

### 46. Hospitality and Tourism Cluster - Amusement Park Careers (4 hours)

**Purpose/Abstract:** To introduce students to amusement park careers.

**NCCCS Adult Education Standards:** R.3.2.3, W.5.1.3, M.2.2.4

**Learning Objective:**  
*By the end of the session, students will be able to:*

- Discover various roles within the amusement park industry, highlighting responsibilities and skills needed for careers such as food service, greeters, and ride operators.
- Recognize and differentiate the essential soft skills required for success in amusement park careers.
- Explore how we use shapes to find out how much space things take up in the park, connecting area calculation to multiplication and addition operations.

<b>Soft Skills</b>	Communication, Teamwork	<b>Resources</b>	<a href="#">Skills to Pay the Bills</a> (STPTB) (for instructor reference to define each soft skill category)  <a href="#">Hospitality and Tourism Overview   Career Cluster / Industry Video Series</a>  <a href="#">39-3091.00 - Amusement and Recreation Attendants</a>  Handouts: Amusement Park Jobs - one for each student
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**Additional Materials**

- Amusement Park Jobs handout, one for each student.
- Chart paper or cardboard or A3 size paper for each pair (for the math activity)
- Pre-cut colorful squares and rectangles of different sizes - as many as required for math partner work.
- Art supplies (glue, glitter, markers, paint, etc.)
- Pencils, paper, and scissors
- Computers for student use

<b>Icons</b>	 <b>Activity</b>	 <b>Check-In</b>	 <b>Review</b>
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#### PREPARATION

- Review the [Instructional Support Guide](#) and print/prepare referenced scaffolds.
- Print handouts.
- Familiarize yourself with [O\\*NET](#)
- Familiarize yourself with [Skills to Pay the Bills](#), though it won't be used directly in this lesson.

#### INTRODUCTION (30 min)

Welcome students to the class!



Begin with an introduction of the Hospitality and Tourism cluster using this video: [Hospitality and Tourism Overview | Career Cluster / Industry Video Series](#). Consider replaying or pausing to allow students to reflect on the various careers in this cluster.

Summarize the contents of the video and let students know this is the first lesson in the cluster.

Inform students that today's lesson will focus on Amusement Park Careers. Explain that they will explore different jobs at amusement parks, learn about important skills needed for these jobs—such as communication and teamwork—and even discover how shapes play a role in designing amusement parks.

Share the objectives of the lesson.

### VOCABULARY, READING & WRITING (45 min)

Distribute the Amusement Park Jobs handout and allow 20 minutes for students to read and summarize it to a partner.

Bring the class back together and engage students in a brief discussion using these questions:

*"What job sounds interesting to you?"*

*"How do you think the greeters make you feel welcome?"*

*"Why is teamwork important for these jobs?"*

In pairs, have students write a short description of their favorite job from the passage and encourage them to provide examples for why they like the job. Emphasize that they highlight how they will use communication and teamwork skills in this job.

### REFLECTION (15 minutes)

✓ Have a few volunteer pairs read their descriptions.

#### Lower Level

Pair students with a higher level student.

#### Higher Level

Encourage students to write about challenges they might face in the selected job and how they might overcome them,

### MATHEMATICS (60 min)

Review the concept of area and multiplication and how it connects to amusement park design. Tell students that just like architects and designers use area to plan spaces, they're going to learn how to do the same for their amusement park. This skill will help them make sure everything fits and is super fun!

Show pictures of different sized rectangles and squares and have a few students recall how to calculate the area for each of them. Write down the area calculation formula on the board.

Prepare cut-out paper squares and rectangles of various sizes in different colors. These will represent different attractions and spaces within the amusement park.

Distribute the squares and rectangles to each pair of students. In pairs, students will select a shape and place it on a "park map" (a large piece of paper or board). Encourage students to arrange the shapes creatively to design an amusement park area. They can have a "food court" rectangle, a "ride" square, and more. Once the shapes are arranged, students will calculate the area of each shape. For squares, the area is side x side. For rectangles, it's length x width.

Have students use multiplication and addition to find the area. For example, if they have a rectangle with a length of 4 units and width of 3 units, they'd calculate  $4 \times 3 = 12$  square units.

As students calculate the area for each shape, discuss how these calculations help us understand how much space each attraction or area takes up in the amusement park.

 REFLECTION (10 minutes)

After completing the activity, lead a class discussion to highlight the students' designs and their calculated areas. Emphasize the significance of multiplication and addition in determining the space occupied by different attractions.

✓ Ask questions like:

*"How did multiplication help you find the area of the squares and rectangles?"*

*"What did you learn about the importance of space when designing an amusement park?"*

*"Can you think of other places where knowing how much space things take up is important?"*

**Lower Level**

Partner students with a higher level student.

**Higher Level**

Ask students to think about other shapes they can use in their design and look up how to calculate the area for circles and triangles.

**GROUP WORK (60 min)**

Begin by explaining the purpose of the activity: "Today, we're going to step into the shoes of Amusement and Recreation Attendants. These are the people who make sure everyone has a safe and enjoyable time at the amusement park. We'll explore how good communication and teamwork are crucial for this role."

Divide the students into groups of three. Each group will take on a different role-play scenario related to being Amusement and Recreation Attendants. Assign each group one of the following role-play scenarios:

a. **Scenario 1 - Lost and Found:** The attendants need to help a visitor who has lost a valuable item in the park. They must work together to communicate with the visitor, ask relevant questions, and assist in locating the lost item.

b. **Scenario 2 - Ride Queue Management:** The attendants are responsible for managing a long line of excited visitors waiting for a popular ride. They must work together to ensure that people are safe, entertained, and informed about wait times.

c. **Scenario 3 - Showtime Coordination:** The attendants are in charge of coordinating a live entertainment show. They need to communicate with each other to ensure that the show starts on time, the audience is seated properly, and any issues are resolved swiftly.

In their groups, students will discuss and plan their assigned scenario. They should assign roles within the group (e.g., Attendant 1, Attendant 2, Visitor), consider dialogue, and decide on actions to demonstrate communication and teamwork. Allow groups time to rehearse their role-play scenario. Encourage them to focus on effectively portraying communication and teamwork.

Each group will present their role-play scenario to the class. They should perform the scenario.

### REFLECTION (20 minutes)

✓ After each presentation, facilitate a class discussion by asking questions like:

*"How did the Attendants demonstrate good communication with each other and with the visitor?"*

*"What teamwork strategies did they use to solve the scenario?"*

*"What did you learn about the responsibilities of Amusement and Recreation Attendants?"*

Conclude the activity with a broader discussion about the significance of communication and teamwork in the role of Amusement and Recreation Attendants. Ask students to share their thoughts on how these skills contribute to a positive experience for park visitors.

### INDEPENDENT WORK TIME (30 min)

Share [39-3091.00 - Amusement and Recreation Attendants](#) with students and allow time for them to read about the role. Have them summarize the key skills, activities, tasks and abilities specific for this role with a partner.

Walk around and check that all students are able to summarize and discuss the role.

#### Lower Level

Provide the easy-read link for the job.

#### Higher Level

Encourage students to think about the career progression opportunities for this role.

### WRAP-UP & REFLECTION (15 min)

Ask students to share an experience of visiting amusement parks with a partner. If they don't have an experience, have them share one thing they'd like to try out if they get to visit an amusement park.

Ask a few volunteer pairs to share their thoughts with the rest of the class.

Summarize the key points of the lesson.

Distribute exit slips to students.  
Ask for a few volunteers to share their reflections.  
Collect and review the answers.

# Amusement Park Jobs

**Directions:**

- Read the passage below and be prepared to share your thoughts with the class.

Amusement parks are exciting places with many different jobs that help make your visit fun and enjoyable. Let's learn about some of these jobs and what they do:

**Food Service:** People working in food service make yummy treats and meals for park visitors. They cook, serve, and make sure everyone has a tasty time. Food service workers also need to talk nicely to customers and help them find their favorite snacks.

**Greeters:** Greeters are friendly faces who welcome you to the park. They smile and give you information about the rides, shows, and where things are. Greeters make sure you feel happy and ready for a day of adventure!

**Ride Operators:** Ride operators help you get on and off rides safely. They make sure your safety belts are snug and give you a thumbs-up before the ride starts. Ride operators also need to talk clearly to let you know when it's time to hop off.

**Maintenance Crew:** These workers keep the park looking clean and shiny. They fix things that might break and make sure everything is safe. Maintenance crew members need to work together to keep the park nice and tidy.

**Entertainers:** Entertainers are like magical performers. They dress up, sing, dance, and act to make you smile. Entertainers work in shows and parades, and they use their voices and moves to share happiness with everyone.

All these jobs need good communication and teamwork. Talking nicely, helping each other, and working together make the amusement park a fantastic place for everyone to enjoy! Remember, whether you're eating a treat, going on a ride, or watching a show, many people are behind the scenes, making sure you have an amazing time at the amusement park.

## Reflection Exit Slip

In one sentence, describe what you learned in this lesson.

Today, I learned \_\_\_\_\_.

Is one of the careers discussed today of interest to you? Why or why not?

I liked / did not like \_\_\_\_\_ career because \_\_\_\_\_

\_\_\_\_\_

Is there anything you still need help understanding?

What's one question you have?

Circle the emoji that shows how you feel about your mastery of content in this lesson.



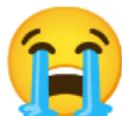
Happy



Smart



Confused



Sad



Angry