You have been asked by the Perth City Council to design a **new theme park** for the northern suburbs of Perth.

The Council is awarding a **$150 million contract** for the successful engineer whose design will eventually become the premier amusement destination in Perth.

There are only two main **principles** that you must comply with in order to 'win' the contract.

1. The theme park must be based around a central, overarching theme *e.g.*, space, the jungle or the future.

2. The theme park must incorporate **Newton's Laws of Motion** to explain how the rides work and the forces acting on them.

The Perth City Council will decide which design is the best based on **design originality**, ability of the engineer to **comply with the design brief**, and overall presentation.

Make sure your presentation is professional and encompasses a range of different ICT techniques.

How you present your theme park is entirely up to you. You may choose to present the information as a website, an ebook with hyperlinks, a movie or an advertisement.
**MAP**

YOUR MAP FOR THE THEME PARK CAN BE A SIMPLE 2D DESIGN OR YOU CAN CHOOSE TO DESIGN AN INTERACTIVE MAP.

YOU CAN MAKE YOUR MAP MORE INTERACTIVE BY CREATING A PDF AND INSERTING HYPERLINKS OR TRY THE WEBSITE [WWW.IMAPBUILDER.COM/INTERACTIVE-MAP-ONLINE/](http://WWW.IMAPBUILDER.COM/INTERACTIVE-MAP-ONLINE/) TO GENERATE A MAP.

**BROCHURE**

THIS IS WHERE YOU CAN PLAY TO YOUR STRENGTHS...

YOU CAN DESIGN A SIMPLE BROCHURE USING THE SOFTWARE AVAILABLE ON YOUR MAC OR YOU CAN CREATE AN ADVERTISEMENT FOR YOUR THEME PARK - USING CLAYMATION, ANIMATION, LIVE ACTION OR ANOTHER FORMAT OF YOUR CHOICE.

THE IDEA OF THE BROCHURE IS TO SHOWCASE HOW EXCITING YOUR RIDES ARE AND EVERYTHING ON OFFER AT YOUR THEME PARK (INCLUDING ADMISSION FEES ETC!).

**A DEMONSTRATION OF FORCES**

YOU CAN PRESENT SOME OF THIS INFORMATION IN YOUR BROCHURE HOWEVER YOU MUST BE ABLE TO DEMONSTRATE HOW NEWTON’S LAWS ACT ON EACH RIDE INCORPORATING THE USE OF DIGITAL MEDIA.


PLEASE REMEMBER: YOU CANNOT SIMPLY DOWNLOAD AN ANIMATION FROM THE INTERNET, IT MUST BE YOUR OWN WORK!

**Lets break it down a bit!**

Your assignment is split into three main tasks:

1. A map
2. A brochure/advertisement
3. The design of your park with the rides and explanation of Newton’s Laws.
Where to start?

1. Decide an overall theme that your amusement park will be focussed on. For example, if your theme for your park is “The Human Body” you could design rides based on the cardiovascular system or the digestive tract. Your only limitation is your own imagination!

2. Research the types of rides you find at most theme parks - Don’t forget to include things like amenities and restaurants!

3. Find out about Newton’s Laws of Motion. You might want to start creating a simple storyboard for how each of the laws work.

4. Decide what software you need to complete all the sections of the assignment.

Marking Guide

Please read the rubric below so you know how to get maximum marks for your project!

<table>
<thead>
<tr>
<th>Aspects</th>
<th>Poor</th>
<th>Needs Improvement</th>
<th>Good</th>
<th>Outstanding</th>
</tr>
</thead>
<tbody>
<tr>
<td>Overall theme park design</td>
<td>Little attention was given to the design of the theme park. There was no discernable theme to the ride.</td>
<td>Little planning went into the design of the theme park. The two major project principles were not adhered to.</td>
<td>Student complied with all aspects of the design brief. A simple but effective theme was present throughout the theme park.</td>
<td>Care was taken to incorporate the elements of the design brief and seamlessly match them with the overall theme of the park.</td>
</tr>
<tr>
<td>Ride selection and explanation of physics</td>
<td>Less than 4 amusements were included and no explanation of Newton’s Laws.</td>
<td>Less than 8 amusements were included. Limited explanation of Newton’s Laws.</td>
<td>8 amusement rides were included with a brief overview of Newton’s Laws.</td>
<td>8 or more amusements were included with a detailed explanation of Newton’s Laws and how they are incorporated.</td>
</tr>
<tr>
<td>Use of Software and/or websites</td>
<td>Student did not use any ICT to complete assignment</td>
<td>Student utilised some ICT to publish their work</td>
<td>Student effectively utilised ICT to publish their work</td>
<td>Student mastered some aspects of familiar ICT and experimented with new technologies to publish their work.</td>
</tr>
<tr>
<td>Map</td>
<td>No map was included.</td>
<td>A simple map was included but key elements were missing</td>
<td>A simple map was created which highlighted the features of the theme park</td>
<td>An interactive map highlighting major component of the theme park was included. Design of the map fits in with overall theme of the park.</td>
</tr>
<tr>
<td>Brochure or advert.</td>
<td>No brochure was included.</td>
<td>A simple brochure has been used but key elements are missing.</td>
<td>A simple brochure or advertisement has been used to showcase the theme park.</td>
<td>An interactive brochure or advertisement has been used to showcase the theme park.</td>
</tr>
<tr>
<td>Time and Effort</td>
<td>Class time was not used wisely and student put in no additional effort or time.</td>
<td>Class time was not used wisely, but some additional time was put in.</td>
<td>Class time could have been used more wisely. A little outside time was spent on project.</td>
<td>Class time as used wisely. Much effort went into the planning and design of the house. Student put in extra time outside of class.</td>
</tr>
</tbody>
</table>