Disneyland Project Kit

Congratulations! You're going to Disneyland! Use these project ideas to enrich your educational experience in the park. Read through them before you go to make sure you understand the terms and concepts, and to help you determine if you want to expand upon any of them. You'll find fun facts and printable worksheets at the end of this packet.

a- elementary level activity   b- middle school level activity   c- high school level activity

Language Arts

Explore movement and dance as a language! Find a show or parade to see. Pick one actor or actress to watch carefully. Write down how their actions, words, dance, and other body language helps tell their story. Explain how your own actions, words, and body language communicate to others how you are feeling. Can you affect others without using words? Can the way you act change the way others see you?

a. Draw a picture or write a paragraph. Talk about it.
b. Write a short essay. Talk about it.
c. Write a short essay, talk about it, and write a quick letter of appreciation to give to an usher for the actor/actress you studied.

Materials required: Notebook, pen/pencil, paper for letter
Submission: A copy of your writings/drawing, and any pictures/videos

Teaching or learning notes:

Applied Math

Use math to find out how popular the rides are! Throughout the day, take note of ride wait times, approximately how many people can ride each ride at one time, and how long each ride takes to ride. Can you use these numbers to figure out how popular each ride is? How many people are riding each ride each hour? How many people ride each ride every day? How does the ride's wait time affect your numbers?

  a.   Discuss the concepts involved in this calculation. Estimate or calculate how popular some of the rides were during you trip.
  b.   Discuss the concepts and use math to calculate ride popularity. Include a discussion about ride wait time and modify your calculations using estimation.
  c.   Discuss the concepts, include ride wait time, and also discuss and calculate for hypothetical variables like day of the week, weather, and special events.

Materials required: Notebook, pen/pencil, calculator or smartphone (optional)
Submission: Your calculations, estimations, and conclusions, and any pictures/videos

Teaching or learning notes:

Science

Check out the physics of rollercoasters! All ride designs utilize the principles of Conservation of Energy, inertia, friction, potential and kinetic energy, and gravity. What makes the fast rides go fast? Why do rides slow down when they are going uphill? Why do you get flung from side to side around corners? What is inertia and what affect does it have on ride physics? How do rides use potential and kinetic energy to keep them going? How is energy "conserved" during the ride? What parts do friction and gravity play? What are Newton's three laws of motion and can you see them working on the ride?

a. Discuss some of the simpler concepts and try feeling the forces at play on some rides. Compare rides to one another and talk about what goes into building them. Draw one of the rides.
b. Discuss the concepts and identify as many physics concepts as you can on some rides. Compare rides, and then pick one ride at the park to diagram/map and include the forces you can identify to define how that ride works.
c. Discuss the concepts, identify them on some rides, and diagram one of them including its use of physics. Design your own ride using the things you've learned.

Materials required: Notebook, pen/pencil
Submission: A copy of your drawings, diagrams, maps, or designs, and any pictures/videos

Teaching or learning notes:

Social Studies

There are a lot of people at Disneyland! How does an amusement park handle the crowds? What sorts of tools does it employ to manage people and prevent unsafe crowding conditions? What sorts of tools does the park use to limit the number of people who attend the park in a day? What types of attractions does the park utilize to help with crowd control? How do people respond to these tools? Do they notice? How many people does Disney need to employ to help manage their guests? What affect does the layout of the park have on the movement of people? Can you see these same principles in use in the planning of large cities or other social environments?

    a. Notice how many people are in the park. Discuss some of the things Disneyland does to control crowding and help make each guest's experience pleasurable. Write down the techniques you see and how often you see them being used.

    b. Discuss crowd control pre-entrance, during guest stay, and around specific attractions. Analyze the layout of the park and if/why certain features were designed with the purpose of managing crowds.

    c. Discuss crowd control and analyze the layout of the park. Discuss the things you've seen in light of larger social environments you've been in. How universal are these techniques? What are your ideas for improving guest experience at Disneyland?

Materials required: Notebook, pen/pencil, park map
Submission: A copy of your writings/drawings, and any pictures/videos

Teaching or learning notes:

Fun Facts

- The shops and buildings leading up to the Sleeping Beauty Castle get smaller to create the illusion that the castle is larger than it is.
- Each employee of Disneyland is called a "cast member" because all of Disneyland is a *show*!
- The mailboxes that you can find throughout Disneyland are *not* props! They are *real* mailboxes! Several buildings in Disneyland have their own address and receive mail directly inside the park.
- Pay special attention to the different smells throughout the park. There is no aroma that is overlooked at Disneyland, and smells will intentionally change in different areas! Pirates of the Caribbean has salty sea air, while Big Thunder Mountain has scents of BBQ that help give a more authentic feeling to each ride.
- **Tomorrowland** is full of edible plants! Especially over the last decade, Disneyland has worked to help us learn how we can reshape what we think about our environment. Because of this, Disney wanted to show how beautiful edible plants can look as decorations. It's pretty incredible!
- If you ask kindly, a cast member at the end of the **Haunted Mansion** may hand you a death certificate as you leave.
- The names on the tombstones outside the **Haunted Mansion** are of real Disney "Imagineers" who have died.
- The number "77" is seen throughout **Space Mountain**. Can you spot a few? It's in reference to the year the ride was first created in 1977.
- Every proper name on a building, street sign, window, or placard is of a real person who worked for Disney. There are three requirements for having your name nominated for a permanent location in Disneyland: (1) achieve the highest level of service to the guests, (2) achieve the highest level of respect from your peers, and (3) must be retired.
- **The Wonky Wall** is found on Main Street in Disneyland (behind the water fountain and next to the lockers) and is made up of various bricks of different sizes and colors that give it its "wonky" look. This was made by Walt Disney himself, because he wanted to see how different bricks looked in the park as he was building it.
- Mickey Mouse heads are *EVERYWHERE!* There are well over 200 hidden Mickey Mouse heads that have been discovered throughout the park on different rides and buildings.
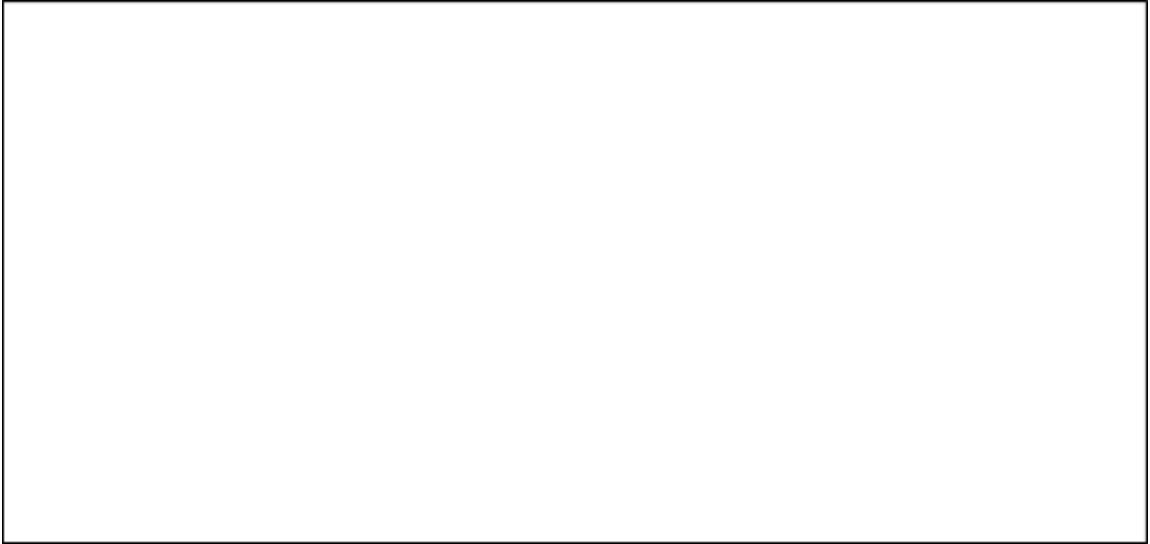
Disneyland

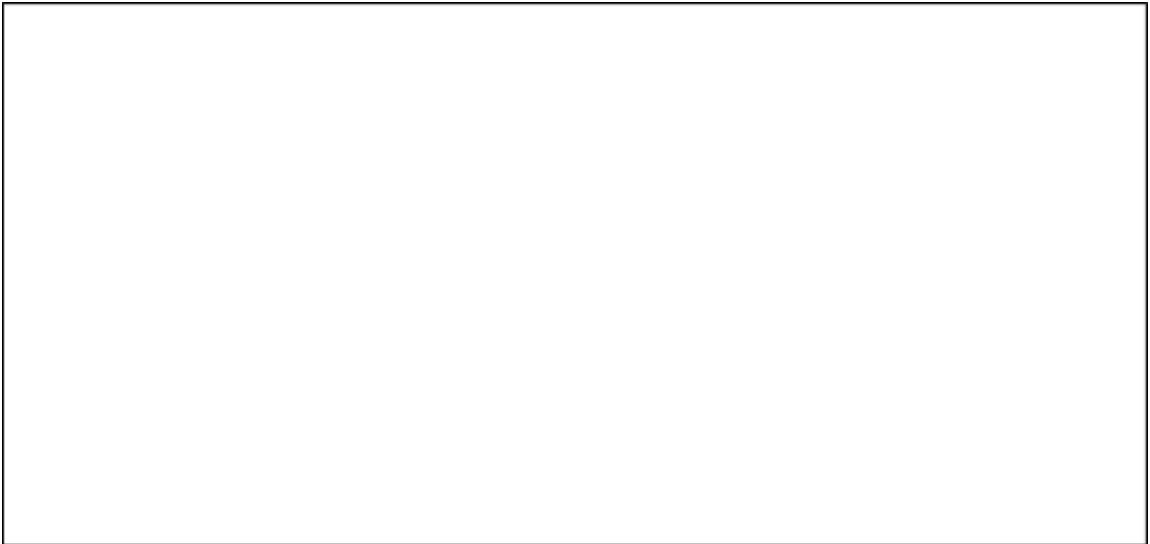1. Draw a picture of your favorite ride at the park.

2. Describe your favorite ride and why you love it.

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3. What is inertia and when do you feel it on the rides?

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4. Draw and label one example of mathematical engineering you saw.

5. Describe or draw one historical thing you found in the park.

6. How many hidden Mickeys can you find? Keep your tally here:

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BONUS:

The cast members are always so nice! How does the cast members' positivity and kindness affect guest experience? Why is it important to the Disney experience and the success of the park that cast members act this way?

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