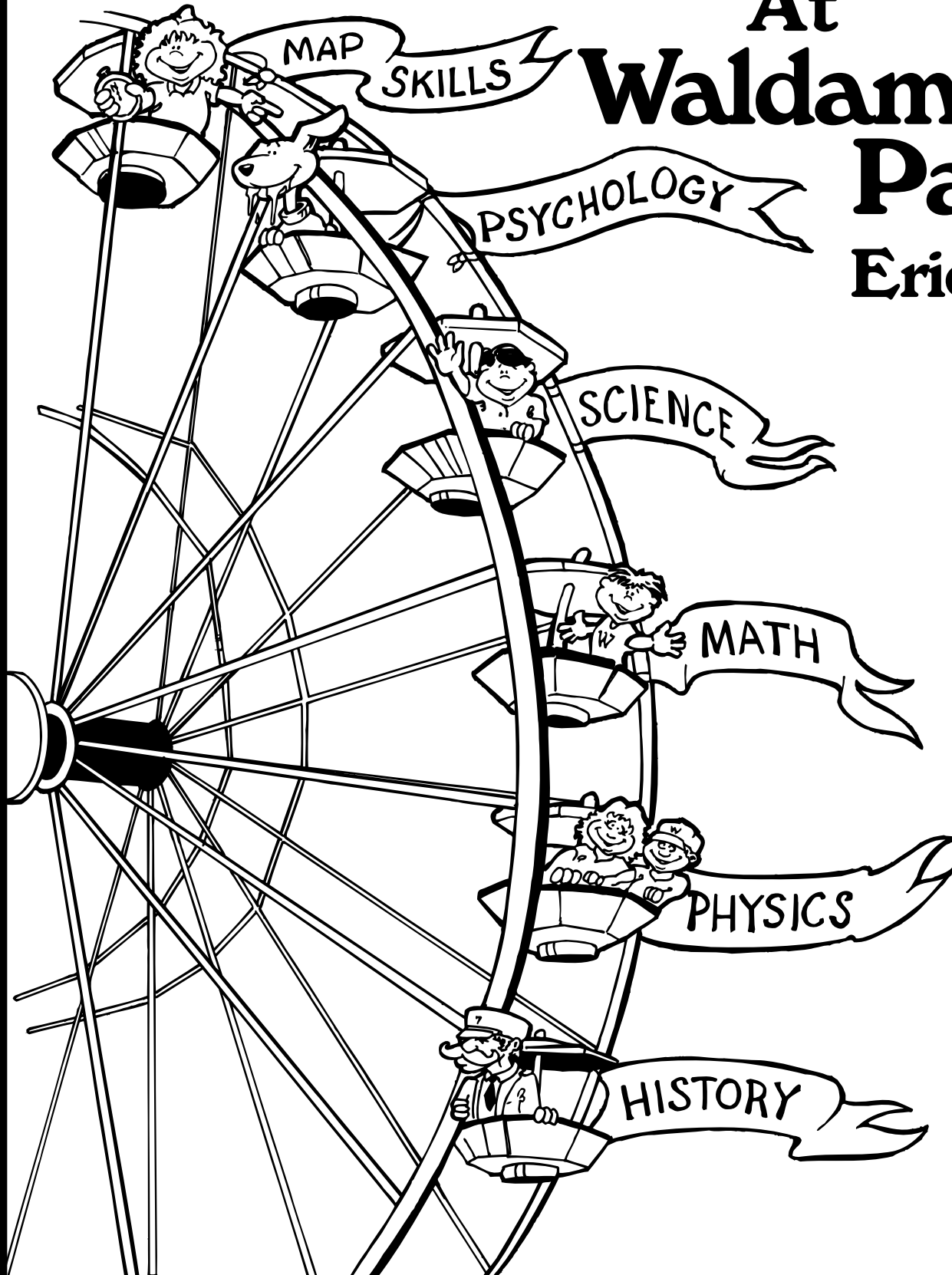


# Learning Is Fun

At

# Waldameer Park!

Erie, PA



# The Waldameer Classroom

## POETRY IN MOTION

**Overview:** Through the use of imagery, students use poetry to paint a picture of their sights, sounds and other experiences.

### Activity:

1. Select a ride.
2. Observe the ride for a few minutes. Write down the sounds and images that come to mind.
3. If possible, ride the ride. As soon as you complete the ride, write down the experience.
4. Following the directions for a Cinquain, use your notes to create a poetic image of the ride on paper.

**Cinquain:** Cinquain is derived from the French and Spanish words for five. This form of poetry is based on syllables, not rhymes. There are 5 lines, and each line has a mandatory purpose and number of syllables or words:

- |           |  |
|-----------|--|
| 1st line: | Title in 2 syllables or words                      |
| 2nd line: | Description of title in 4 syllables or words       |
| 3rd line: | Describes an action in 6 syllables or words        |
| 4th line: | Description of a feeling in 8 syllables or words   |
| 5th line: | Another word for the title in 2 syllables or words |



**Examples:**  
Giant wheel  
Nine stories high  
Climbing, soaring, floating  
Gondola sailing through the air  
Ferris Wheel

*Writing*

# The Waldameer Classroom

## TILT-A-WHIRL

### RIDE FACTS:

Number of carriers: 7

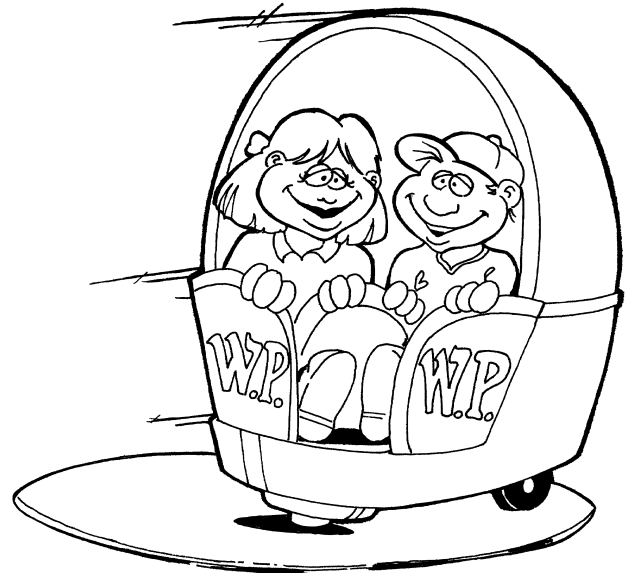
Number of seats per carrier: 4

Length of ride: 1.30 minutes

Length of time between rides: 1.00 minute

### SUGGESTED ACTIVITIES:

1. At which point do you feel the greatest speed?
2. Does the speed of the ride seem to depend on the ride operator's actions? What did you observe the ride operator doing to support your ideas?
3. After the Tilt-A-Whirl stops, what happens to some of the carriers? Why?
4. Does the amount of people in the carrier affect the speed?
5. Does each carrier travel at different speeds? If so, why are some traveling faster than others?
6. How many revolutions does the ride make from start to finish?
7. Ride the ride with your eyes closed. Do you feel as if you have lost your bearings and do not know which way is up and which way is down? Why do you believe you feel this way?



# General

# The Waldameer Classroom

## WORD SEARCH



ARCADE  
CAROUSEL  
COASTER  
COTTON CANDY  
DIP N DOTS  
DODGEMS  
FERRIS WHEEL  
FRENCH WAFFLE  
FUN  
GAMES

LAUGHTER  
LIL SNEAK  
NACHOS  
PICNIC  
PIRATES COVE  
POPCORN  
RIDES  
SEA DRAGON  
SCRAMBLER  
SCREAMS

SKY RIDE  
SPIDER  
SUMMER  
THUNDER RIVER  
TILT A WHIRL  
TRAIN  
WACKY SHACK  
WALDAMEER  
WIPEOUT  
XSCREAM



# The Waldameer Classroom

## THUNDER RIVER ADVENTURE STORY

### OVERVIEW:

Feel the force of Thunder River!  
Ride a log boat and describe  
the experience of the water  
challenge.

### ACTIVITY:

1. Read the writing prompt below about Thunder River.
2. Experience the ride or observe from the walkway.
3. Complete the writing prompt using realistic allusions to specific parts of the ride.
4. Refer to at least three key places in the ride.



### THUNDER RIVER WRITING PROMPT

“Deep in the forest runs a river of bright blue water. Throughout the centuries, men and women - explorers, adventurers, would-be-sailors - have been drawn to it. They know that this river leads to whitewater rapids and waterfalls. They come to try to tame the falls, to harness its awesome energy. But their journeys are not without a price, for this is a trip like no other.

The scenario is always the same. At first, the river is peaceful and serene . Then...”

Complete the adventure from your perspective.

*Writing*

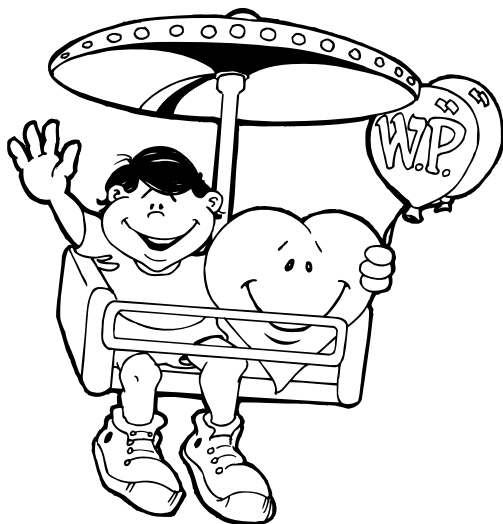
# The Waldameer Classroom

## PULSE RATE AND RIDE ENJOYMENT

Your pulse is the regular throbbing in your arteries caused by contractions in your heart. To calculate your pulse rate, place your fingertips on the carotid artery of your neck and count the number of pulses in 60 seconds (or the number of pulses in 6 seconds and multiply by 10).

**ACTIVITY:** For several rides, measure your pulse before and after you ride. Rate how much fun you thought the ride was on a scale from 1 (no fun) to 10 (great fun!). Indicate any symptoms that you had by placing letters of those appropriate from the list below.

- Symptoms:
- A. Dry mouth
  - B. Dizziness
  - C. Sweaty hands
  - D. Cold hands & feet
  - E. Trembling
  - F. Big eye pupils
  - G. Fast breathing
  - H. Stomach butterflies
  - I. Pounding heart
  - J. Tense muscles



RIDE	PULSE RATE		FUN	SYMPTOMS	
	Before	After	1 to 10	Before	After
Ravine Flyer II					
Wipeout					
Thunder River					
Train					
Ferris Wheel					
X-Scream					
Merry-Go-Round					
Wacky Shack					
Mega Vortex					
Sky Ride					
Paratrooper					
Sea Dragon					

1. Describe the correlation between your pulse rate and your enjoyment of the ride. \_\_\_\_\_

2. Some rides are designed to give the illusion of danger and speed. Which rides, based on the symptoms that you had, seem to give the greatest illusion? Explain your answer. \_\_\_\_\_

# Science

# The Waldameer Classroom

## MERRY GO ROUND

### Ride Facts:

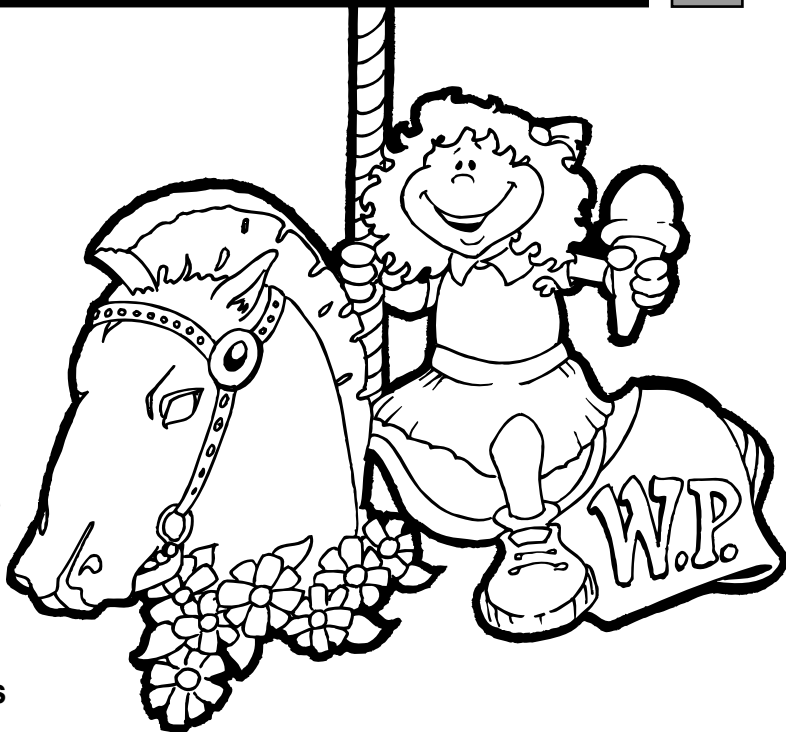
Number of Horses: 58

Number of Chariots: 2

Number of Sea Dragons: 2

1. Each horse & sea dragon holds one rider and each chariot holds 4 adults or 6 children. What is the maximum capacity for this ride?

\_\_\_\_\_ All children  
\_\_\_\_\_ children and \_\_\_\_\_ adults



2. If the maximum number of children per hour is 1,080, what is the length of time of one complete ride cycle?
3. How much time is spent loading and unloading rides?  
(Do this by visual inspection)
4. How many revolutions does the Merry Go Round make per minute?  
(Do this by visual inspection)
5. Count the number of revolutions the Merry Go Round makes per ride.
6. Calculate the length of time it takes for one complete ride.
7. If the outer circle of horses has a radius of 21 feet, how far does one of these horses travel during one ride?

**M + ath = Math**

# The Waldameer Classroom

## INANIMATE ANIMATION

**OVERVIEW:** Personification means to instill inanimate objects with human qualities. This literary device allows a person to view objects from a different perspective. Personifying the rides at Waldameer is a way to see the amusement park and its activities from a different point of view.

**GOALS:** Observing  
Writing  
Creative Thinking



### ACTIVITY:

1. Select a ride.
2. Observe the ride. Ride the ride if you can.
3. Pretend that you are the ride. Take on the characteristics of the ride.
4. Observe what goes on around the ride and during the ride. Note the noises of the people and the actions that are occurring .
5. Write your story about “ One Day in My Life as a Ride.”
6. Be sure to write in the first person (I, we, etc.).

Writing



# The Waldameer Classroom

## ROUND IN CIRCLES

**OVERVIEW:** Sometimes you just go and go, yet you never seem to get anywhere. You're just running in circles. So, how far did you really go to get nowhere?

### ACTIVITY:

1. As the ride begins to move, count the number of times you go around before the ride stops. You can do this as you ride or while watching the ride.
2. Record this number on the data table.
3. Repeat your count several times to ensure its accuracy. You may want to take an average of your counts.
4. Which ride took you the greatest distance?
5. Why can't you use this method for figuring the distance the Wipeout travels?



(Use 3.14 for pi)

RIDE	RADIUS (feet)	CIRCUMFERENCE $C = \pi \text{ diameter}$	TIMES AROUND	DISTANCE TRAVELED $D = T (C)$
Ferris Wheel	40			
Merry-Go-Round	21			
Paratrooper	20			

**M + ath = Math**

# The Waldameer Classroom

In the 1880's, Hoffman's Grove, a picturesque setting of trees on the shores of Lake Erie welcomed picnickers to enjoy the scenic views of the waterfront. In 1896, the popularity of the Grove caught the attention of the Erie Electric Motor Company, later known as the Buffalo & Lake Erie Traction Co. This trolley company leased the area and renamed it Waldameer, which in German means "woods by the sea".

During Waldameer's earliest years, the park consisted of picnic areas at the top of the bluff, connected by a boardwalk to the beach area below. It was on the beach, with its swimming pool, bathhouse, water-slide, canoes and row boats, where most of the activity revolved.

In the early 1900's, the trolley company began building up Waldameer in response to the tremendous growth the industry was experiencing at the time. In 1905, a carousel with hand-carved wood animals was added. Other additions included several roller coasters, a theater, and the Hofbrau German Beer Garden, which Waldameer was forced to close when Prohibition was implemented in 1919.

In the 1920's, the entire amusement park industry entered a golden age. Waldameer's expansion included a large wooden coaster named the "Ravine Flyer", the "Old Mill", a train, a fun house, dodgem bumper cars and more. However, the Great Depression of the 1930's quickly limited further expansion. Money was scarce and attendance low during this period. Waldameer did bring back the Hofbrau in 1933 with the appeal of Prohibition, although to save money it was placed in Waldameer's existing restaurant.

As the 30's ended the economy improved somewhat and Waldameer was able to build and open Rainbow Gardens in 1940. This new dance hall had a capacity of 3,000 and was named for its multi-colored floor tiles. Although World War II now limited Waldameer's expansion, a Ferris Wheel and kiddie Merry-Go-Round were added in 1941. Unfortunately tragedy also struck that year when the Hofbrau German restaurant was destroyed by fire.

With the war ending in 1945, Waldameer again began to look to expansion and as the 40's came to a close several new rides had been added. Then in 1951, the present day Comet was debuted, representing the first roller coaster to operate since the Ravine Flyer was demolished in 1938.

The 1960's were a quiet period for Waldameer, with most of the Park's efforts being put towards upgrading existing structures and landscaping. It was the addition of the Wacky Shack dark ride in 1970 that kicked off a long period of expansion for Waldameer. New attractions included the walk-thru Pirates Cove and L. Ruth Express Train in 1972, Paratrooper in 1973, Spider and remodeled Rainbow Gardens in 1977, and the Skyride in 1978.

By the mid 1980's Waldameer was established as a successful local amusement park. It was at that time, that the decision to embark on a major expansion program was made. The first phase of that plan was the addition of Water World, a full scale water park which debuted in 1986 and continued to expand through 1991. Major ride expansion then took over with the addition of the Sea Dragon in 1992, the Giant Gondola Ferris Wheel in 1994 and the Wipeout in 1995.

In 1996 Waldameer celebrated its 100th anniversary, marked by the introduction of the Thunder River log flume ride. The massive Thunder River structure replaced the Old Mill which had been in operation since the 1920's. Finishing the 1990's, Waldameer added the Ali Baba, the Big Rigs, Frog Hopper and the Ravine Flyer 3 Kiddie roller coaster.

As 2000 arrived Waldameer entered the new millennium with a bang. A larger, modern Gift House was built in the center of the park. The Steel Dragon spinning coaster and the thrilling 140' drop tower Xscream were added. The Ravine Flyer II wooden roller coaster debuted in 2008 and was voted the "Best New Ride in the World." The exciting, spinning Mega Vortex opened in 2009.

Waldameer is the 10th oldest amusement park in the country and its future looks brighter than ever with plans including several new major rides and expansion of Water World.

# History

# The Waldameer Classroom

**DIRECTIONS:** Using the brief written history of Waldameer, complete the following questions and activities.

1. Create a time line which represents Waldameer's history.
2. The Erie Electric Motor Co, decided to rename Hoffmans Grove as Waldameer.
  - a. What is the German translation? \_\_\_\_\_
  - b. Think of Waldameer's location and environment. Do you think Waldameer is an appropriate name? Support your answer. \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_
3. What two major events limited Waldameer's growth in the 1930's and 1940's?  
\_\_\_\_\_
4. What year was the first phase of Water World added? How many years did the water park continue to expand? \_\_\_\_\_
5. The Ravine Flyer II was added in the year 2008. How many years have passed since the original Ravine Flyer was demolished? \_\_\_\_\_
6. What is the newest ride in Waldameer Park?  
\_\_\_\_\_

**CRITICAL THINKING:** Although not stated in the article, why do you think the Erie Electric Motor Co., which operated trolley cars, was interested in Waldameer Park?

---

---

---

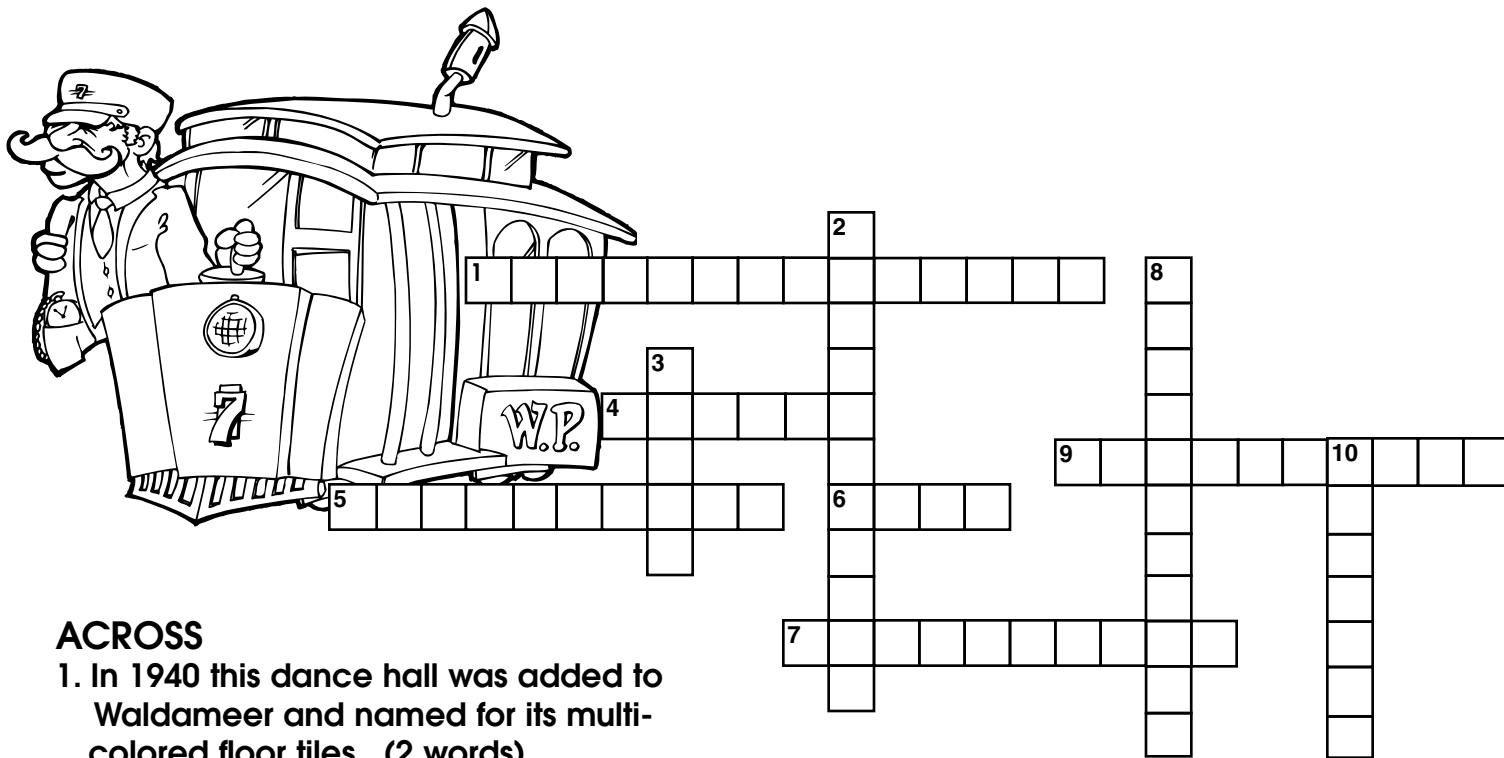
---

---

---

# History

# The Waldameer Classroom



## ACROSS

1. In 1940 this dance hall was added to Waldameer and named for its multi-colored floor tiles. (2 words)
4. Named in 1896, Waldameer means "woods by the sea" in this language.
5. Thousands traveled to Waldameer in the early 1900's by this mode of transportation. (Hint: The Park was operated by the local trolley company)
6. In 1941 Waldameer's Haufbrau German Restaurant was destroyed by this.
7. The "\_\_\_\_\_ of the 30's" made funds scarce and Park expansion impossible.
9. In 1986 this major expansion was made, adding a new "wet" dimension to the Park.

## DOWN

2. This large wooden roller coaster, built in 1922 and demolished in 1938, traveled over what is now Peninsula Drive. (It has since been replaced by an incredible new thriller!)
3. During Waldameer's earliest years, picnic areas sat atop the bluff but most of the activity took place down here on the shores of Lake Erie.
8. In 1972 this Waldameer "walk-thru" attraction was added.
10. In 1996 Thunder River replaced this boat ride which had been operating since the 1920's

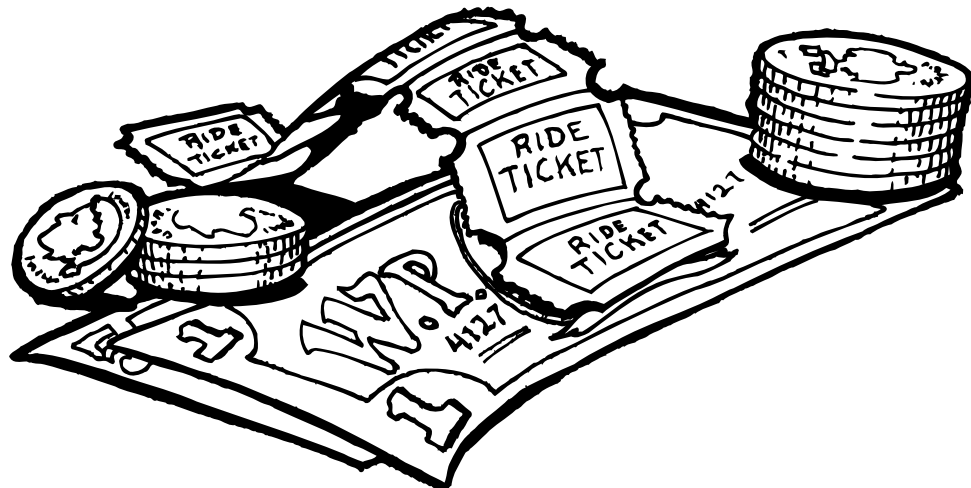
# History

# The Waldameer Classroom

## CONSUMER EDUCATION

<u>Item</u>	<u>Price</u>	<u>Game</u>	<u>Price</u>
Hot dog	\$2.45	Lucky Putt	\$2.00
French fries	\$2.75	Lightning Skeeball	\$0.50
Pepsi	\$2.00	High Striker	\$2.00
Sno cone	\$2.00		

1. How much will it cost to buy a hot dog, french fries and a Pepsi?
2. The sales tax of 6% is included in the hot dog price of \$2.45, how much is the sales tax?
3. If you paid for this with a 20 dollar bill, how much change would you receive?
4. Later you buy a Sno Cone. How much money do have left now?
5. How many times can you play Lightning Skeeball with \$2.00?
6. If you have \$6.50, how much money will you have left after playing Lightning Skeeball twice, Lucky Putt once and High Striker once?
7. You get 2 balls for \$2.00 when playing Lucky Putt. How many balls will you get with \$4.00?



**M + ath = Math**

# The Waldameer Classroom

## How Do You Feel

Are you sometimes a little apprehensive about riding a ride for the first time? Part of the fun of riding a Waldameer Park ride is the excitement and even that apprehension that you feel. Which rides make you feel that way? Why? How does this ride affect your body? What can you do to control your apprehension.

1. Name a ride that you are apprehensive about.

\_\_\_\_\_

2. Now try to cure your apprehension by trying one of these methods. Check the one that made you feel less tense.

\_\_\_\_\_ Identify what seems to cause your tension (like seeing the Roller Coaster). Try to think of something positive when you see the object (like looking at the beautiful clouds over the track).

\_\_\_\_\_ Relax. Take a deep breath. Hold it for 7 seconds. Release the air slowly while thinking of a pleasant scene. Think about relaxing your muscles as you breathe.

\_\_\_\_\_ Gradually build up to the event (like riding Thunder River before the Roller Coaster).

\_\_\_\_\_ Force yourself to feel the anxiety again and again until you are much less apprehensive (like riding the Ferris Wheel over and over again until your tension eases).

\_\_\_\_\_ Copy the behaviors of someone who loves the ride and behave as though you feel the same.

\_\_\_\_\_ Ignore your anxiety by keeping your mind busy with other thoughts (like watching the motions and forces on the Roller Coaster instead of thinking about the feelings you might have).

# PSYCHOLOGY

# The Waldameer Classroom

## How Do You Feel ( Cont.)

3. Match 6 of the 8 phobias below with one of the rides which you feel may cause a person to experience that phobia.

1. Claustrophobia ( confined places)
2. Demophobia ( crowds )
3. Semaphobia ( flashing lights )
4. Barophobia ( gravity )
5. Acrophobia ( heights )
6. Tachyphobia ( high speeds )
7. Phonophobia ( sounds )
8. Roundaphobia ( circular rides )



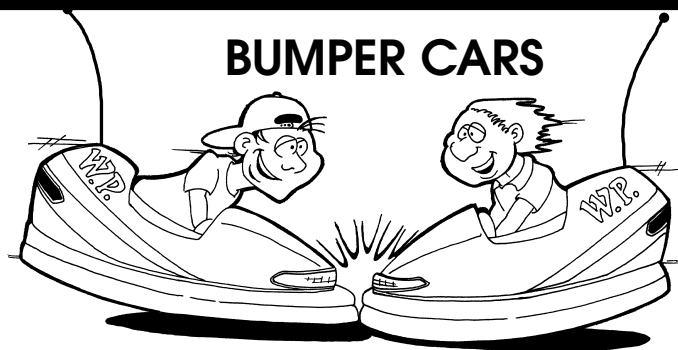
Explain

Scrambler	_____	_____
		_____
Wipe Out	_____	_____
		_____
Sea Dragon	_____	_____
		_____
Wacky Shack	_____	_____
		_____
Giant Gondola	_____	_____
		_____
Merry Go Round	_____	_____
		_____
Thunder River	_____	_____
		_____
Roller Coaster	_____	_____
		_____

If you feel anxiety about riding a ride, you are not alone. Most people, however, find that once they ride a ride that they were leery of, they are no longer nervous about it... in fact they are often surprised by how much fun it is!

# PSYCHOLOGY

# The Waldameer Classroom



## QUALITATIVE TASKS:

Make observations that will allow you to answer the following questions. State the observed facts that justify each of your answers.

1. If your car is hit head on by another car, what direction is your car accelerated? How do you know?
2. If your car is hit head on by another car, what determines whether your car continues to move forward or backward after the collision?
3. If you hit another car on the side, at right angles to its direction of forward motion, what immediately happens to the motion of the other car upon impact? Of course, the other driver may immediately respond by changing speed and direction of his/her car. This is a difficult observation to make unless you work with a friend in the other car.
4. What is the role of friction between the cars and the floor? In which direction do you think that the friction is greater?
5. Answer these questions using the concepts of energy, impulse and Newton's Laws of Motion. Don't use vague terms like "shock."
  - A. What is the reason for having the rubber bumpers around the cars?
  - B. Why should you not design a bumper car with very soft bumpers?
  - C. Why should you not design a bumper car with no bumpers at all?

Continued on next page





# The Waldameer Classroom

In the past decade, the study of play and its importance in our lives has gained a great deal of respect. It is now accepted that not only is play fun, it is necessary for proper physical, emotional and mental development.

The Waldameer Classroom combines play with learning in a beautiful outdoor environment.

The following excerpts are taken from an article entitled *The case for frivolity* by Shannon Brownlee in the February 3rd, 1997 issue of *U.S. News & World Report* (page 45-49):

"Without play, particularly imaginative games, children fail to gain a sense of mastery and are less adept at social interaction than their more playful counterparts. 'Freud said human beings need love, sex, and work, but he forgot play,' says California psychiatrist Stuart Brown. 'I think we get in trouble socially, physically, and culturally if we neglect it.' Play is so vital, say Brown and others, in part because it lays the groundwork for creative thinking in adulthood."

"Children gain physical skills through exuberant motion, just like any young animal. They also gain emotional and mental mastery through play, particularly through imaginative games, according to Jerome and Dorothy Singer, child psychologists at Yale University and authors of *The House of Make-Believe* (Harvard University Press).....Kids who initiate imaginative play, the Singers found, show leadership skills in school. They cooperate more with other children than kids who don't make believe, and they are less likely to antagonize and intimidate others."

"The capacity for play may, in fact, be the hallmark of Homo sapiens's unparalleled flexibility. More than any other species, human beings can adapt to change - in their diets, in their mates, in political systems, in social conventions, even in climate. What makes that possible, argues Brian Sutton-Smith, a psychologist who pioneered studies of human play 30 years ago, is that evolution gave people an appetite for fun throughout their lives. 'Whether we are talking about children or adults, a sense of play makes people optimistic, and it rewards variability,' he says."