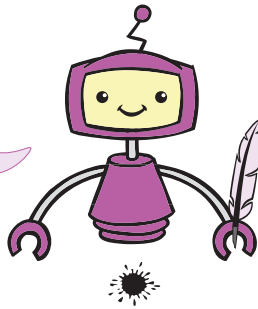


Blueprint for fun

I love going to amusement parks but I've never actually thought of designing one. If I did, I would try to make it as robot-friendly as possible. I'll leave the designing of amusement parks to YOU humans. Please just show a little consideration for the few robotic patrons.



LINKS TO:

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

PRIOR LEARNING:

Stage 3

Module 3 Work Sheet 2: *The ride of your life*

Stage 2

Module 2 Work Sheet 2: *Comparing stuff*
Module 5 Work Sheet 1: *Expressing possibility*
Module 10 Work Sheet 1: *I beg to differ*

1 And the most popular attraction is ...

In Learning Object 2, *Design an amusement park*, Tono presented the results of Peter's survey about what people want to see in an amusement park. Tono used a variety of grammatical structures to describe how enthusiastic survey respondents were about the various proposed facilities outlined in the survey. For example:

<i>Hampir semua orang suka ...</i>	Most people particularly like ...
<i>Hampir semua orang berharap bahwa ...</i>	Most people hope that ...
<i>Beberapa orang berharap bahwa ...</i>	Some people hope that ...
<i>Tidak ada yang suka ...</i>	No one indicated a desire for ...
<i>... tidak populer.</i>	... is not popular.

When presenting survey results, you may want to give the audience more detail about the survey respondents' answers. For example:

<i>... adalah wahana permainan yang paling populer kedua di taman rekreasi itu.</i>	... is the second most popular ride in the amusement park.
<i>... lebih populer daripada ...</i>	... is more popular than ...
<i>... sama populernya dengan ...</i>	... is as popular as ...
<i>Hampir semua orang tidak suka ...</i>	Most people do not really like ...
<i>... adalah wahana yang paling tidak populer di taman rekreasi itu.</i>	... is the least popular item in the amusement park.

2 How does your design compare?

To sell ideas for your design, you may wish to explain to your audience how your amusement park compares to others they may have visited. To do this, we can use the comparative structure: *lebih* + adjective + *daripada* (more ... than ...) that we learnt in Stage 2, Module 2, Work Sheet 2, *Comparing stuff*.

➔ For example:

Roller coaster di taman rekreasi saya lebih cepat daripada roller coaster di taman rekreasi lainnya.

The roller coaster at my amusement park is faster than the roller coasters at other amusement parks.

Another way to compare two things is to use ... *sama* + adjective-*nya* + *dengan* OR ... *se*-adjective ... '... is the same as ...' that we learnt in Stage 2, Module 2, Work Sheet 2, *Comparing stuff*.

➔ For example:

Roller coaster sama menakutkannya dengan Menara Maut.

OR

Roller coaster semenakutkan Menara Maut.
The roller coaster and the Soaring Tower are equally scary.

To say the same thing in the negative, you have to add the word *tidak* before the structure.

➔ For example:

Roller coaster tidak sama menakutkannya dengan Menara Maut.

OR

Roller coaster tidak semenakutkan Menara Maut

The roller coaster is not as scary as Splash Mountain.

3 Talking about 'must' and 'should'

Tono's presentation was based on Peter's survey results asking people what they wanted to see in an amusement park. To emphasise the facilities and features an amusement park 'should' or 'must' have, you may wish to use the two modal verbs, *seharusnya* and *harus*, that we learnt in Stage 2.

➔ For example:

Sebuah taman rekreasi seharusnya mempunyai sebuah tempat yang menjual minuman dingin.

An amusement park should have a cold drinks shop.

Sebuah taman rekreasi harus mempunyai sebuah ruang P3K dan kamar kecil.

An amusement park must have a first aid station and toilets.

4 I think we should ...

In Stage 3, Module 3, Work Sheet 2, *The ride of your life*, you revised a range of phrases for expressing opinions. While these are useful for putting forward one's views, you will also need to learn how to express an alternative view if you do not agree with someone.

To give Peter suggestions on his amusement park, his friends used the following expressions to express their views:



For example:

Kamu harus merancang ..., bukan?

You have to design ..., right?

Apa ada wahana permainan yang sesuai untuk ...?

Is there any ride suitable for ...?

Apa taman rekreasimu mempunyai sebuah ...?

Does your amusement park have ...?

Bagaimana kalau menambahkan sebuah ...?

How about adding a ...?

5 What's in a park?

Designing an amusement park is not easy. There are many variables to consider. Most modern amusement parks contain most, if not all, of the following features:

<i>gerbang masuk</i>	entrance
<i>kamar kecil</i>	toilets
<i>ruang P3K</i>	first aid station
<i>landasan helikopter</i>	helicopter landing pad
<i>tempat menjual makanan</i>	food outlets
<i>cafe</i>	cafe
<i>tempat menjual minuman</i>	drink stalls
<i>meja, kursi dan payung</i>	tables, seating and umbrellas
<i>toko cokelat</i>	chocolate store
<i>toko cenderamata</i>	souvenir shop
<i>wahana permainan</i>	rides
<i>wahana permainan air</i>	water rides
<i>kolam ombak</i>	wave pool
<i>air mancur</i>	water fountain

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<i>arkade games</i>	games arcade
<i>bioskop</i>	cinema
<i>panggung terbuka</i>	open stage
<i>tenda sirkus</i>	circus tent
<i>taman satwa liar</i>	wildlife park

The names of some specific rides might include:

<i>Roller coaster</i>	Roller coaster
<i>Luncur Jeram</i>	Splash Mountain
<i>Menara Maut</i>	Soaring Tower
<i>Komidi putar</i>	Merry-go-round
<i>Cangkir putar</i>	Spinning Cups
<i>Kincir putar</i>	Ferris wheel

Exercises

Exercise 1

Examine the two screenshots below from Tono's presentation summarising the results of Peter's survey about amusement park facilities.

Use the sentence patterns outlined in Block 1 to write four sentences in Indonesian, about the results shown in each screenshot.

1.1



1.1.1

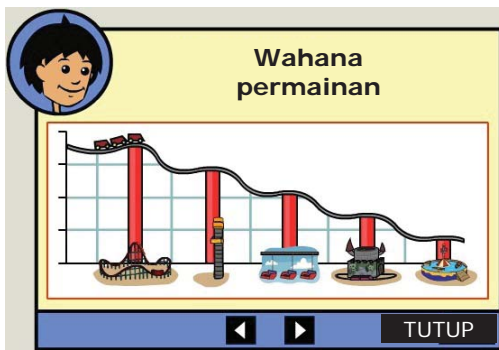
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1.1.2 _____

1.1.3 _____

1.1.4 _____

1.2



1.2.1 _____

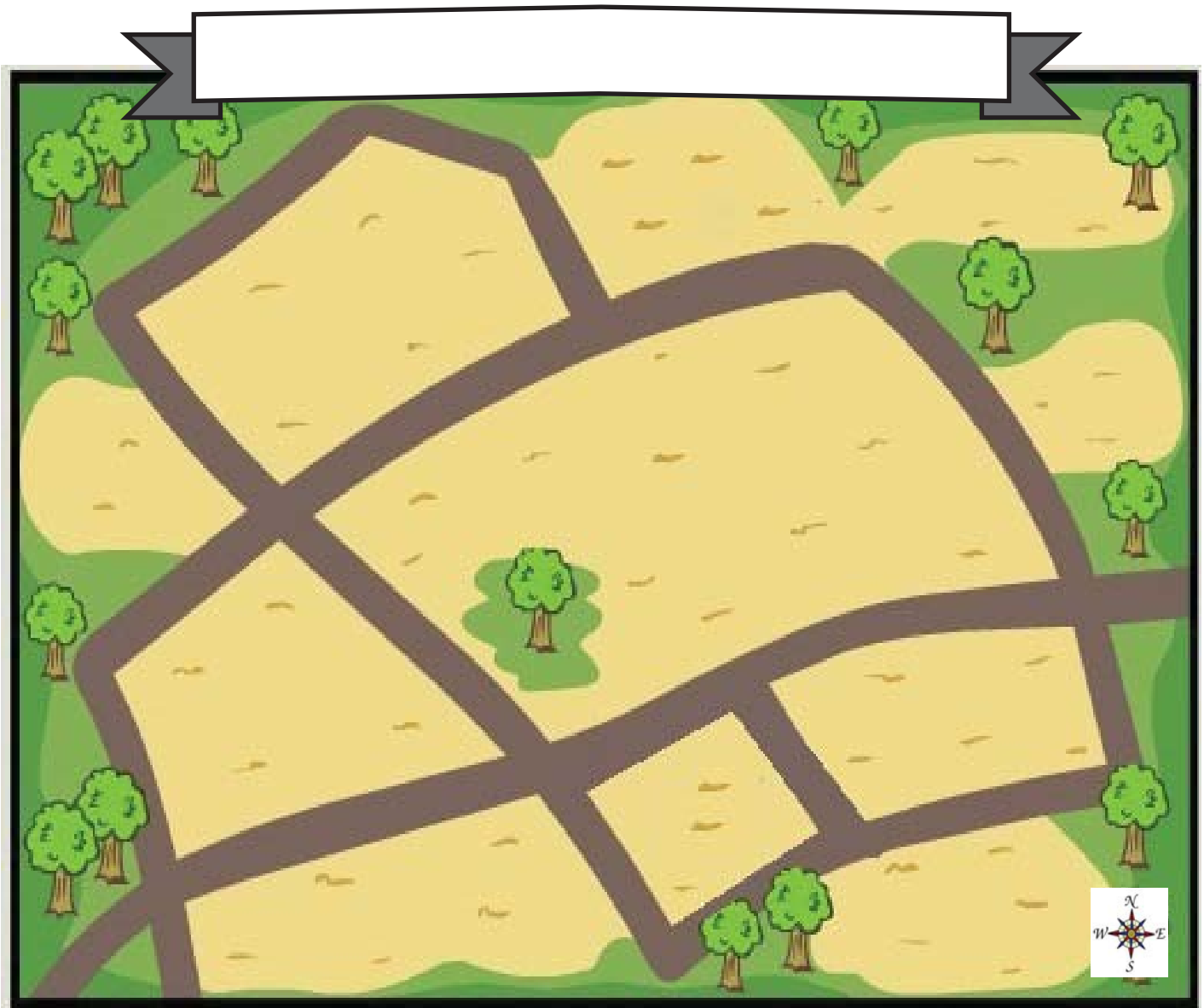
1.2.2 _____

1.2.3 _____

1.2.4 _____

Exercise 2

Below is a screenshot of the blank ground plan of the amusement park taken from Learning Object 2.



- 2.1 To label the map with your ideal layout for an amusement park, you will first need to devise a legend (or key) that uses a number for each facility that will appear on the map. You may use the facilities listed in Block 5 or add your own.

1	
2	
3	
4	
5	

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6	
7	
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18	

2.2 Label your map using the numbers in your legend. Remember to name your amusement park.

2.3 Write eight sentences, in Indonesian, describing the locations of the features and facilities you have included in the plan of your amusement park.

2.3.1 _____

2.3.2 _____

2.3.3 _____

2.3.4

2.3.5

2.3.6

2.3.7

2.3.8

2.4 Write five sentences, in Indonesian, describing how your design compares to other amusement parks, as well as describing some of the characteristics of certain rides and facilities.

2.4.1

2.4.2

2.4.3

2.4.4

2.4.5

2.5 Write five sentences, in Indonesian, outlining the essential facilities or features to include in an amusement park design.

2.5.1

2.5.2

2.5.3

2.5.4

2.5.5

2.6 Use the expressions learnt in Block 4 to provide suggestions, in Indonesian, for three improvements to the proposed plan for the amusement park.

2.6.1 _____

2.6.2 _____

2.6.3 _____

