to space limitations, only press, special guests, and a hand-selected "first family" had been allowed inside the park to witness the dedication ceremony.

At the same time, fireworks were starting to brew about 100 yards away.

2,000 guests wait outside in 89-degree heat and humidity. Some guests booed through the front gate because they could not participate in the opening dedication.

The thousands of real guests were left in the sweltering parking lot.

Many complained. They thought that Disney should at least have set up a big television screen and loudspeakers.

Ninety minutes after the gates opened, a wheel in one of the cars on Spaceship Earth missed a cam and shut the attraction down.

About 200 guests were evacuated and the vehicle had to be "jogged back into the system" before the ride could restart. The park's signature attraction was closed for two hours, and then broke down again a few hours later.

Later in the morning, about 2,000 people were emptied from the Universe of Energy when a car suddenly stopped. The car was repaired, but the show halted again moment later when one of the attraction's twelve movie projectors broke down.

- Shortly afterward, the Circle Vision movie in Canada also went down.
- Then came the "lunch rush."
- Crowds swarmed every eatery.
- Several restaurants ran out of food - Lines grew to 30 minutes.
- Ale at the English pub ran out
- 45 minutes for a pastry at the French bakery.
- The sit-down restaurants filled up so fast, they stopped taking reservations.

Into the afternoon, the problems mounted.

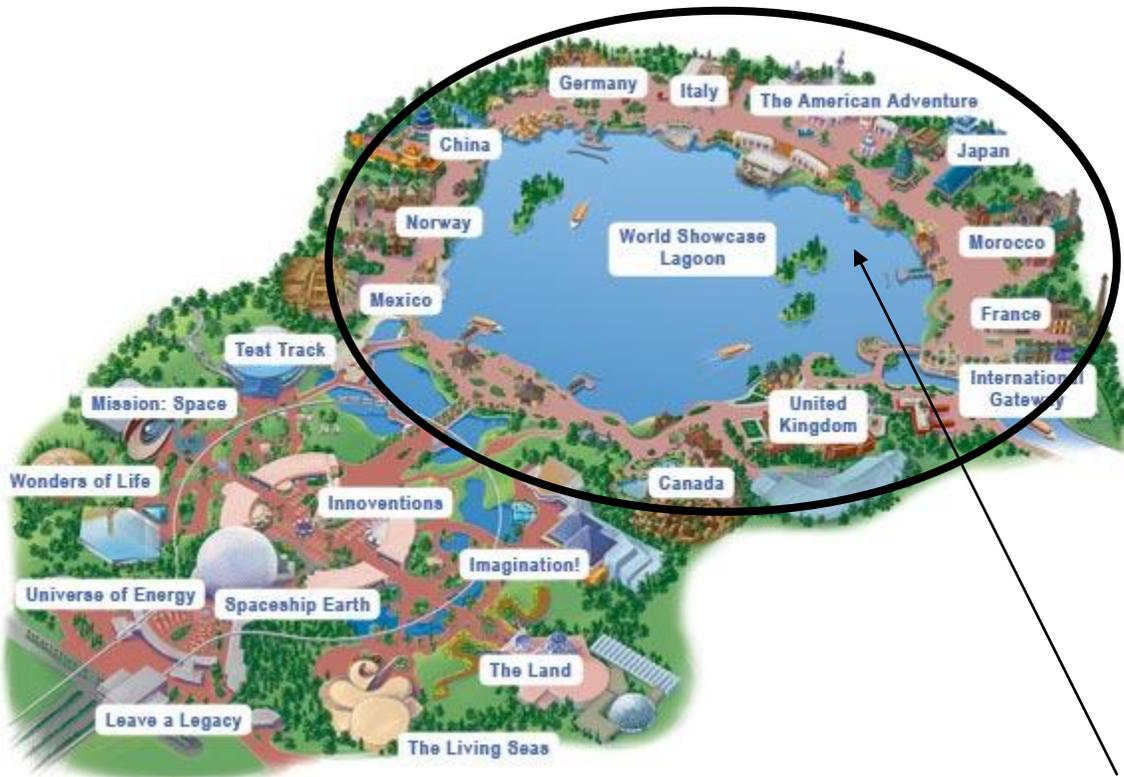
- The down escalator quit working at the Imagination pavilion.
- In the World of Motion, the cars kept stopping and restarting. -The sound equipment performed just as poorly. Sometimes, the narration was garbled; other times it played too fast or was totally inaudible.

By this time, cast members were permanently positioned in front of the Energy pavilion to inform guests that the ride would reopen in two hours.

Every performance at the American Adventure was different, because its computer system was not yet fully integrated; forcing Imagineers to stand under the stage and physically operate parts of the show.

The Mexico boat ride, which was not expected to even be completed by opening day because it required so much electrical work, was one of the few attractions that didn't break down.

¹² Disney World Map. Personal photograph by Howie DiBlasi. 4-28-2012



Guests were also physically exhausted: A stroll just around the lake was over a mile long.

As the afternoon sun grew hotter, so did the guests. Visitors could be overheard grumbling about the constant breakdowns, the long lines, and boycotting EPCOT" to get their \$15 admission refunded.

They thought it was outrageous that they had to, pay a cover charge to spend the day doing nothing but standing in endless lines.

EPCOT Center had a fraction of the attractions of the Magic Kingdom yet twice the acreage, and therefore required an inordinate amount of walking.

Disney didn't release official attendance figures, but the outside estimate was upwards of 25,000 - nearly twice the number of expected guests.

19. Solutions and Statements:

List the main problems:

Group the problems- i.e. Food, PR, Ride etc.

Solution to the problems - list problem and solution

>>> 15 minutes

20. Building FOUNDATIONAL Knowledge

Understanding our team members - Disney Theme Park Attraction Questions-

A. (You will need to rely on participants that have been to the Disney Parks 1-2-3 or more times) -
Answer the following questions:

Applies to ANY of the Disney Parks: Magic K – Animal K – Hollywood S - EPCOT or Disneyland

- A. Best attraction/ride for THRILLS – WHERE-What Park
- B. Best attraction/ride for WOW – WHERE-What Park
- C. Best attraction/ride for EDUCATION – WHERE-What Park
- D. Best attraction for kids –4-8 years old – WHERE-What Park
- E. Best attraction/ride for BEST Queue – WHERE-What Park
- F. Best attraction/ride for Queue that needs to be fixed to make it better
– WHERE-What Park
- G. Best attraction/ride for THEMING – WHERE-What Park
- H. Get rid of – WHERE-What Park
- I. Bring back – WHERE-What Park

>>>15 minutes

21. Investigating to build foundation knowledge - Type of Attractions

A. Gravity rides



3.

Allears. WDW images. www.allears.net/ JPEG file



and



Images

drawings this page - Allears. WDW images. www.allears.net/ JPEG file

B. Boat rides

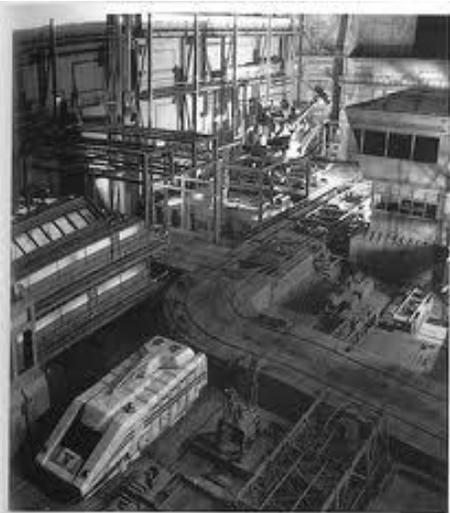


B. Boat rides (continued)



3. Allears. WDW images. www.allears.net/ JPEG file

C. Simulators



17. All Images this page- WDW info. WDW images. www.wdwinfo.com/ JPEG file



D. Guide Rail / Track



¹⁷. All Images this page- WDW info. WDW images. www.wdwinfo.com/ JPEG file

D. Guide Rail / Track (Cont)



¹². Disney World. Personal photograph by Howie DiBlasi. 4-28-2012

E. Dark rides (some rides/attractions are combination of "Dark" & "Gravity")



F. Carney rides



G. Walk through/Sit Down/Theatre



H. You drive



¹⁷. All Images this page- WDW info. WDW images. www.wdwinfo.com/ JPEG file

>>> **15 minutes**

22. Special Effects: Audio-Video-Music-Lighting

15 Coolest Special Effects In Disney World

<http://www.buzzfeed.com/cassierose117/15-coolest-special-effects-in-disney-world-fmhg>



Posted by [Cassie Ryan](#)

Thank you to : <http://www.wdwhints.com/2012/07/special-effects-used-within-haunted.html> for permission to link and re-print the article below.

15. *Sorcerers of The Magic Kingdom*

Sorcerers of The Magic Kingdom is a park-wide, interactive game for sorcerers-in-training of all ages! Mystic portals are spread out across the park for guests to help Merlin defeat the ghastliest crew of Disney Villains, led by none other than Hades himself! Using magical key cards, the virtual portals appear in shop windows, wanted posters, and fireplaces. Different character cards, like Rapunzel's hair whip and Thumper's mighty thump, help you and Marlin defeat your next villain! Then you are sent off to your next location to continue being The Magic Kingdom's next hero!

Video here: https://www.youtube.com/watch?feature=player_embedded&v=4BBOiT_Y-mA#t=0

14. *Expedition Everest*



Expedition Everest in Disney's Animal Kingdom takes guests on a Himalayan adventure in search for the legendary Yeti! At almost 4 minutes long, this thrilling roller coaster includes it's own animatronic Yeti that terrifyingly claws and growls at riders as they zip by! Scary!

13. Mickey's PhilharMagic



Located in The Magic Kingdom, Mickey's PhilharMagic is the coolest 3D show a Disney lover could ask for! Combining all your favorite Disney characters and songs, Philhar takes you on a magic carpet ride with Mickey and all his musical friends!

12. Monster's Inc. Laugh Floor

Get ready to laugh! Mike Wasowski plays MC in this totally interactive comedy show where the audience plays the biggest part, and the monsters are totally LIVE! Guests can

even text in there own jokes to appear on the show! The Laugh Floor is located in The Magic Kingdom.

https://www.youtube.com/watch?feature=player_embedded&v=IH8MCvYF6cU#t=0



11. Dinosaur

Animal Kingdom takes guests back into the Cretaceous era to find some dinosaurs! In special time rovers, guests encounter over 10 super realistic (and super scary) animatronic dinos!



10. Star Tours

Hollywood Studios' Star tours takes guests on their very own spaceship to explore the world of the Star Wars films! Using flight simulation and projections, C-3PO leads the way through space, and every time you ride the journey is different!

9. The Twilight Zone Tower Of Terror

Disney's most magical hotel isn't The Grand Floridian, it's Hollywood Studios' Hollywood Tower Hotel. When lightning strikes the tower, guests are taken into the 5th dimension with some of the most advanced technology around! Before that famous drop, projections and mirrors are used to create some super creepy effects!



8. Enchanted Tales With Belle

This New Fantasyland attraction in The Magic Kingdom brings guests straight through Maurice's cottage to help Belle tell the story of Beauty and The Beast! After entering through a magic mirror, guests get to actually interact with the the enchanted Wardrobe and Lumiere!

https://www.youtube.com/watch?feature=player_embedded&v=Z1PPoE-K9Eo



7. Toy Story Midway Mania

Located in Hollywood Studios, Toy Story Mania! is a 4D interactive game and ride based on Disney Pixar's Toy Story trilogy. Guests wear 3D glasses and spin through virtual games to compete against each other. Disney used industrial ethernet technology to design and create the almost \$80 million ride! We

have no idea what that means, but its super cool!



6. Mission: SPACE

When Disney puts barf bags right in front of your seat, you know something cool is about to happen! EPCOT's Mission: SPACE simulates space travel in a human centrifuge, spinning guests so fast, they feel weightless.

5. Soarin'

EPCOT's Soarin' is a high flying adventure that takes guests over the most beautiful sights in California, including Disneyland of course! This flight simulator uses a huge projection screen, blowing wind, and even smells to send guests straight into Cali!



4. Lights, Motors, Action! Extreme Stunt Show

The special effects in Hollywood Studios' Lights, Motors, Action! Extreme Stunt Show are more than just high tech, they're completely LIVE! These cars perform some of the coolest live stunts you'll ever see and then reveal how they're done with some movie magic!

https://www.youtube.com/watch?feature=player_embedded&v=466SbWz2aig

3. Celebrate The Magic

Replacing the equally amazing "The Magic, The Memories, and You," "Celebrate The Magic," is a nighttime show in The Magic Kingdom that transforms Cinderella's Castle using high-tech projection technology, lighting, and pyrotechnics. This jaw-dropping spectacular leaves guests thoroughly heart-warmed and asking "how did they do that?!"

https://www.youtube.com/watch?feature=player_embedded&v=JynisCVbox4



2. The Haunted Mansion

From hitchhiking ghosts, to singing busts, to (not?) stretching paintings, The Magic Kingdom's Haunted Mansion is full of special effects! From classic animatronics to modern high-tech projection technology, The Haunted Mansion's 999 happy haunts leave guests amazed!



1. Fantasmic!

Fantasmic is Disney's Hollywood Studios nighttime spectacular! With fireworks, live actors, water effects, pyrotechnics, music, boats, and incredible projections onto large walls of misting water, Fantasmic is the most visually magical and high-tech show around! And now, Fantasmic has introduced Glow With The Show technology that syncs the show up to special glowing ear hats!

https://www.youtube.com/watch?feature=player_embedded&v=-MYjamO02Wo

>>> 30 minutes

23. Blue Sky -

the name that Imagineers give to the theoretical planning process--the bouncing around of ideas about how to design, why to design and what to design.

The idea board stage of Imagineering.

Group will brainstorm ideas for theme park attractions-always keeping in mind the story line for the attraction.

Sketch the overall attraction and then the individual segment. Queue - Interactivity -Type of ride-Story-Music/Audio- Surprise element- "Weinie".

Evidence of vision-what would happen if....

Could we...

Maybe we could.. or how about?

What park will the attraction best fit in?

24. Assignment: I think we should...Design a attraction that would.....

Because

Should be placed in the park

Because

Should be in the land/area

Because

They type of ride vehicle should be Because

Story – Backstory would be

>>> 15 minutes

25. Exploring Communication-Collaboration-Web Tools



[Conceptboard – Online Whiteboard for Visual Collaboration](#)

Conceptboard is the online *whiteboard* app for your project: Visual team *collaboration* on ideas, drafts and documents simultaneously on your browser, tablet ...

(Provided courtesy of <http://cosketch.com/> No sign-up required for BASIC

[CoSketch.com - Online](#) **Whiteboard Collaboration**

CoSketch is a multi-user online *whiteboard* designed to give you the ability to quickly visualize and share your ideas as images. No registration or plugins ...

Exploring Web Tools - Google Draw

[Google Drawings - create diagrams and charts, for free.](https://docs.google.com/drawings/create) <https://docs.google.com/drawings/create>

Google Docs-Choose from a wide variety of shapes to create diagrams and charts. Free from Google.

>>> 15 minutes

26. Mickey's Ten Commandments: Expanding Knowledge



Every theme park designer should know what's been done in the past. Benchmarks and precedents are extremely important. With that in mind, you should learn the ten guidelines to theme park design developed by Walt Disney Imagineering President Marty Sklar.

Image: David Weeks: The Ten Commandments Image. davidweeksmagic.blogspot.com JPEG file

1. Know your audience - Don't bore people, talk down to them or lose them by assuming that they know what you know.

2. Wear your guest's shoes - Insist that designers, staff and your board members experience your facility as visitors as often as possible.

3. Organize the flow of people and ideas - Use good story telling techniques, tell good stories not lectures, lay out your exhibit with a clear logic.

4. Create a weenie - Lead visitors from one area to another by creating visual magnets and giving visitors rewards for making the journey

5. Communicate with visual literacy - Make good use of all the non-verbal ways of communication - color, shape, form, texture.

6. Avoid overload - Resist the temptation to tell too much, to have too many objects, don't force people to swallow more than they can digest, try to stimulate and provide guidance to those who want more.

7. Tell one story at a time - If you have a lot of information divide it into distinct, logical, organized stories, people can absorb and retain information more clearly if the path to the next concept is clear and logical.

8. Avoid contradiction - Clear institutional identity helps give you the competitive edge. Public needs to know who you are and what differentiates you from other institutions they may have seen.

9. For every ounce of treatment , provide a ton of fun - How do you woo people from all other temptations? Give people plenty of opportunity to enjoy themselves by emphasizing ways that let people participate in the experience and by making your environment rich and appealing to all senses.

10. Keep it up - Never underestimate the importance of cleanliness and routine maintenance, people expect to get a good show every time, people will comment more on broken and dirty stuff.

>>> 10 minutes

27. Assignment- Explore Parks and Maps At A Glance - Walt Disney World

- Magic Kingdom
- Hollywood Studios
- Animal Kingdom
- EPCOT

Disneyland - California Adventure

>>> 30 minutes

28a. Storytelling

Mythic Storytelling

Though you may not be aware of it, whenever you're playing in any of Disney's many theme parks, the Imagineers who designed those parks are busy playing with your head. EVERY GUEST IS A HERO reveals for the first time how the artists and technical wizards of Walt Disney Imagineering have harnessed the magic of mythic storytelling to press all sorts of psychological buttons you never knew you had, inspiring you and millions of your fellow visitors to return to the parks again and again.

- [The Magic of *Disney Parks Storytelling: Big Thunder ...*](#)

by [Tyler Slater, Public Relations Manager, Disney Destinations](#) (Thank you for permission to re-print)

So, are you holdin' onto your hats and glasses? Ye-howdy, here we go!

According to legend, a supernatural force has dwelled deep within Big Thunder Mountain and would be angered by any trespassers. Many believed these ghostly tales were what largely kept the area uninhabited for many years. But when an old prospector found some gold nuggets along the mountain's slopes in the late 1860s, miners rushed to the town of Rainbow Ridge for their own chance to strike it rich.

For several years, Big Thunder Mountain Mining Company produced a large quantity of gold and the myths of a supernatural force remained simply legend. However, by 1883, the miners were forced to blast deeper and deeper into the mountain to continue producing profits. Shortly after the explosions began, strange things started happening: eerie noises echoed through the new shafts, cave-ins became frequent and equipment would mysteriously fail. As soon as the mine trains began rolling out of the station on their own, people started fleeing the area.

Today, the Big Thunder Mountain Mining Company welcomes guests to hop aboard a train, but beware – you just may experience the mountain's more supernatural forces and perhaps even stumble upon an explosive mine shaft.

Next time you hop on board Big Thunder Mountain Railroad, keep an eye out for the horseshoe at the entrance to the first mine shaft; you'll notice it hangs right-side-up to keep the luck inside. Nearing the end of the attraction, you'll enter another mine shaft with a "Keep Out" sign in front. There, you'll see another horseshoe, however this time, it is upside-down.

<http://disneyparks.disney.go.com/blog/2014/04/the-magic-of-disney-parks-storytelling-big-thunder-mountain-railroad-at-disneyland-park/>

Storyboard Software

Jeff Dixon-Author "Key To The Kingdom"

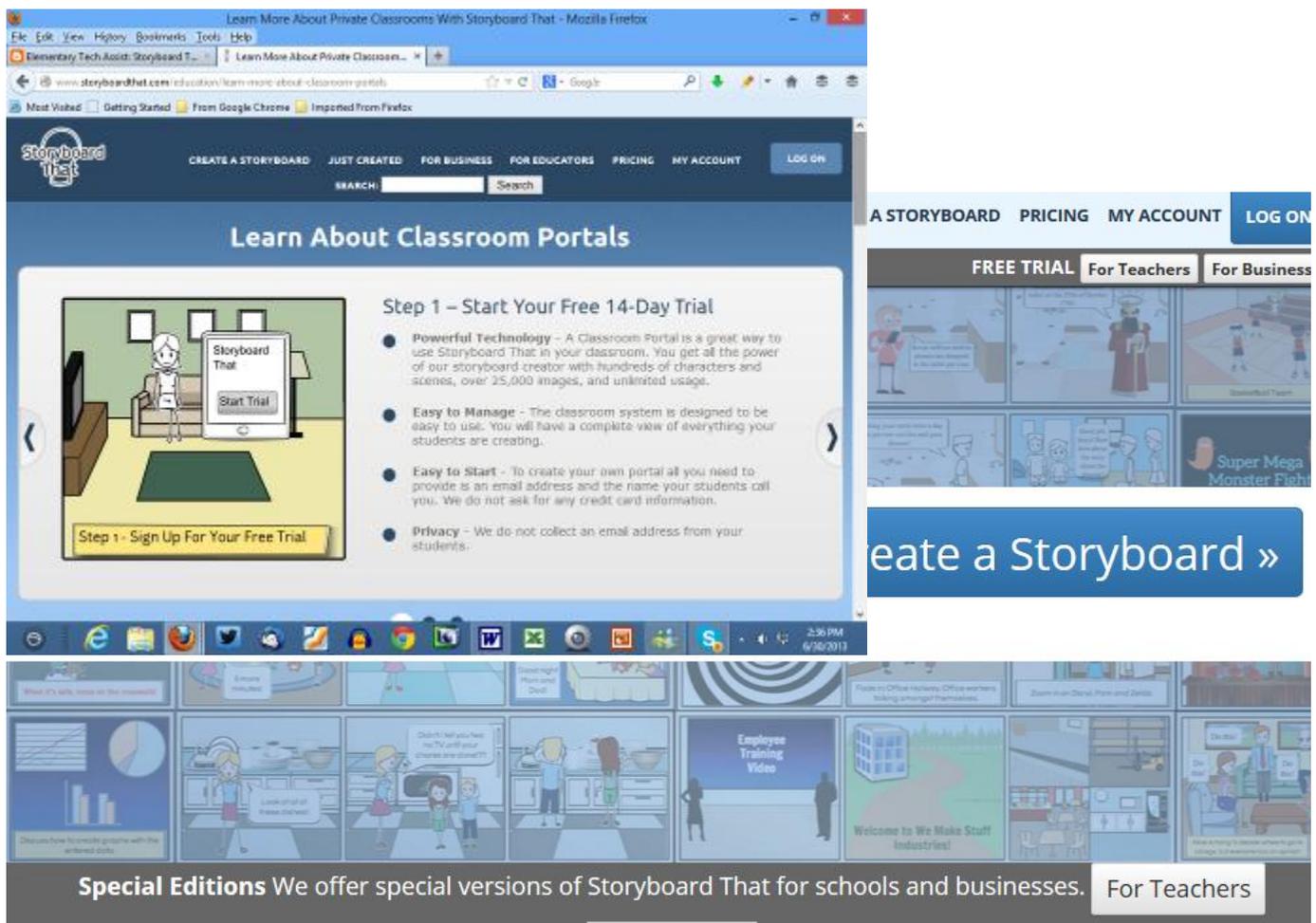
"That is the power of a good story. It can encourage, it can make you laugh, it can bring joy. It will make you think, it will tap into your hidden emotions, and it can make you cry. The power of a story can also bring about healing, give you peace, and change your life!"

I was hooked on this story from page one, but that quote absolutely had me hook-line-sinker to the very end!

That quote not only described lots of books that I have read lately, but it described the work of Jeff Dixon to a T. His work is mesmerizing!

28b. [Welcome to Storyboard That – The FREE online storyboard creator ...](#)

Looking for an amazing, fun, free, and easy to use online *storyboard* creator? Storyboard That is a cutting edge Web 2.0 tool for rapidly creating amazing storyboards, no art skills needed. Great for business meetings and in the classroom .. **Free 14-Day Trial** - Teachers - \$4.95 Per Month



The image shows a screenshot of the Storyboard That website. The browser window title is "Learn More About Private Classrooms With Storyboard That - Mozilla Firefox". The address bar shows "www.storyboardthat.com/education/learn-more-about-classroom-portals". The website has a dark blue header with navigation links: "CREATE A STORYBOARD", "JUST CREATED", "FOR BUSINESS", "FOR EDUCATORS", "PRICING", "MY ACCOUNT", and "LOG ON". A search bar is also present. The main content area is titled "Learn About Classroom Portals" and features a "Step 1 - Start Your Free 14-Day Trial" section. This section includes an illustration of a person sitting at a desk with a computer displaying "Storyboard That Start Trial" and a list of four bullet points:

- **Powerful Technology** - A Classroom Portal is a great way to use Storyboard That in your classroom. You get all the power of our storyboard creator with hundreds of characters and scenes, over 25,000 images, and unlimited usage.
- **Easy to Manage** - The classroom system is designed to be easy to use. You will have a complete view of everything your students are creating.
- **Easy to Start** - To create your own portal all you need to provide is an email address and the name your students call you. We do not ask for any credit card information.
- **Privacy** - We do not collect an email address from your students.

Below this section is a "Create a Storyboard »" button. The bottom of the page features a "Special Editions" banner with the text "We offer special versions of Storyboard That for schools and businesses." and a "For Teachers" link.

10 Great Tools for Storyboarding

Posted on by [mayraixavillar](#)

<http://mayraixavillar.wordpress.com/2012/11/05/10-great-tools-for-storyboarding/>

29. >> "Creating the Story "

" Let's take an example. A roller coaster careens through a darkened room over a faintly illuminated cityscape. Enthralling? Not really, there's no story.

Take two. A rock band is late for a concert at the Hollywood Bowl. They invite you to hop in their limo and go careening through the Hollywood Hills and all around the L.A. freeway system to make it on time. That's the story behind Disney MGM's Rock 'n Roller coaster, and it works.

How about this one: you climb aboard a BART subway train. It pulls out of the station, then begins to shake as an earthquake strikes. Fires erupt, and a flood comes cascading down the tunnel, extinguishing the flames and splashing over the train. Exciting? I guess. But not completely fulfilling. Why? They forgot to tell us why we were getting on the train, where it was going, and what our mission was. The name of this attraction at Universal Studios Florida is Earthquake, so we knew what to expect when we got on. But there was no underlying story to get us involved. "

"Here are two more real ones, one that doesn't work, one that does:

A boat glides through a dark tunnel. It passes a volcano, people at a bazaar trying to sell us things, Mayan ruins, dancing dolls with colorful costumes, and fiber-optic fireworks.

A boat glides through a dark tunnel. It passes a ship full of pirates and a fort. A battle is underway. Cannon balls whiz overhead, and explosions dot the water. Farther along the pirates have seized the village and are auctioning off the women, stealing treasures, and setting fire to the buildings. As we barely escape from the burning timbers we see prisoners still trapped in the jail, trying to lure a dog into bringing them the keys to their cell.

Which ride has a story, the Mexico pavilion at Epcot or Pirates of the Caribbean?

Sometimes the story is just too complicated for the ride. The Lord of the Rings makes a great book and movie trilogy, but would it make a good ride? Of course not. Rides with more complicated storylines are often best implemented using simulators. Here it is customary to have a narrator – often the driver – who can summarize the adventure as it proceeds. And since simulator rides can be as long as ten minutes, there's more opportunity to convey the story."

9 Creative Storytelling Tools That Will Make You Wish You Were A Student Again

By Kim Fortso <http://thejournal.com/articles/2012/10/22/9-storytelling-ipad-apps-and-web-tools.aspx>

1. [Popplet](#)

Virtual mind-mapping tool that allows users to create digital mind webs by embedding content from the internet. The app features bright colors and clean design, and can nudge students along as they create their own narratives by serving as a brainstorming tool. Some use it to frame a story-[students] can map out their writing.

2. [My StoryMaker](#)

Colorful characters (think pirates and little blue men), whimsical props and scenery and an endless number of ways to put them together . “My StoryMaker lets you scaffold what you’re doing with the app,” Bellow said. “For instance, if you have two characters--a witch and a genie holding an apple--you can click on the genie and say ‘give,’ and the app will write, ‘The genie gives the apple to the witch,’” Bellow explained. “But what I love most about it is that you can actually alter the story in any way you want. You can incorporate vocabulary words and all sorts of material.” Full disclosure: it’s kind of fun for adults, too.

3. [StoryLines for Schools](#)

Described as a “game of ‘telephone’ with pictures” on the iTunes store. Encourages students to develop stories collaboratively. One student types a sentence on the mobile app before passing it to a classmate, who illustrates an interpretation of the sentence. A third student describes the sketch, and so forth. Bellow recommended that StoryLines for Schools be used as a “story-planning app”

>>> Assignment : Develop an attraction concept.

This blue-sky phase is fun, because reality hasn't yet intruded on our plans

30. Disney - Ultimate Attraction Guide

©Disney. All rights reserved . All content and sample illustrations provided by WED Imagineering and Walt Disney Company. **NOTES:** The sample descriptions below are examples of a PR description to draw park attendees to your attraction.

Expedition Everest - Legend of the Forbidden Mountain®



Careen through the Himalayan mountains on a speeding train while avoiding the clutches of the mythic Abominable Snowman.

Beware the Legend - Folklore has it that a fierce guardian monster protects the Forbidden Mountain.

For years, the Royal Anandapur Tea Company shipped its tea by train through the Forbidden Mountain pass. After a series of mysterious accidents were blamed on the dreaded Yeti monster, the railroad closed. Today, the railway is operating again, thanks to a group of local entrepreneurs—Himalayan Escapes, Tours and Expeditions—

who offer curious travelers transportation to the base camp on the scenic mountain.



Yet there are some who believe the legend to be true and that the Yeti will do everything in its power to protect the sacred realm of the Himalayas. Visitors beware.

Climb the Mountain - Embark on a thrilling expedition through the icy peaks of the Himalayas.

Venture inside a Tibetan-style stone structure at the foot of towering Mt. Everest and make your way past the booking office of Himalayan Escapes – Tours and Expeditions. Wander past a small temple and a cozy general store before exploring a museum dedicated to the study of the Yeti, the mysterious snow monster said to inhabit the Himalayas.



The Adventure Begins - Board a weather-beaten train and ascend a series of rolling hills overlooking a serene green forest. Climb a steep incline and navigate through a ceremonial stone tunnel before reaching the summit. Once at the “top of the world,” hold on tight as you pick up speed and race inside the dreaded mountain.

An Unexpected Encounter - Without warning, your train screeches to a halt: A broken and twisted track appears in front of you. Brace yourself as your train unpredictably begins to race backward into the darkened mountain, furiously swooping up into a double-looping turn.

Inside the windswept passage, the shadowy figure of a growling creature can be seen on a cavern wall. It is the Yeti—the legend is real.

Hurl 80 feet down the base of the cursed mountain and swoop in and out of murky caves and along jagged rocky ledges as you race to escape the dreaded monster before he catches up with you.

Will you make it back to civilization safely?

Or will the Yeti claim another victim?

All images this page-⁵ Magical Getaway. WDW images. www.magicalgetaway.com/ JPEG file

31. Create the three critical pieces of you "Themed Attraction"

Example: WONDERLAND by [Eva](#)

This ride dives into the rich, imaginative world of Lewis Carroll’s Wonderland and the nonsensical characters that inhabit it.

BACKSTORY

The eccentric, yet earnest Seeker has found what he believes to be the journal of Lewis Carroll, and has been dissecting it word by word ever since. To the logical, untrained eye the journal reads mostly as nonsensical scribblings. But the Seeker knows in his heart there is truth behind the madness. He is determined to find the ‘Wonderland’ Carroll describes and prove its existence to the world!

QUEUE

The Seekers is looking for a team to find wonderland with him. In the queue, the guests will be introduced to the backstory and all the while leading up to

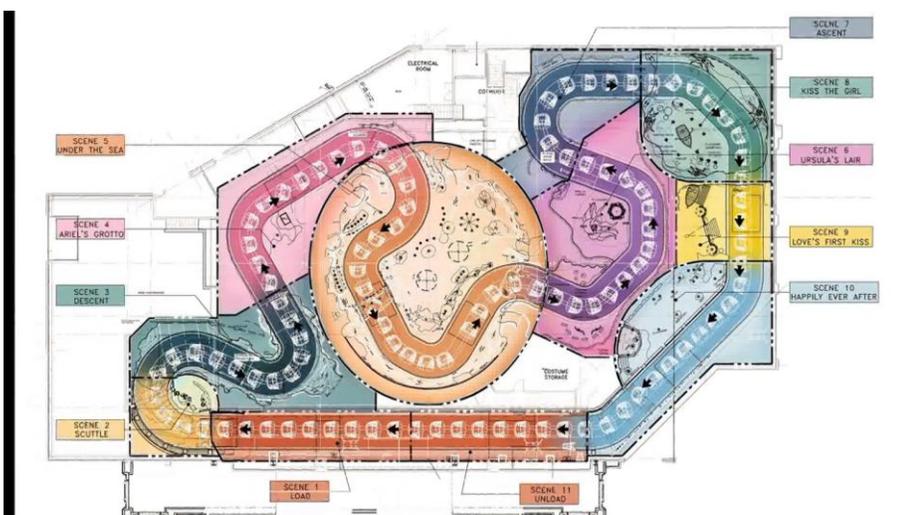
the Seeker's laboratory. Once the guests arrive at the pre-show, they meet the Seeker where he congratulates as being specially selected for this mission! He has spent years developing an invention that will take you deep into Wonderland itself, the only trouble is he needs the right team to pilot the machine while he monitors the controls remotely. The guests are the only people mad enough to be trusted for such an important quest! With no time to delay, he urges the guests to board the machine so he can finally set it on its magical course.

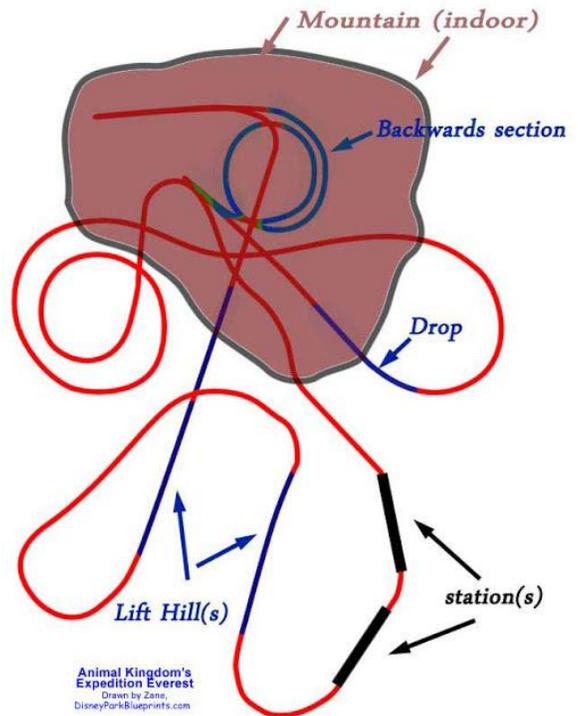
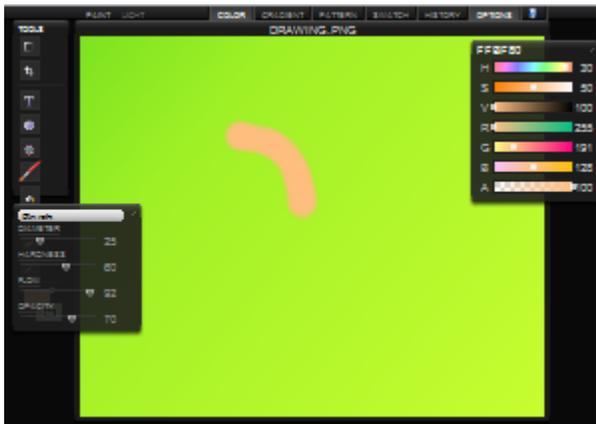
RIDE

The ride itself will be a combination of classic dark ride storytelling and modern thrill ride elements. The ride vehicle will be fast moving, with sharp turns and level changes, but not as extreme as a gravity and iron ride so the story can be appreciated and understood.. The ride story will be geared more towards the elements of the Tim Burton film than the classic tale experienced in the current Alice in Wonderland dark ride. Additionally this ride will not feature Alice as the main character but rather focus on Wonderland itself, from Lewis Carroll's perspective. By doing this, the hope is to attract a wider audience base, specifically more mature guests.

>>> 15 minutes

32. Describe the basic 'Flow' of the attraction from start to finish





>>> 15-30 minutes

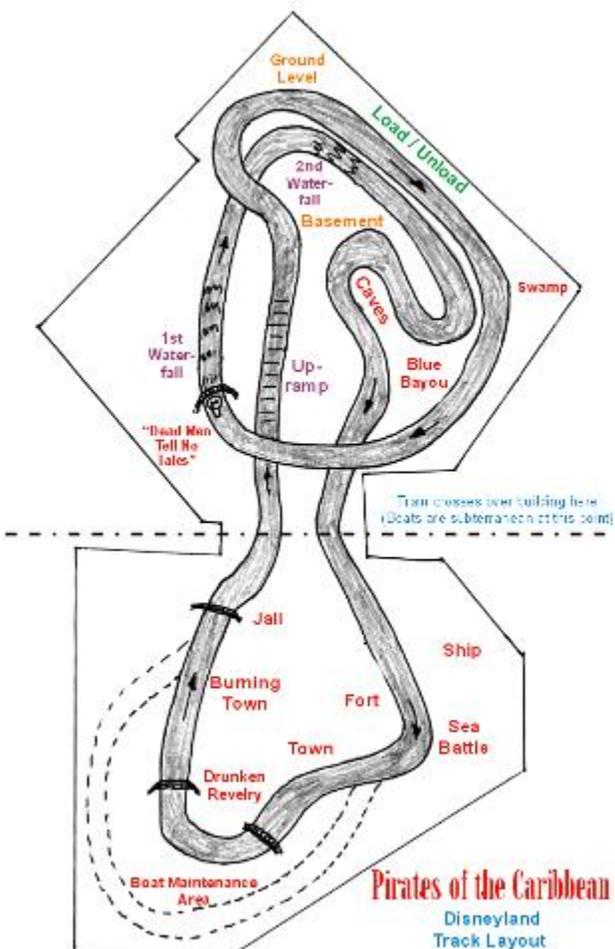
33. Exploring Web Tools -Sketch Software [Sketchpad](http://mudcu.be/sketchpad/)

Sketchpad is a cool platform that you can use to make awesome drawings using text and a wide range of colors and patterns.

<http://mudcu.be/sketchpad/>

34. A Pirate's Life for You

Wander a meandering' alleyway within a Spanish fortress and board a small barge for a spellbinding high-seas adventure. Escape through a shadowy grotto past the ghostly catacombs of fallen pirates and



swoop down a small rushing waterfall—your passageway to the Golden Age of Piracy. Behold boisterous buccaneers drunk on the spoils of plunderin’ during a 9-minute cruise amid the Old World. Sing along as windswept pirates serenade you with their classic anthem, “Yo Ho, Yo Ho (A Pirate’s Life for Me).” And even spy a sly Captain Jack Sparrow from The Pirates of the Caribbean film series along the way!

If Ye Be Seekin’ Adventure...

Take off on a treacherous voyage to the 17th century, when rowdy rogues and rascallions ruled seaport towns along the Spanish Main under the watchful eye of “Jolly Roger.”

>>> 15 minutes

35. >>> Assignment :

Craft a story line for your attraction. One paragraph - three sentence maximum.

Example:

A roller coaster careens through a darkened room over a faintly illuminated cityscape. Enthralling? Not really, there's no story.

Take two. A rock band is late for a concert at the Hollywood Bowl. They invite you to hop in their limo and go careening through the Hollywood Hills and all around the L.A. freeway system to make it on time. That's the story behind Disney MGM's Rock 'n Roller coaster, and it works.

Take three: A boat glides through a dark tunnel. It passes a volcano, people at a bazaar trying to sell us things, Mayan ruins, dancing dolls with colorful costumes, and fiber-optic fireworks.

impressions about Twine [here](#) and watch [this video](#) to get started. In the flowchart view, each page or scene is displayed in small boxes that are linked according to the learner's options. So as you write your story, you build a map of possible paths. The final output is a single web page that you can share with stakeholders and something that works as a functional prototype too.

38. Exploring Web Tools - Google Draw

[Google Drawings - create diagrams and charts, for free.](#)

<https://docs.google.com/drawings/create>

Google Docs

Choose from a wide variety of shapes to create diagrams and charts. Free from *Google*.

Tools: Web 2.0 Drawing Tools for Every Level

pg 176

Tools: Kids 3D Draw: TinkerCad

A-pg176

Tools" Sketch-up: [Google Sketch Up](#)

A-pg177

Tools: Google Sketchup - Tutorials - How To get Started

A-pg178

39. Images for Story and Storyboards

[Search by Image – Inside Search – Google](#)

www.google.com/insidesearch/features/images/searchbyimage.html

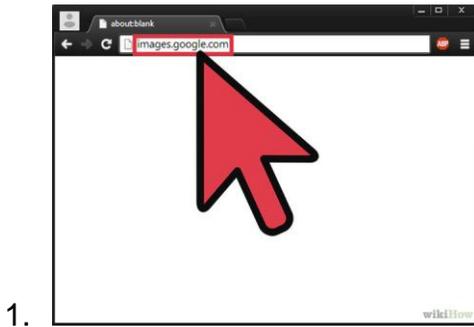
Drag and drop an *image* from the web or your computer into the *search* box on *images.google.com*. ...
Select the *image* you want to *use* to start your *search*.

[How to Search by Image on Google](#)

Two Methods:[Using the Google Images Website](#)[Using the Right-Click Menu \(Chrome and Firefox\)](#)

With Google's Search by Image tool, you no longer need to begin the image search with a word or a phrase. You can now begin with an actual image that you see on the web, or that you have on your computer, to search for similar images or to find out more information about that specific image.

Method 1 of 2: Using the Google Images Website



Open the Google Images website. Visit images.google.com in your computer's web browser.

- You cannot "Search by Image" using Internet Explorer 8 or earlier. You must be using Google Chrome, Firefox, Internet Explorer 9 or newer, or Safari.^[1]

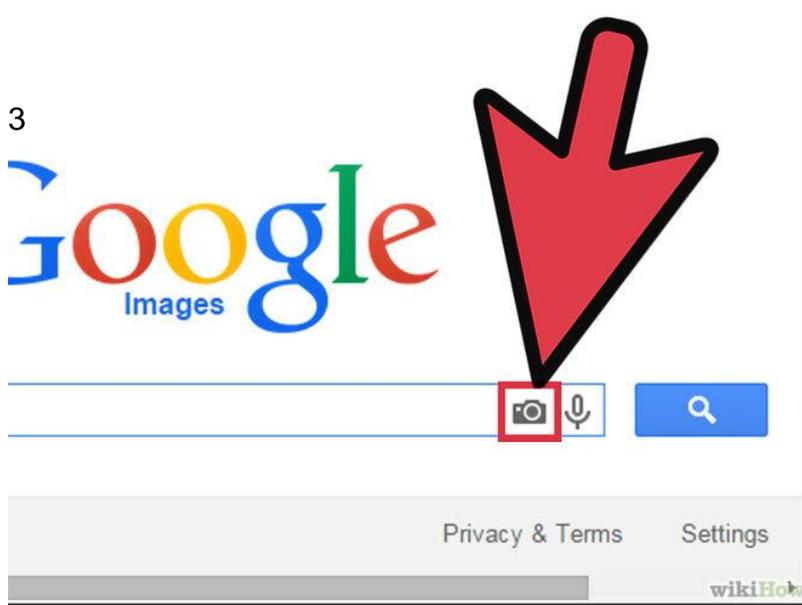


- You can search by image from a mobile device if you are using the mobile version of Google Chrome. Press and hold an image on a website and select "Search Google for this image" from the menu that appears.

Click the Camera icon on the right side of the search box. This will open the Search by Image tool.

2.

3



Select how you want to add an image. There are three ways you can search by an image:

- Paste image URL - You can paste any copied URL (address) for an image online.

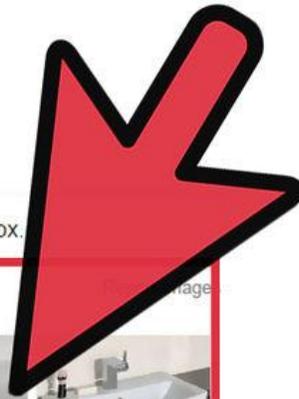
-
- To get an image's URL from any website, right-click on the image and select "Copy image address" or "Copy image URL". Once the URL is copied, click the field in the Search by Image tool and press `^Ctrl+V` (Windows) or `⌘ Cmd+V` (Mac) to paste the URL.
-
- Upload an image - Click the `Choose file` button and browse for the image on your computer. Once you select an image, it will be uploaded to Google Search, which may take a few moments.

○



Image size:
1600 × 1200

No other sizes of this image found.



○

○

Tip: Try entering a descriptive word in the search box.

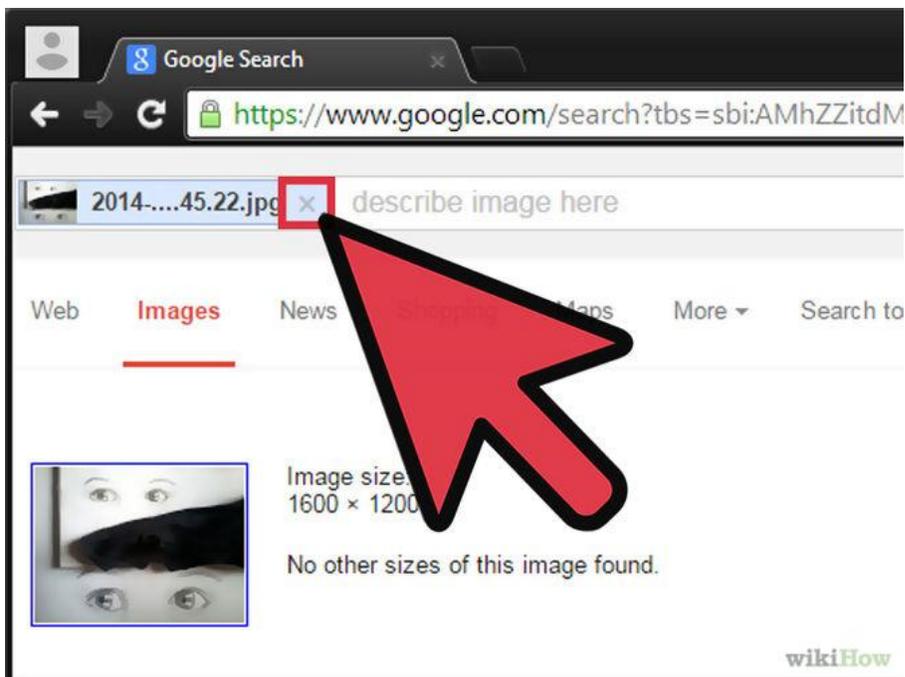
Visually similar images



wikiHow

-
- Drag and drop an image - If you have a folder open with the image you want to search for, you can simply drag and drop it into the Search by Image tool to upload it.

Browse the results of the image search. After the image is uploaded the search results will be displayed. Google will attempt to determine the original creator of the image based on search results, and will also display images that are visually similar. This can be very useful for finding additional images for a set. Beneath the similar image results, you'll see a list of pages that have the same image on them.



the
(Chrome and Firefox)

Stop searching by the image. If you no longer want to search by that image, you can click the "X" next to the image name in the Google Search bar.

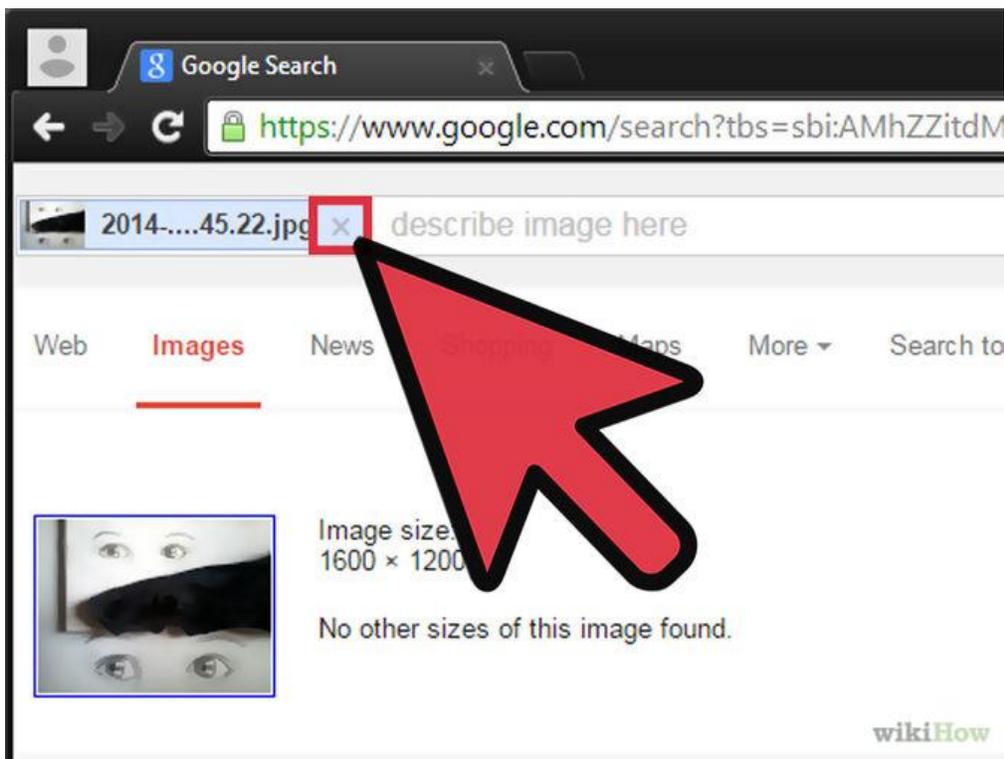
Method 2 of 2: Using Right-Click Menu

Right-click on an image on a website. You can only do this using Google Chrome, or by installing the Firefox "Search by Image" extension.

- [Click here for instructions on installing Firefox extensions.](#)
- You can't right-click to search by image in any other web browsers.

Select "Search Google for this image". This will open a new tab with the Google Images search results.

Browse the results of the image search. After the image is uploaded the search results will be displayed. Google will attempt to determine the original creator of the image based on search results, and will also display images that are visually similar. This can be very useful for finding additional images for a set. Beneath the similar image results, you'll see a list of pages that have the same image on them.



Stop searching by the image. If you no longer want to search by that image, you can click the "X" next to the image name in the Google Search bar.

40. "Weenie"

While developing the new theme park Walt Disney remembered that he could lead the dog wherever he wanted with a "weenie", so this is the term he coined for describing to his Imagineers how to get the guests to go to certain places and directions. Unfortunately Lady died while at a vet visit around the time DisneyLand was opening of a blood clot.

All the parks have what is referred to as a "weenie". Magic Kingdom of course has Cinderella Castle while Epcot has Spaceship Earth. The Animal Kingdom has the Tree of Life and Hollywood Studios has the Sorcerers Hat. But those are only the big ones, there are many more located throughout the parks to find and explore. What are some of your favorite "weenies"?

>>> **15 minutes**

41. Queue - Interactive Queues: What are interactive queues?

Interactive queuing system is one that will keep guests entertained while they wait for one of the park's attractions.

Disneyland has the immersive **Indiana Jones Adventure** ride, and I'm happy to stand in it's painstakingly themed queue which includes interactive elements that run through it. The queue truly feels like an extension of the ride.

Haunted Mansion : The best reason to walk through the entire queue? Hunny walls! create music, and books that slide in and out from a library wall. There is a pipe organ that can be played by touching the keys, with the song "Grim Grinning Ghosts" emanating from it. Tombstones that used to be in the graveyard to the left of the Haunted Mansion entrance are now scattered throughout - some are close enough to touch.

"It works as our warm-up act essentially for the show, but it also takes time while people are working through that and so it keeps them entertained while they're waiting," Garlington said.

"We do study the psychology, try to understand what our guests are thinking and make sure that we're keeping them happy as they move through the lines."

Disney employs more than 75 industrial engineers who help the company with queue management at its parks around the world, said Marilyn Waters, director of media relations at Walt Disney Imagineering.

>>> 30 minutes

42. Assignment : Poster Attraction Design **- Telling Our Story Visually -**

Design a poster/flyer to promote you new attraction

[The Best 8 Tools to Create Posters for your Classroom](#)

1- [Poster My Wall](#)

2- [Befunky](#)

3- [Picassa](#)

4- [Art Skills](#)

5- [Muzy Thoughts](#)

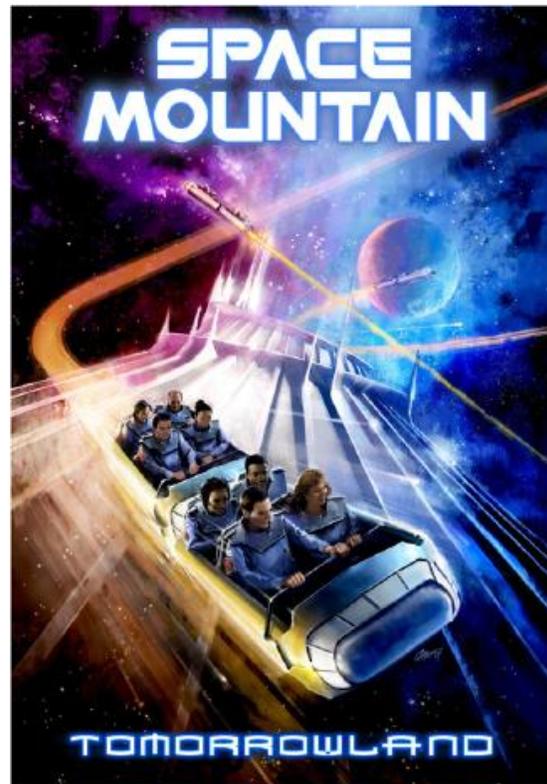
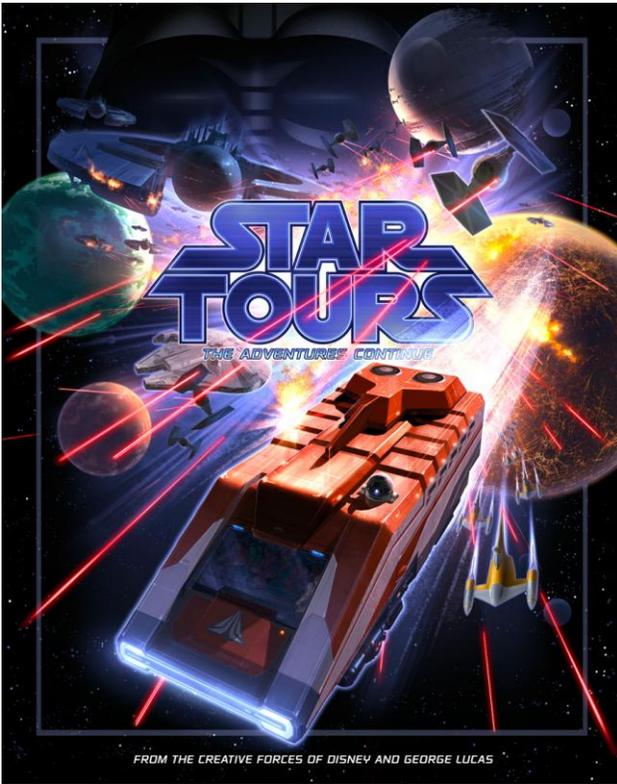
6- [Posterini](#)

7- [Smore](#)

8- [Zeen](#)

Sample to explore

Disney Attraction Posters



>>> 30 minutes

43. Testing and Experiments >> Laying the Groundwork

Students engage in preparation activities that set the stage for the learning ahead.

Expanding Knowledge

The project moves ahead with mini-experiences in each of job roles on a theme park attractions, attraction, rides or coaster design team.

Students use their knowledge as they engage in mini architect (math), engineer (science), public relations (language arts), and researcher (social studies) tasks that prepare them for the culminating project. This allows all students to experience all job roles and learn the valuable information embedded in each.

AMUSEMENT PARK PHYSICS
What are the forces behind the fun?

DESIGN A ROLLER COASTER



Your Roller Coaster

Why did your design succeed or fail? Find out about each step in your coaster design in your safety inspection.

(Note: This page will tell you the solutions. If you want to keep working on your coaster, click on a piece in the diagram above.)

YOUR SAFETY RATING:



YOUR FUN RATING:



- [Mini-Engineer Experience](#) > Students test design ideas using online simulations and then create Marquette (small model of an intended work) , or 3-D models of a theme park attraction, ride or coaster design.

- [HowStuffWorks "Roller Coaster Physics"](#)
- <http://science.howstuffworks.com/engineering/structural/roller-coaster3.htm>
- [Amusement Park Physics -- Design a Roller Coaster](#)
- <http://www.learner.org/interactives/parkphysics/coaster/>

Roller Coaster Physics

Investigation - PhET Contribution School Campaign

<http://phet.colorado.edu/en/contributions/view/3027>

Downloadable files [Roller Coaster Physics Investigation.doc](#) - 56 kB

>>> 30 minutes

[44. Patent search-Research](#)

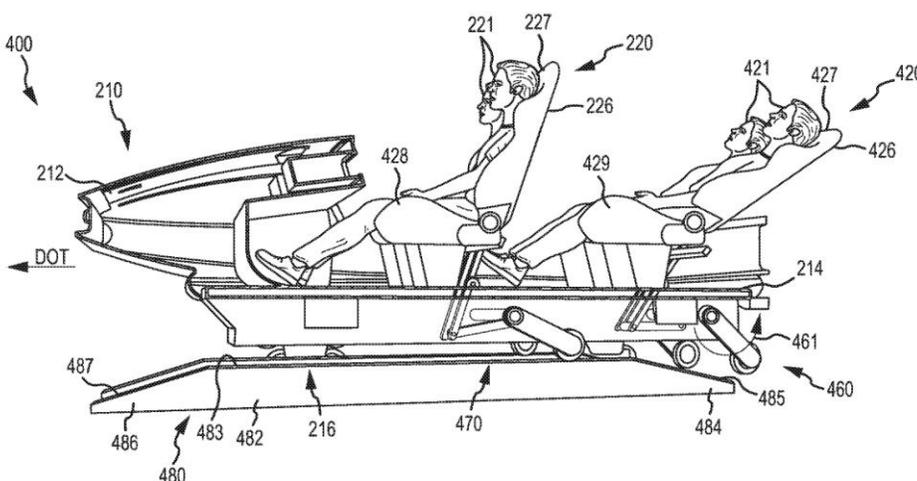


FIG.4

Investigating to Build and Expand Foundation Knowledge about Disney theme park attractions, rides and coasters. Students develop research skills , learn about technical topics in Engineering, technical reading and writing, and conduct experiments in math and science that build understanding about force and the laws of motion.

>>> Making it real -

Assignment: Explore the following links to understand Disney Technology, design and patents

Check these out - Interesting Disney Patents:

<http://www.hiddenmickeys.org/Patent/Patent.html>

<http://www.oitc.com/Disney/Patent/Patent.html>

Six Degrees of Walt Disney -- Patent Search Illuminates a Legend

<http://blog.globalpatentsolutions.com/bid/28838/Six-Degrees-of-Walt-Disney-Patent-Search-Illuminates-a-Legend>

FLYING ENTERTAINMENT VEHICLE:

Anthony Paul Dohi et al

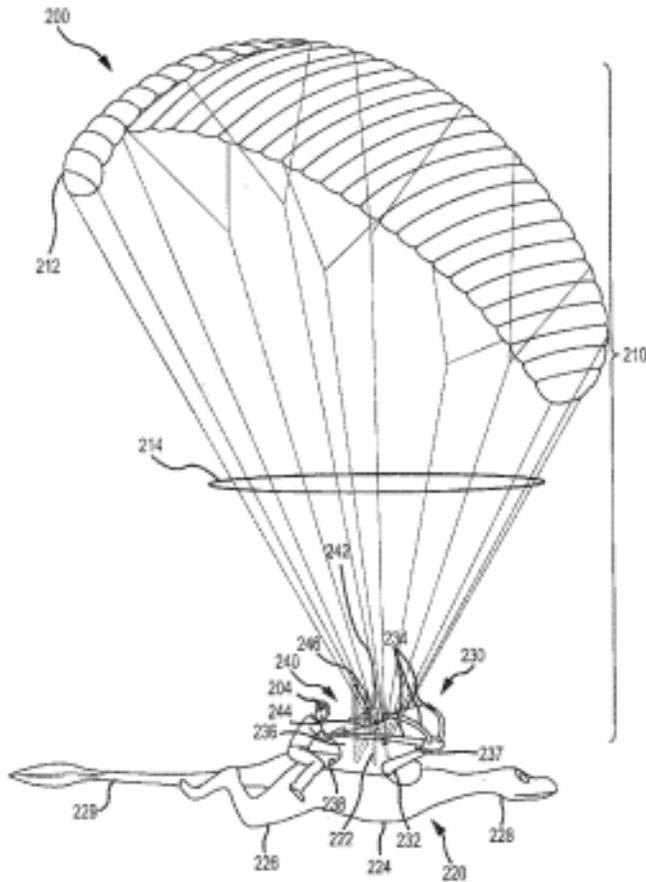
<http://www.google.com/patents?id=W5bZAAAAEBAJ&printsec=drawing&zoom=4#v=onepage&q&f=false>

BETAMOUSE #48 – Flying Entertainment Vehicles

Related U.S. Application Data

(60) Provisional application No. 61/176,484, filed on May 7, 2009.

be supported on or by the vehicle
be lift neutral. The show elements
ers away from the lift system such
the lift or features that cause the



Hello fellow aeronautic enthusiasts, this week we bring you an episode on [FLYING ENTERTAINMENT VEHICLES](#), a ***patent awarded to Walt Disney Imagineering R&D unit. Can you say, flying audio-animatronics?!?***

We can. And we shall talk about it. <http://betamouse.net/flying-entertainment-vehicles/>

[What could Dragons possibly have to do with New Fantasyland?](#)

A few months ago some [photos of flying dragon](#) themed ultra-light plane were spotted over Bakersfield, CA. The photos were taken by Bakersfield resident Tammy K and posted on her [Facebook page](#), then picked up by the media. The word on the street was that this was for a secret project for the Magic Kingdom's new Fantasyland expansion. I found that odd, because so far no dragon themed attraction has been announced for the park.

Patent Application Publication Nov. 11, 2010 Sheet 1 of 14 U

Gary Buchanan has created a blog and a viral video about a dragon that looks suspiciously like the flying device spotted in California.

Now, Disney Parks Blog author

The ESSENTIAL QUESTION IS:

How do we, as new "Disney Imagineers" design a safe, exciting, themed attraction with an interactive "Queue" to increase attendance and "Theme Park" revenue.

>>> 30 minutes

45. Exploring Web Tools - Slide Show Creator - Presentation Tools

10 Sites To Make Free Photo Slideshow Online With Music

(Thank you for permission to reprint from CarlCheo.com, a technology blog that features great software, tools, and websites.)

Wish to share your memorable trips or events to your friends and family? Photo slideshow is always a great way to make your pictures look more interesting. You don't need any advanced photo or video editing skills to create an excellent and professional looking slideshow. These websites will do the job for you. Simply upload your photos/videos, choose your favorite theme, and share the cool photo slideshow to anyone on the Internet.

EXAMPLE: Kizoa <http://www.kizoa.com/>



Kizoa is a free slideshow and [collage maker](#).

You can also store and edit your photos in Kizoa. Similar to Roxia PhotoShow, it has tons of extra features that allow you to add transitions, effects, text, music, animations, etc. In a hurry? No problem. Upload your photos and let Kizoa to randomly select the transitions that will be played between your photos to create a slideshow in 3 clicks.

You can also convert your photo slideshow into video to share it on Youtube.

46. Check List: 5 Minute Presentation Check List & Notes

Depends if you are doing 1 day-5 days or 10 days or semester project (modify as needed)

Check List - Who does what? >>>> **Major components to include the following:**

Name your group- Team Name - Introduce members names on the team and job

Name of the attraction

Story and "Theme"

One 8 x 10 Graphic Flyer - used to attract the guests to your NEW attraction- PR/magazine that will market your attraction/ride to the general public.

Should we included a sketch, drawing or a 3-D drawing of the attraction (Your choice

Sketch or drawing of the FLOW of the attraction

One sentence open line in the attraction & one sentence closing line in the attraction guide

Four paragraphs that describe the attraction in detail

Audience - Age Group or who is the attraction for

Persuasive techniques that "sell" your design to the committee/authentic audience.

Type of attraction

Back story of the attraction

How do the guests enter the attraction?

Story behind the queue

Interactive queue - what is it and how does it work?

How did you "PLUS" the attraction?

Do "Animatronics" figures play in the attraction?

A technical report highlighting specific features of the ride

Research on the patent that applies

Audio/Music for the presentation (background music is fine

Will we use a video in the presentation?

An artistic rendition-Sketches / Drawings / Model renderings (you can substitute web images

What is your "Weenie"?

Your Weenie" Walt Disney said: " *What you need is a weenie, which says to people 'come this way.' People won't go down a long corridor unless there's something promising at the end. You have to have something the beckons them to 'walk this way.'"*

Optional: (Depending on time frame used) A blueprint and Marquette (a small [model](#))

Assignment presentation for each member of the team - Who Does What?

- | | | |
|----|----|----|
| 1. | 2. | 3. |
| 4. | 5. | 6. |

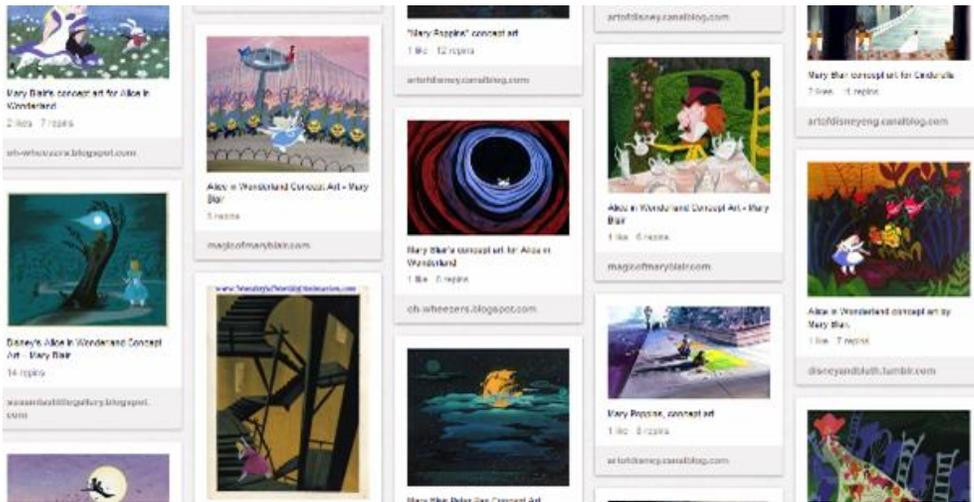
>>> 15 minutes

47. Concept Art

Applying knowledge to the design and construction of Disney theme park attractions, rides and coaster models using their mini architect and engineer experience. Students will create "Concept Art", 3D design, sketches and build models of their "Theme Park Attraction and Story". Students experience and connect their new understanding about Disney theme park attractions, rides and coaster design during a virtual field trip via video conference with a "Disney" Imagineer.

Disney Concept Art - Pinterest

Disney concept art by Mary Blair and Eyvind Earle Disneys Sleeping Beauty ... Disney Studios concept piece Animation Art concept piece of Tinkerbell <http://pinterest.com/laurenrhayes/disney-concept-art/>



>>> 15 minutes

48. Web 2.0 Drawing Tools for Every Level

Draw Island - One of the better digital art sites to come around. Draw Island allows a user to create a custom drawing and then even animate it. <http://drawisland.com/>

Drawz It <http://www.drawzit.com/> Simple, online drawing application, **Drawz It**. Easy and perfect for young students. *do not have to create accounts*. Import pictures, add shapes or draw with the pencil. You can easily add text and choose from a selection of "rubber stamps." When finished with a drawing, click share it. You will be given a link to the JPG image.

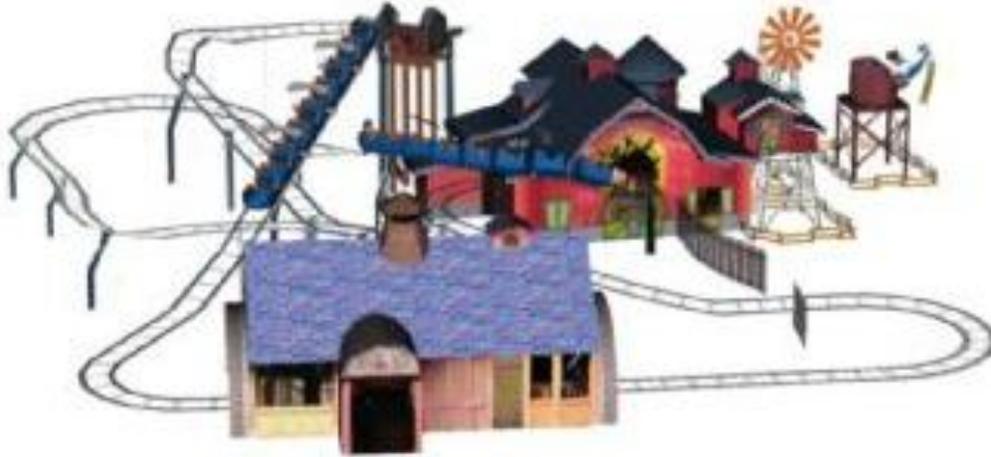
Queeky <http://www.queeky.com/> is an advanced drawing application suitable for older students. Accounts are required and the basic membership level is free. Numerous powerful tools are included for the budding artist to experiment with. Brushes, charcoals and much more allow for amazing drawing capabilities. Multiple layers are also possible and demonstrate the power of digital art. Designed for older students.

MugTug SketchPad <http://mudcu.be/sketchpad/> Is Drawz It too simple-Queeky is too complicated? Try **MugTug SketchPad**. Great user interface and just enough tools for the middle-years students. Tools can be customized; set diameter, hardness, flow and opacity of the brush tool.

SketchUp-Make Recommended for primary and secondary education; **Free to use for any educational purpose**; Build and share 3D models; Find and download models from Sketchup's 3D Warehouse; Work offline when there's no internet connection <http://www.sketchup.com/download>

Sketch of FULL attraction: **The Barnstormer at Goofy's Wiseacre**

[The Barnstormer at Goofy's...](#) by [Walt Disney World](#) The Barnstormer at Goofy's...



<http://sketchup.google.com/3dwarehouse/details?mid=d6ea59749226cb59fea692e0a2674411>

3D Warehouse Results Sorted by relevance Results 1 - 12 of about 43 for Pooh's



pooh pee
by [C](#)
1st try
[Download Model](#)



Pooh's Playful Spot
by [Walt Disney World](#)
Pooh's Playful Spot is a...



Pooh Corner
by [Venkatesham](#)
Pooh Corner
[Download Model](#)



The Many Adventures of Winnie...
by [Walt Disney World](#)
The Many Adventures of Winnie...



Winnie the pooh style tree...
by [SmellyPizza](#)
I'm not sure why sumone would...
[Download Model](#)



Pooh
by [caca](#)
C'est un caca très heureux
[Download Model](#)



Pooh's Playful Spot...
by [Danny](#)
Located in Disney World Of...
[Download Model](#)



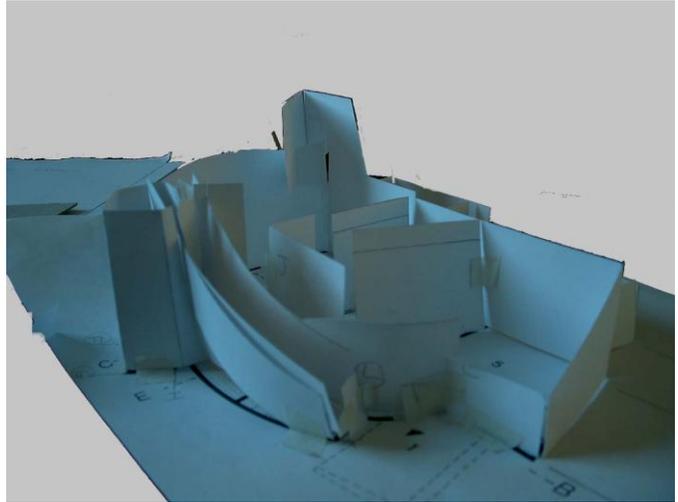
pooh
by [aron](#)
POOH
[Download Model](#)

 **Trimble** 3D Warehouse
powered by 

<http://sketchup.google.com/3dwarehouse/search?uq=0797089932779026395412515&scoring=m>

>>> 30 minutes

49. Design-Models-Quick Build - Paper



Models-Quick Build - Clay



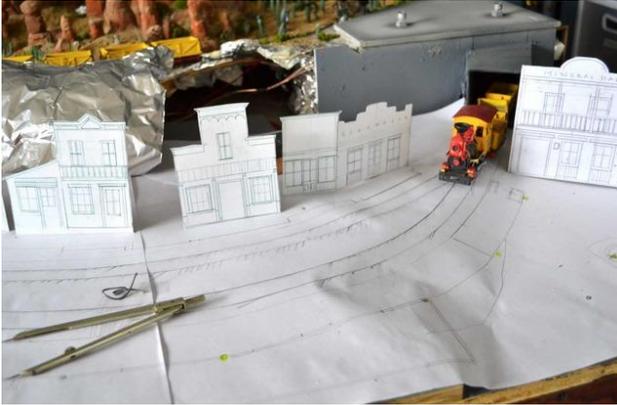
Quick Build - Styrofoam



Samples for "Disney

Imagineering" model for "Blue Sky"

Mine Train Thru Nature Wonderland



<http://nwrr.blogspot.com/>

¹¹. Images below- Disney World. Personal photograph by Howie DiBlasi. 1-25-2011

Model Construction- Which one will I use?

Virtual : 3D- Sketch-up model -
Physical:

Wire shape

Foam

Paper

Craft

FOAM Pipe insulation



>>> 15 minutes

50. Rubric

http://www.readwritethink.org/files/resources/lesson_images/lesson416/OralRubric.pdf

Oral Presentation Rubric

TRAIT	4	3	2	1
NONVERBAL SKILLS				
EYE CONTACT	Holds attention of entire audience with the use of direct eye contact, seldom looking at notes.	Consistent use of direct eye contact with audience, but still returns to notes.	Displayed minimal eye contact with audience, while reading mostly from the notes.	No eye contact with audience, as entire report is read from notes.
BODY LANGUAGE	Movements seem fluid and help the audience visualize.	Made movements or gestures that enhances articulation.	Very little movement or descriptive gestures.	No movement or descriptive gestures.
POISE	Student displays relaxed, self-confident nature about self, with no mistakes.	Makes minor mistakes, but quickly recovers from them; displays little or no tension.	Displays mild tension; has trouble recovering from mistakes.	Tension and nervousness is obvious; has trouble recovering from mistakes.
COMMENTS:				
VERBAL SKILLS				
ENTHUSIASM	Demonstrates a strong, positive feeling about topic during entire presentation.	Occasionally shows positive feelings about topic.	Shows some negativity toward topic presented.	Shows absolutely no interest in topic presented.
ELOCUTION	Student uses a clear voice and correct, precise pronunciation of terms so that all audience members can hear presentation.	Student's voice is clear. Student pronounces most words correctly. Most audience members can hear presentation.	Student's voice is low. Student incorrectly pronounces terms. Audience members have difficulty hearing presentation.	Student mumbles, incorrectly pronounces terms, and speaks too quietly for a majority of students to hear.
COMMENTS:				
CONTENT				
SUBJECT KNOWLEDGE	Student demonstrates full knowledge by answering all class questions with explanations and elaboration.	Student is at ease with expected answers to all questions, without elaboration.	Student is uncomfortable with information and is able to answer only rudimentary questions.	Student does not have grasp of information; student cannot answer questions about subject.
ORGANIZATION	Student presents information in logical, interesting sequence which audience can follow.	Student presents information in logical sequence which audience can follow.	Audience has difficulty following presentation because student jumps around.	Audience cannot understand presentation because there is no sequence of information.
MECHANICS	Presentation has no misspellings or grammatical errors.	Presentation has no more than two misspellings and/or grammatical errors.	Presentation has three misspellings and/or grammatical errors.	Student's presentation has four or more spelling and/or grammatical errors.
COMMENTS:				

What is it? This rubric helps

teachers guide students in grades 9-12 in making effective presentations in a project, and it can be used to assess their performance. Alignment with CC ELA standards for Speaking and Listening is noted.

Why do we like it? This rubric describes an aspect of communication that is especially emphasized in PBL: presenting to an audience. We think it is clear, concrete, and student-friendly. It shows how CCSS can be met through PBL.

How can you use it? Use this rubric to guide students and assess their work, or to inform your thinking as you create your own assessment tools. Schools and districts can adopt or adapt this rubric for use across all classrooms.

http://bie.org/object/document/9_12_presentation_rubric_ccss_aligned

If you would like to download this document, please take a moment to [sign up](#) or [sign in](#) to bie.org.

Scoring Rubric for Oral Presentations:

Category	Scoring Criteria	Total Points	Score
Organization (15 points)	The type of presentation is appropriate for the topic and audience.	5	
	Information is presented in a logical sequence.	5	
	Presentation appropriately cites requisite number of references.	5	
Content (45 points)	Introduction is attention-getting, lays out the problem well, and establishes a framework for the rest of the presentation.	5	
	Technical terms are well-defined in language appropriate for the target audience.	5	
	Presentation contains accurate information.	10	
	Material included is relevant to the overall message/purpose.	10	
	Appropriate amount of material is prepared, and points made reflect well their relative importance.	10	
	There is an obvious conclusion summarizing the presentation.	5	
Attraction (150 points)	Team Name – Introduce each team member on the team-providing their name and job	5	
	Name of the attraction	3	
	Audience - Age Group or who is the attraction for	3	
	Type of attraction	3	
	Back story of the attraction	10	
	One sentence open line in the attraction guide	3	
	One sentence closing line in the attraction guide	5	
	How do the guests enter the attraction?	10	

	How did you "PLUS" the attraction?	10	
	Story behind the queue	15	
	Weinie	5	
	Interactive queue	10	
	Four paragraphs that describe the attraction in detail	20	
	What role does the "Animatronic" figures play in the attraction	10	
	Sketches / Drawings / Model renderings	10	
	3-D Drawing of the attraction	10	
	Audio/Music used for or during the presentation	10	
	Video used during the presentation	10	
	Slide or visuals used during the presentation	10	
Presentation (40 points)	Speaker maintains good eye contact with the audience and is appropriately animated (e.g., gestures, moving around, etc.).	5	
	Speaker uses a clear, audible voice.	5	
	Delivery is poised, controlled, and smooth.	5	
	Good language skills and pronunciation are used.	5	
	Visual aids are well prepared, informative, effective, and not distracting.	5	
	Length of presentation is within the assigned time limits. FIVE MIN	5	
	Information was well communicated.	10	
Total Score	Total Points	250	

>>> **30 minutes**

51. How will we do our pitch: Questions to ask:

Can we finish in 5 min

Will we use Web tools?

Will we use Google Docs-Draw?

Will we use Google Docs-Presentation?

Collaboration Software to use?

Who shares what?

Did we PLUS the attraction?

Should we have music?

Should we use or make a video? Vine? Or?

Should we use Sketch up or Thinker-Cad?

Will we use Slides or visuals during the presentation?

How will we use Sketches?

How will we use Drawings?

Will we use the document camera to show drawings/sketches?

How or will we use Model renderings?

What role do the "Animatronic" figures play in the attraction?

How will we show the FLOW of the attraction?

52. Showtime

Check List: 5 Minute Presentation Check List & Notes

Depends if you are doing 1 day-5 days or 10 days or semester project (modify as needed)

Check List - Who does what? >>>> **Major components to include the following:**

- Name your group- Team Name - Introduce members names on the team and job
- Name of the attraction
- Story and "Theme"
- One 8 x 10 Graphic Flyer - used to attract the guests to your NEW attraction- PR/magazine that will market your attraction/ride to the general public.
- Should we included a sketch, drawing or a 3-D drawing of the attraction (Your choice)
- Sketch or drawing of the FLOW of the attraction
- One sentence open line in the attraction & one sentence closing line in the attraction guide
- Four paragraphs that describe the attraction in detail
- Audience - Age Group or who is the attraction for
- Persuasive techniques that "sell" your design to the committee/authentic audience.
- Type of attraction
- Back story of the attraction
- How do the guests enter the attraction?
- Story behind the queue
- Interactive queue - what is it and how does it work?
- How did you "PLUS" the attraction?
- Do "Animatronics" figures play in the attraction?
- A technical report highlighting specific features of the ride
- Research on the patent that applies
- Audio/Music for the presentation (background music is fine)
- Will we use a video in the presentation?
- An artistic rendition-Sketches / Drawings / Model renderings (you can substitute web images)
- What is your "Weenie"?

Your Weenie" Walt Disney said: " *What you need is a weenie, which says to people 'come this way.' People won't go down a long corridor unless there's something promising at the end. You have to have something the beckons them to 'walk this way.'"*

Optional: (Depending on time frame used) A blueprint and Marquette (a small [model](#))

Assignment presentation for each member of the team - Who Does What?

- | | | |
|----|----|----|
| 1. | 2. | 3. |
| 4. | 5. | 6. |