

The State Fair of
TEXAS
Curriculum

THE MIDWAY & GAMES
GRADE 5 SOCIAL STUDIES

CARNIVAL CHALLENGE!

YOUTH ACTION RESEARCH & THE PROBLEM-SOLVING PROCESS



TEACHER

The Midway & Games



Carnival Challenge! Youth Action Research & The Problem-Solving Process

In this lesson students will:

- ★ Develop a process, identify problems to gather information, list and consider options, and explore advantages and disadvantages of particular solutions.
- ★ Work independently and with others in a variety of settings.
- ★ Take action to implement a decision, and evaluate the effectiveness of a solution.

Before You Go

- ★ Write the term “midway” on the board and give the students three minutes to brainstorm. How many ideas can they associate with that word?
 - * It originated during the World’s Columbian Exposition held in Chicago in 1893.
 - * Since then, national, state, and local county fairs use the term to refer to the amusement area including carnival rides, games, and other attractions.
 - * To help build background knowledge about Midways found across America and Canada, students can visit this [website](#).
- ★ Inform the students they will be working in collaborative groups to do Action Research while visiting the Texas State Fair.
 - * Action Research is research conducted by a group of people who want to make a positive change in their community.
 - * Their group will then create a plan and write a proposal to the PTA for a school carnival featuring similar rides, games, and prizes found at the State Fair.

Imagine the PTA at your school is out of money and they need your help. Your job is to visit the State Fair of Texas and collect valuable information about carnival rides, games, and prizes found on the Midway that could be replicated at your school carnival. Get ready to have a little fun, make some tough decisions, and collaborate with a team!

Standards

- ★ Social Studies TEKS: 5.26(A), 5.26(B)
- ★ ELAR TEKS: 5.19
- ★ Art TEKS: 5.2(A), 5.2(B)



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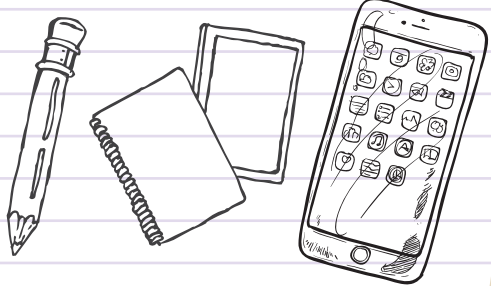


Plan Your Route.

★ Head to the Midway in the center of the fairgrounds.

Optional Materials to Bring

- ★ Smart Phone or Tablet
- ★ Pencil, Notepad, or Sketchbook



While You're There

The objective of your visit is to gather information about a carnival atmosphere by playing games, winning prizes, and experiencing the thrill of amusement park rides; then bringing this information back so you can plan your own school carnival!



EXPERIENCING THE MIDWAY

- As you walk through the Midway, pay close attention to your surroundings.
- Choose at least three games to play or observe others playing.
- Make note of cost and possible prizes you could win.
- Notice all the marketing techniques used by each vendor.
- Take a spin on several different rides.
- Consider how you could create similar thrill experiences.
- Write down a few notes about your experiences to share with your team.
- Pay attention to how the different rides and games look.
- What is it about them that makes them visually appealing?

BREAKING DOWN YOUR EXPERIENCE

- Find a place to sit where you can ponder the following questions as you continue to observe.
- How can your team create a Midway similar to this one, at your school carnival?
- What materials will you need to design games, rides, and prizes?
- What is it that's attracting people to the rides and games?
- How can you make your rides and games eye-catching?
- Why are entertainment venues full of lights, noise, and crowds?

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After the Fair

When you return to class following your State Fair visit, you will:

- ★ Collaborate with your team and talk about your experiences. Use the questions you answered while you were at the Fair, and discuss these, as well:
 - * What type of budget will your team need in order to make money from this?
 - * If you can't afford carnival rides, what would be a good substitute?
 - * How will you market the carnival to your school community?
- ★ Create a blueprint of your team's Midway.
 - * Come up with creative names for each ride and game, OR...
 - * Choose a theme and design each ride/game according to that theme.
- ★ Make sure your Midway design catches the visitor's eye!
 - * Think back to the Midway at the Fair and the games or rides that people were most drawn to. What was it about them that made them popular? (Refer back to your notes from your experience.)
- ★ Write a persuasive letter convincing your school PTA to adopt your proposal.
- ★ This is a large project; consider assigning tasks to different groups, and remember to have FUN and be creative!

