

MY FIN-TASTIC SHARKS+ THEME PARK

Dive in and meet our sharks, skates & rays!



Designers Name/s: _____
Class: _____
School: _____

CREATE A DETAILED DRAWING
of your favourite shark ride
here...Don't forget to include
the thrills and spills, and the
fun facts that visitors will get to
enjoy during the ride!

Try creating a 3D model
of your park using
building blocks, recycled
materials, fabrics, and
more.

For the digital experts, see
if you can create a game
using Minecraft or a similar
programme to develop your
FinTastic SHARKS + theme
park.



PLANNING MY FIN-TASTIC SHARKS+ THEME PARK!

PLAN THE DESIGN OF YOUR RIDES & THEME PARK MAP HERE...

What is the park going to look like?
What type of rides and displays will it have?
Where is the park going to be located?
Who is going to visit the park and why?

DIVE IN & BECOME A SHARK'S FIRST MATE - NOT BAIT!

Get ideas for your park by checking out the Explorers Fintatci Sharks+ books. Also, go online to research the best theme park rides.

Imagine if there was a protected shark theme park in the ocean where you could meet the sharks, skates and rays that you love - and learn more about where they live, what they eat, and who they like to hang out with!

Things your park should have...

- Signage (different languages)
- Mobile Ai APS for information
- Gift shop & merchandise
- Robotic rubbish bins
- Rest areas & bathrooms
- Food carts, restaurants & outdoor dining areas
- Photo booth

BE BLUE!

Use super shark inspired inventions & sustainable materials to build your sharks+ theme park

What else do you think should be included?

Planning the design elements

Don't forget to tick 'jobs done' from the list below:

- Hardscapes - buildings, paths & barriers
- Softscapes - ocean or landscaping
- Sensory - background sounds & visuals
- Rides, Games & Displays

Check out the ideas for shark rides

- Travel in Megalodon Time Machine to meet the sharks from the past
- Bust the shark myths in a Bumper Car Ride
- Transform into a shark with superpowers in the 9D Reality Theatre

