

# Learning Is Fun

At

# Waldameer Park!

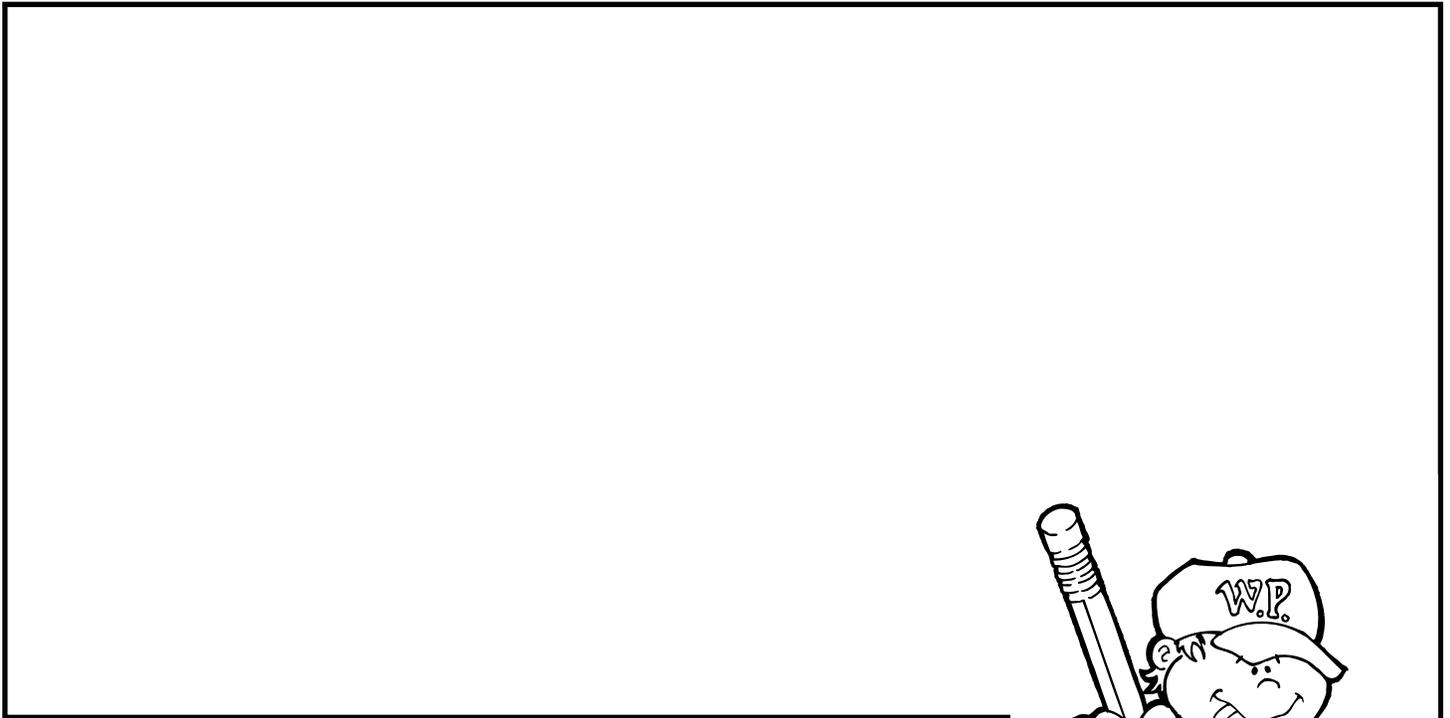
Erie, PA



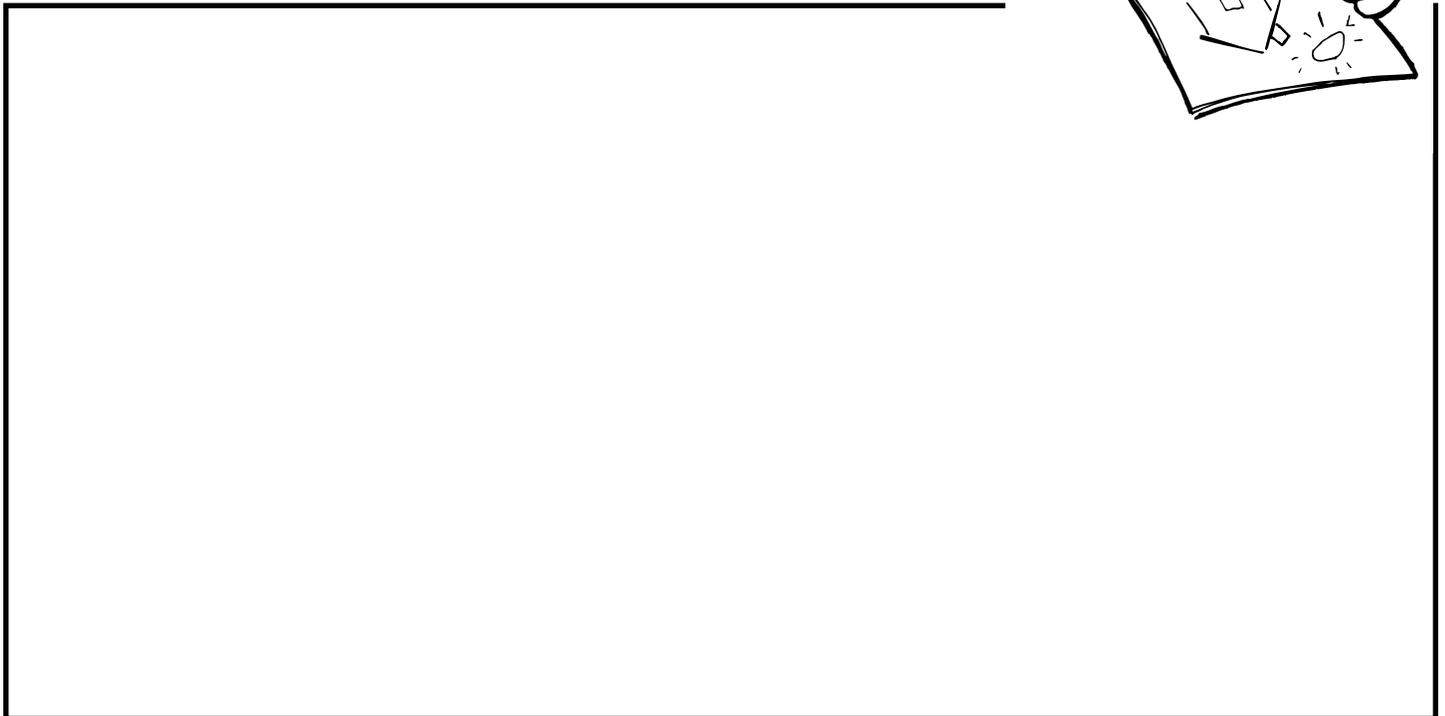
# The Waldameer Classroom

## TELL IT IN PICTURES

Draw a picture of the best thing you saw at the park.



Draw a picture of the park.



# The Waldameer Classroom

## DODG'EM CARS

1. You cannot drive the Dodg'em cars unless you are over 48 inches tall. How tall are you? \_\_\_\_\_ (you can measure yourself at a ticket booth)

2. If each ticket costs \$1.50, how much will it cost to ride the Dodg'em cars once? \_\_\_\_\_

3. How many Dodg'em cars do you see? \_\_\_\_\_

4. Can you name all the colors on the Dodg'em car bodies?

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

5. What is the Dodg'em floor made of?

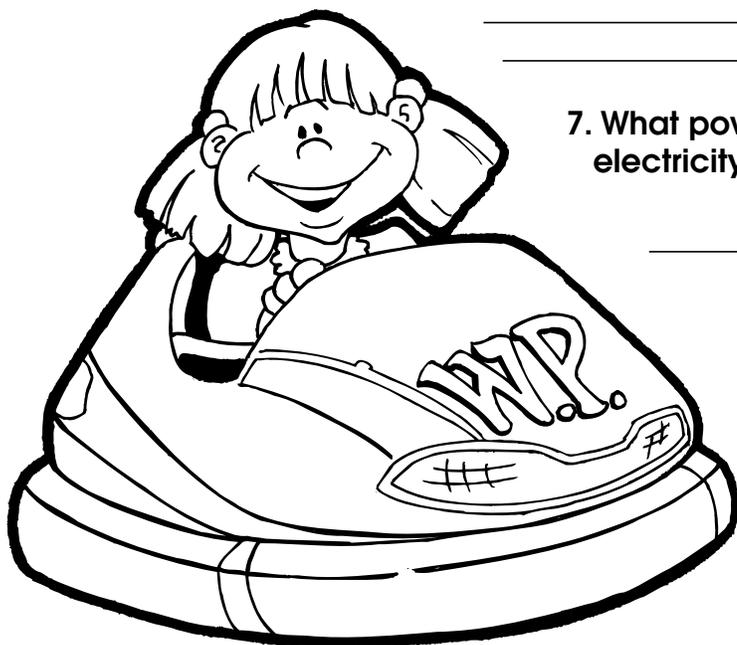
\_\_\_\_\_

6. What shape are the floor pieces (square, rectangle, triangle, circle)?

\_\_\_\_\_  
\_\_\_\_\_

7. What powers the Dodg'em cars (gasoline, electricity, oil, wind)?

\_\_\_\_\_



# General

# The Waldameer Classroom

## TELL IT IN PICTURES

What did you do on your class field trip? Here's how to remember it! Fill in the blanks below to tell about the day. Draw pictures in the boxes to show the things you saw and did. Have fun - all over again!



Today we went to \_\_\_\_\_  
\_\_\_\_\_.

We went there by \_\_\_\_\_.  
It took \_\_\_\_\_ to get there.

One thing we saw was \_\_\_\_\_  
\_\_\_\_\_.

We also saw \_\_\_\_\_  
\_\_\_\_\_.

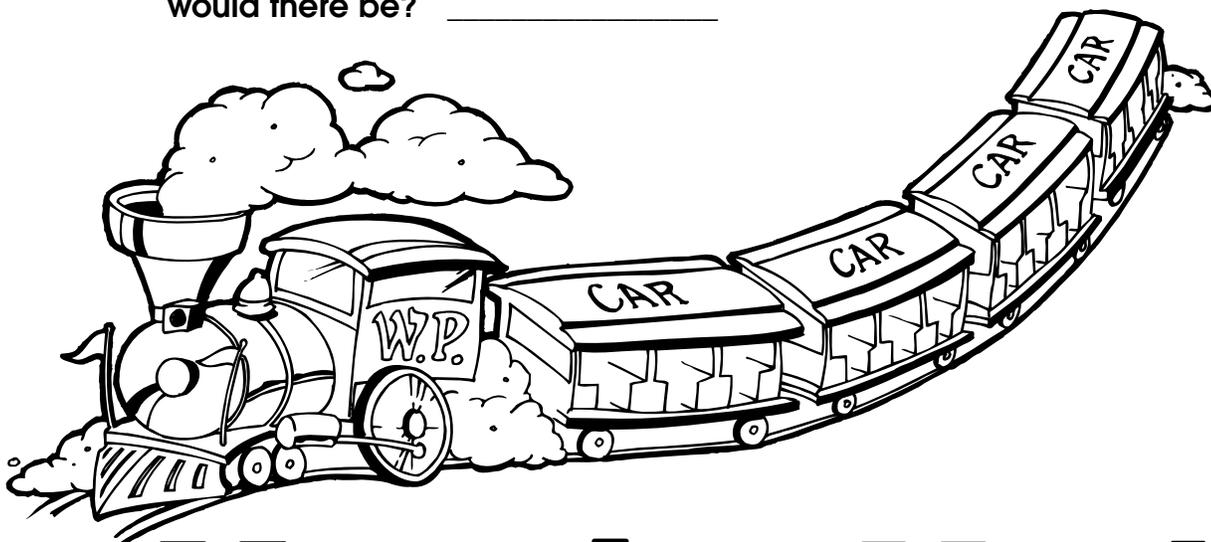
My favorite food at the park was \_\_\_\_\_  
\_\_\_\_\_.

My favorite part of the trip was \_\_\_\_\_  
\_\_\_\_\_.

# The Waldameer Classroom

## DO YOU KNOW?

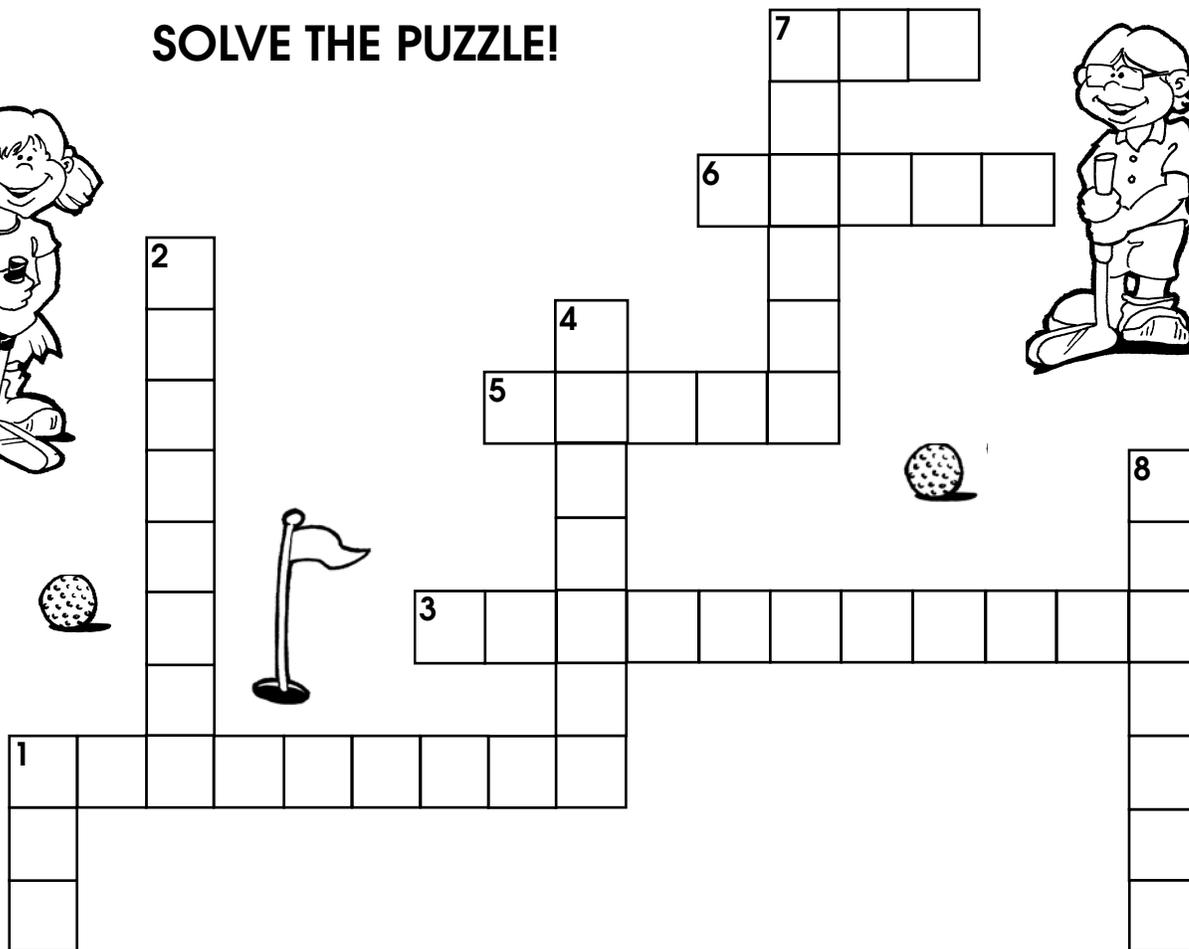
1. How tall are you? \_\_\_\_\_  
(You can measure yourself at a ticket booth or a ride with a height sign.)
2. Jim is 46" tall. Are you taller, shorter or the same as Jim?  
taller \_\_\_\_\_ shorter \_\_\_\_\_ the same \_\_\_\_\_
3. If you grow 3 more inches this year then how tall will you be? \_\_\_\_\_
4. How old are you? \_\_\_\_\_
5. If Jill is 7 is she older, younger or the same age as you?  
older \_\_\_\_\_ younger \_\_\_\_\_ same age \_\_\_\_\_
6. If Dan is 4 years older than you, how old is he? \_\_\_\_\_
7. If you need 2 tickets to ride the train and 2 tickets to ride the Skyride, how many tickets do you need? \_\_\_\_\_
8. If you have 6 ride tickets and each ride takes 2 tickets, how many times can you ride? \_\_\_\_\_
9. How many cars does the L. Ruth Express train have? \_\_\_\_\_
10. If they added 3 more cars to the train, then how many cars would there be? \_\_\_\_\_



**M + ath = Math**

# The Waldameer Classroom

SOLVE THE PUZZLE!



## ACROSS

1. Amusement Park on the shores of Lake Erie
3. The sweet treat that melts in your mouth! Yum! (2 words)
5. Bumper \_\_\_\_\_
6. The L. Ruth Express is one of these.
7. What you have at Waldameer!

## DOWN

1. What you get on Thunder River!!
2. Another word for Merry-Go-Round
- 4 The "Comet" is a wooden Roller  
\_\_\_\_\_ .
7. Giant Gondola \_\_\_\_\_ Wheel
8. The ride that takes you above the crowd!

# The Waldameer Classroom

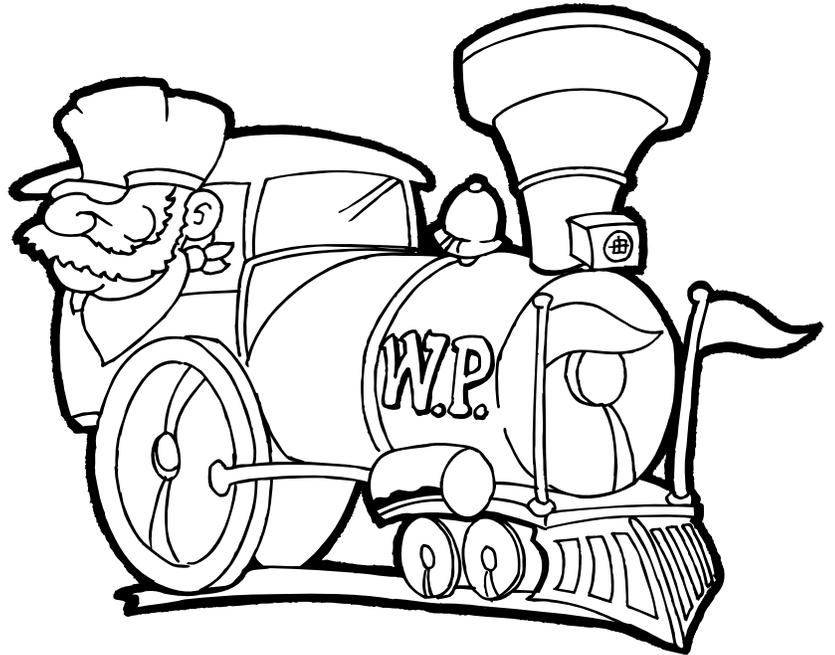
## L. RUTH EXPRESS TRAIN RIDE

### Ride Facts:

Length of track: 1 mile

Length of ride: 10 minutes

Length of time between rides:  
5 minutes



1. If it takes 2 tickets to ride the train, how many tickets will it take for a family of 4 people to ride the train?
2. What is the average speed of the train in miles per hour?
3. How many trips can the train make in one hour?
4. How many miles would it have traveled in one hour?
5. The train is made up of 4 passenger cars, plus the engine. If each of the passenger cars has 7 seats, and each seat holds 2 people, what is the total number of people who could ride the train on one trip?
6. How many people can ride in one hour?
7. If Waldameer is open from 1:00 PM to 10:00 PM, how many trips can the train make in one day? How many passengers can ride in one day?

**M + ath = Math**

# The Waldameer Classroom

## THE SOUND OF MUSIC

**OVERVIEW:** Music is used throughout Waldameer to enhance the guest's experience and create special moods. Music affects how we feel about our environment. At the entrance to Thunder River, upbeat banjo music is used to create a happy mood and a feeling that the ride is fast and fun. Listen to the beat and how it affects you as you move through Waldameer.

### ACTIVITY:

1. List the different types of music listened to in your home.
2. List the different types of music listened to at school.
3. List the different types of music you hear at Waldameer.
4. Select an area at Waldameer and listen to the music.

Describe the tempo ( fast, upbeat, slow, romantic, etc.)

What instruments are being played?

Close your eyes. What emotions do you feel?

How does the type of music relate to the area of the park in which it is being played?

5. How would different types of music influence different groups of people?  
Would you use heavy metal music in an area developed for small children?



# The Waldameer Classroom

## GIVE ME DIRECTIONS

**OVERVIEW:** A route is a prearranged way or course of travel.

### ACTIVITY:

1. Sketch a map of Waldameer. Include symbols, a key and a compass rose.
2. Draw the shortest route from the parking lot to your favorite ride.
3. Were there other routes to your favorite ride? Why did you choose the route you mapped?
4. On your map, draw the route you would take to go from the Wacky Shack to the Train Station.
5. If you are at the Scrambler and want to go to the Wipeout, which direction would you walk?

### EXTENSIONS/ENRICHMENT:

At home, from memory make a tape recording giving directions from the parking lot to your favorite ride. Be detailed enough in your description that a blind person could find the ride. What variables were you concerned with when completing this activity?



# Map Skills

# The Waldameer Classroom

## YOUR SENSE OF BALANCE

Your sense of balance depends on your muscles, your eyes and your inner ear. Small ear canals with fluid in them tell you about the motions of your head and body.

### ACTIVITY:

Watch people getting off the Wipeout. Some appear to be dizzy after the ride. The liquid in the inner ear is set in motion when the ride begins turning and continues to spin for a minute or two after the ride is over.

Ride the Wipeout and describe what happens to your sense of balance: \_\_\_\_\_

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Name the ride that you rode at Waldameer that most confused your sense of balance and made you dizzy: \_\_\_\_\_ Explain how you felt: \_\_\_\_\_

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## YOUR SENSE OF SMELL

Your sense of smell is one that your brain uses to gather information about your environment. Often, we do not think of our sense of smell as one of our most valuable senses. Try the following activity to test your sense of smell:

### ACTIVITY:

When you eat your lunch today, eat two bites of your food and notice how the food smells as you eat. Next, eat two bites of your food while you pinch your nose closed with your fingers. Does the food taste differently when you cannot smell it? Explain your findings:



**Science**

# The Waldameer Classroom

## THUNDER RIVER LOG FLUME

### Ride Facts:

Number of boats: 20

Number of people per boat: 4

Length of ride: 3.25 minutes

Length of time between rides: .75 minutes

1. How many people can ride Thunder River in one hour?
2. If Waldameer is open from 1:00 PM until 10:00 PM, how many people can ride Thunder River in one day?
3. If Waldameer is open for 95 days during the summer for 9 hours each day, how many people can ride Thunder River in one summer?
4. If each person walks away from the ride 8 oz. heavier because of the soaking, how much water (in gallons) must be replaced per hour? (Hint: 1 gallon of water weighs 8 pounds)
5. List reasons why you would want to ride Thunder River first upon entering Waldameer, and reasons why you would want to ride it last. What factors would you have to consider in making this decision?



**M + ath = Math**

# The Waldameer Classroom

## BREAK THE CODE?

1. Which ride can get you soaking wet?

$\frac{9}{9}$   $\frac{1}{1}$   $\frac{19}{19}$   $\frac{24}{24}$   $\frac{D}{26}$   $\frac{4}{4}$   $\frac{8}{8}$   $\frac{8}{8}$   $\frac{16}{16}$   $\frac{6}{6}$   $\frac{4}{4}$   $\frac{8}{8}$

2. Which ride spins you forward and in reverse?

$\frac{5}{5}$   $\frac{1}{16}$   $\frac{2}{2}$   $\frac{4}{4}$   $\frac{15}{15}$   $\frac{19}{19}$   $\frac{9}{9}$

3. Where will you find Captain Hook?

$\frac{2}{2}$   $\frac{16}{16}$   $\frac{8}{8}$   $\frac{18}{18}$   $\frac{9}{9}$   $\frac{4}{4}$   $\frac{21}{21}$   $\frac{C}{7}$   $\frac{15}{15}$   $\frac{6}{6}$   $\frac{4}{4}$

4. Which ride looks like a giant viking ship?

$\frac{21}{21}$   $\frac{4}{4}$   $\frac{18}{18}$   $\frac{26}{26}$   $\frac{8}{8}$   $\frac{18}{18}$   $\frac{G}{23}$   $\frac{15}{15}$   $\frac{24}{24}$

W.P.



5. What ride towers over the Ravine Flyer 3 ?

$\frac{20}{20}$   $\frac{4}{4}$   $\frac{8}{8}$   $\frac{8}{8}$   $\frac{16}{16}$   $\frac{21}{21}$   $\frac{5}{5}$   $\frac{H}{1}$   $\frac{4}{4}$   $\frac{4}{4}$   $\frac{3}{3}$

6. Bonus

$\frac{10}{10}$   $\frac{4}{4}$   $\frac{7}{7}$   $\frac{15}{15}$   $\frac{15}{15}$   $\frac{3}{3}$  ,  $\frac{20}{20}$   $\frac{15}{15}$   $\frac{3}{3}$   $\frac{3}{3}$   $\frac{15}{15}$   $\frac{5}{5}$   $\frac{9}{9}$   $\frac{1}{1}$   $\frac{4}{4}$

$\frac{8}{8}$   $\frac{19}{19}$   $\frac{3}{3}$   $\frac{4}{4}$   $\frac{21}{21}$  !

**General**

# The Waldameer Classroom

## RIDE SCRAMBLE

ANIRT \_\_\_\_\_

IRSDEP \_\_\_\_\_

SXAMCER \_\_\_\_\_

ASE ODGANR \_\_\_\_\_

TUWPIEO \_\_\_\_\_

EKIYRDS \_\_\_\_\_

STREPAI VECO \_\_\_\_\_

BLCAMSRER \_\_\_\_\_

OLERLR ARTCSEO \_\_\_\_\_

GEAM TVOXRE \_\_\_\_\_

SOUCERLA \_\_\_\_\_

DRUTNHE IVRRE \_\_\_\_\_

MODEDGS \_\_\_\_\_

KYWAC AKSCH \_\_\_\_\_



# 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."