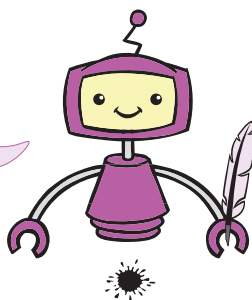


Who dares, wins

Peter has come up with a pretty smart design for the competition to design a new amusement park. Let's navigate this new, exciting venue full of attractions and entertainment options, and, most importantly, let's try to get to the treasure. Are you wondering what the treasure is? Keep reading and have fun completing the exercises to find out!



LINKS TO:

Stage 3, Module 4
Learning Object 2: *Design an amusement park*

PRIOR LEARNING:

Stage 2

Module 3 Work Sheet 1: *Where are we now?*
Module 4 Work Sheet 3: *Where in the world am I?*
Module 9 Work Sheet 5: *A monumental day out*

Stage 3

Module 4 Work Sheet 2: *Blueprint for fun*

1 Di mana letak stand hamburger?

In Stage 2, you learnt how to describe location by using the following prepositions:

<i>di dalam</i>	inside
<i>pada</i>	on
<i>di atas</i>	above
<i>di bawah</i>	under
<i>di depan</i>	in front of
<i>di belakang</i>	behind
<i>di antara</i>	between
<i>di tengah</i>	in the middle of
<i>di samping</i>	beside/next to
<i>di dekat</i>	near
<i>jauh dari</i>	far from
<i>di seberang</i>	opposite
<i>di sebelah kanan</i>	to the right of
<i>di sebelah kiri</i>	to the left of

When describing geographical locations with reference to the points of a compass such as *utara, selatan, timur, barat, tenggara* and so on, these compass points are preceded by the words *di sebelah*.

➔ For example:

*Cairns terletak **di sebelah** utara Brisbane.*
Cairns is located to the north of Brisbane.

*Selandia Baru terletak **di sebelah** tenggara Australia.*

New Zealand is located to the south-east of Australia.

In Module 4, Learning Object 2, *Design an amusement park*, Peter and Ardi discussed the draft design for a new amusement park, including the location of certain features of the park.

➔ For example:

Mungkin aku bisa membuat gerbang masuk di bagian timur.

I can possibly put an exit on the east section.

In this work sheet, you are going to prepare some games for visitors to Anna's amusement park. Party games are a popular part of all kinds of Australian celebrations. Often, they involve racing to complete a set of tasks, working as a team, and performing tricky but not very serious challenges.

Some party games are associated with particular types of parties. For example, you might bob for apples at a Halloween party, have an Easter egg hunt at Easter, or play Pin the Tail on the Donkey at a birthday party. Many party games are based on age-old traditions, and can reveal a great deal about the culture in which they are played.

Did you know, for example, that the game 'Blind Man's Bluff', in which one person is blindfolded and has to try to catch the other players, has been played since 500 BC in China, and became very popular in England during the Tudor period (1485–1603)? Or that the popular party game 'Simon says' originated in ancient Rome? The original Latin phrase used in the game was *Cicero dicit fac hoc* (Cicero says do this). Cicero was a powerful Roman politician in the first century BC.

Party games in Indonesia

Indonesia has many traditional games for children that might or might not be suitable for playing at parties, such as *congklak*, *bekel*, *gasing*, *benteng* and *galah asin*.

Congklak and *bekel* have to be played indoors and might not be suitable for parties because only two people can play at a time. *Benteng* or *galah asin* might be better choices if you want a game that includes lots of players. Basically, *benteng* or 'fortress' is a game played by two groups, each with four to eight people. Each group chooses a spot as their fortress, usually a pole or pillar. The main aim of the game is to attack and take over the other team's fortress by touching the pole or pillar that has been chosen by the other group and shouting the word *benteng!* A win can also be achieved by capturing all the members of the other group by tagging them. The decision about which one is tagging and which is being tagged depends on who left their 'fortress' last. The one leaving last, when successful in touching a member of the other group, will be considered the person tagging.

Besides these traditional children's games, Indonesian children also play many of the same games as Australians, such as hide and seek, treasure hunt, chocolate hunt (this can be played at any party in Indonesia; it is not necessarily associated with Easter), pass the parcel, egg and spoon race, and hopscotch. During national celebrations such as Independence Day, games such as sack race, three-legged race, and cracker (instead of apple) bobbing are also played by young and old.

Exercises

Exercise 1

In Learning Object 5, *Design an amusement park*, Anna decided to enter the competition to design an amusement park. Below is a map of Anna's design.

Study the map carefully, and then answer the questions that follow.



1. Kamar kecil	6. Menara maut	11. Kapal layar kecepatan rendah
2. Toko krim tabir surya	7. Papan luncur lurus ke kolam renang	12. Kios menjual minuman
3. Stand hamburger	8. Layar film di kolam renang	13. Toko coklat
4. Kolam renang ombak besar	9. Pentas untuk bintang terkenal	14. Arkade games
5. Roller coaster	10. Kolam renang untuk anak-anak kecil	15. Ruang P3K

(continued on following page)

Exercise 2

Now that you have learnt all about Anna's amusement park, it is time to design a treasure hunt game for visitors to play.

Anna has decided to design a treasure hunt in which participants follow clues to work out where they have to go next. At each destination the participants will receive a clue for the next destination.

Use the map from Exercise 1 to help you plan Anna's treasure hunt.

2.1 Write down which feature will be the starting point for the treasure hunt, which is where participants will receive their first clue (*Kunci Petunjuk Pertama*).

2.2 Write down which feature of the park will be the final destination, where the treasure will be found by the winners.

2.3 Write fifteen clues, in Indonesian, to guide the participants from one feature of the park to the next.



For example:

Tempat ini tidak begitu besar dan Anda dapat menonton film dari sini.

Kunci Petunjuk Pertama _____

Kunci Petunjuk Kedua _____

Kunci Petunjuk Ketiga _____

(continued on following page)

(continued from previous page)

Kunci Petunjuk Keempat _____

Kunci Petunjuk Kelima _____

Kunci Petunjuk Keenam _____

Kunci Petunjuk Ketujuh _____

Kunci Petunjuk Kedelapan _____

Kunci Petunjuk Kesembilan _____

Kunci Petunjuk Kesepuluh _____

Kunci Petunjuk Kesebelas _____

Kunci Petunjuk Keduabelas _____

Kunci Petunjuk Ketigabelas _____

(continued on following page)

