

Thrill Seekers Anonymous

Year 6/7 WebQuest

Introduction: You are a member of the Thrill Seekers Anonymous, which spends each summer travelling to different amusement parks to ride the most thrilling roller coasters. Your group has been charged with finding the three most thrilling rides.

Task: From internet resources, you will study the roller coasters at ten major world amusement parks. Based on this data, you will recommend the three most thrilling rides.

You will then design what you recommend as being the ultimate Roller Coaster, firstly using internet resources, then with paper and pen. Your paper and pen design will come with full specifications.

Resources:

Amusement Park Index: http://www.themeparkcity.com/USA_index.htm

Roller Coasters and Other Insanities: <http://www.coasters.net/cgi-bin/coasters.pl>

Amusement park Physics: <http://www.learner.org/exhibits/parkphysics/>

Roller Coaster designs: <http://www.ibiblio.org/darlene/coaster/toomer.html>

Roller coaster information: <http://www.rcdb.com/ir.htm?cls=277>

Roller coaster reviews: <http://www.ultimaterollercoaster.com/coasters/reviews/>

Design Your Own Roller Coaster:

<http://www.funderstanding.com/k12/coaster/>

<http://www.learner.org/exhibits/parkphysics/coaster/section1.html>

<http://travel.discovery.com/ideas/themeparks/rollercoasters/buildacoaster.html>

<http://virtual.questacon.edu.au/rollercoaster/main.html>

<http://www.fossweb.com/modulesK-2/BalanceandMotion/activities/rollercoaster.html>

<http://puzzling.caret.cam.ac.uk/game.php?game=roller>

<http://www.nolimitscoaster.com/>

Process:

1. Find sites which describe the roller coasters at major amusement parks.
2. Select ten or more rides to study.
3. Obtain data for at least five variables related to each coaster, such as height, length, and speed.
4. Present data in a table and also in a graph format with each ride graphed in a different colour.
5. Select the three most thrilling rides.
6. Design a brochure to pass out to the class. This document should explain your definition of most thrilling, and justify why you chose these three rides as most thrilling.
7. Using the online Rollercoaster designers, design your own Ultimate Roller Coaster. Name, describe, draw, label etc your design.

Conclusion:

In this activity, you will use the internet as a data source for a problem solving activity. You will be connecting real-world entertainment data to analysis and representation. You will use your reasoning skills to reach a conclusion based on the data, and will communicate your conclusions in a brochure format.