



**A Day
at the**

**Amusement
Park!**



A Day at the Amusement Park

There are no amusement parks on planet Jupiter. CJ is excited to go to one! There are so many things on Earth for CJ to explore they do not have time to do all the rides and activities. Before you and CJ go, create a schedule of things to do around the park.

There are four different areas of the park: rides, food court, games, and prizes. You will select one from each area to create your schedule. Go through the selection more than once to create different schedules!

Materials:

- Hub
- 8 Play pods
- Selection pod
- Constant plugs 1-8
- Note taking materials
- Pair of Dice



To make a selection in an area of the park:

1. For Thread 2 choose the Amusement Park Sound set.
2. Connect the Selection pod to Thread 2.
3. Add 1 Play pod to each dial of the Selection pod.
4. Add the constants for each area to the Sound dial of the Play pods attached to the Selection pod.
5. Roll one die and set the 2 spoke dial with the number you rolled.
6. Repeat for the 3 spoke dial.
7. Press Play on the Hub or in the App. The Selection pod will play the Play pod with the larger number, and this is the winner!

To build the schedule:

1. Attach 4 Play pods to a Pause pod. Do not attach to the Hub yet.
2. Take the constant that won the selection and insert it into one of the Play Pods attached to the Pause pod.
3. You have just written your first line of code for your schedule!
4. Remove the other Constant that did not win and set it aside.
5. Move on to the next area of the park to make the next selection.
6. Insert the winning Constants in any order that you want to do the activities. Do you want to go on the rides first or maybe have a snack?

Map:



Rides:

What ride will you and CJ go on today?

- Roller Coaster: Insert Constant 1 into one of the Sound dials of the Play pod.
- Carousel: Insert Constant 2 into the other Sound dial of the Play pod.

Food Court:

Choose a snack to eat at the park:

- French Fries: Insert Constant 3 into one of the Sound dials of the Play pod.
- Popcorn: Insert Constant 4 into the other Sound dial of the Play pod.

Games:

There are so many fun games to play, but you can only do one!

- How strong are you? Use the hammer to hit the bell: Insert Constant 5 into one of the Sound dials of the Play pod.
- Skee-Ball! Roll the balls to get them in the holes for points: Insert Constant 6 into one of the Sound dials of the Play pod.

Prizes:

After all the fun and games, it is time to get your prizes!

- A talking parrot: Insert Constant 7 into one of the Sound dials of the Play pod.
- A pet fish: Insert Constant 8 into one of the Sound dials of the Play pod.

Review your schedule:

Now you have your plan. Play the program for CJ so they can get excited about their day at the amusement park!

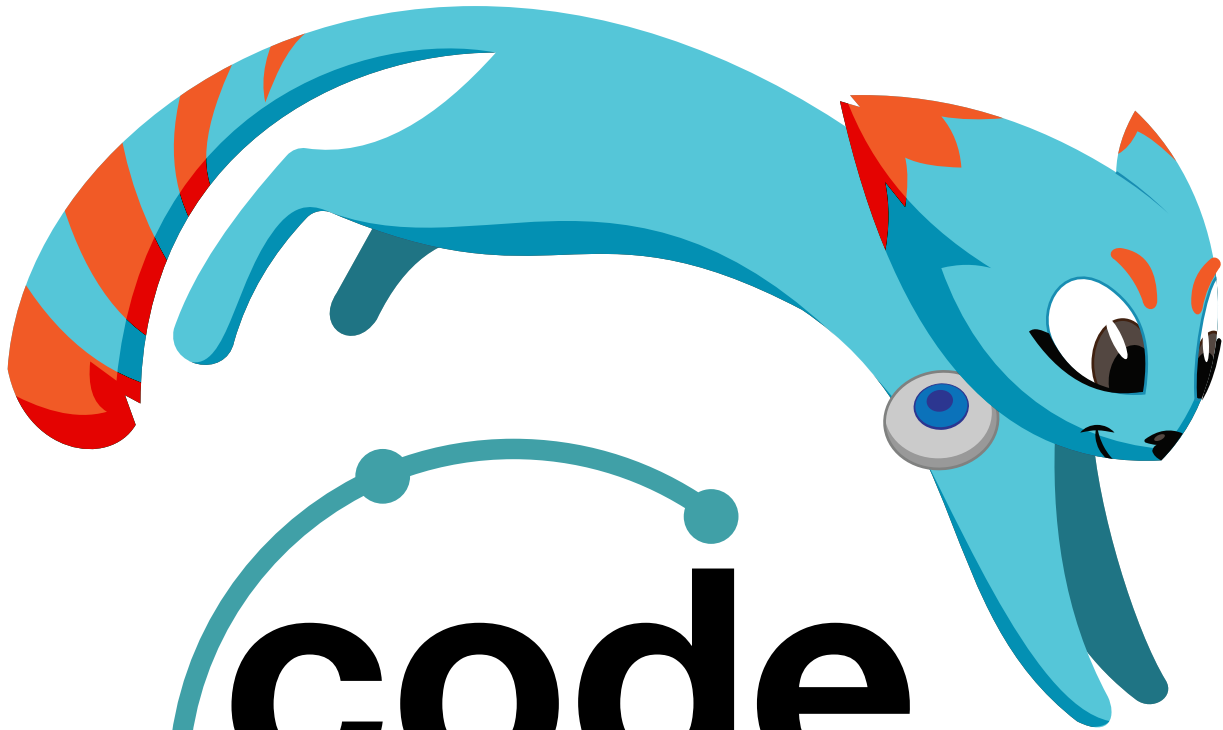
Plan for next time:

If there is something you didn't get to do this time, go through the map again to build another schedule.

Tell the story:

Listen to the sounds and inspire your imagination. Write or tell the story about the adventures you and CJ had at the amusement park.

powered by...



**code
jumper**

