THE MIDWAY & GAMES
GRADE 5 SOCIAL STUDIES
CARNIVAL CHALLENGE!
YOUTH ACTION RESEARCH & THE PROBLEM-SOLVING PROCESS
Carnival Challenge!
Youth Action Research
& The Problem-Solving Process

Recap

★ Recall that the term “midway” originated during the World’s Columbian Exposition in Chicago in 1893, and refers to the amusement area including carnival rides, games, and other attractions.
★ Visit this [website](http://example.com) to see midways from fairs across the country.
★ Remember that, for this project, you are participating in Youth Action Research. Action Research is research conducted by a group of people who want to make a positive change in their community.

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

You will use information you gather at the State Fair to help you with this project:

Plan Your Own School Carnival!

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, and then bringing this information back, so you can plan the carnival with your class.
Carnival Challenge!
Youth Action Research
& The Problem-Solving Process

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?

My Notes on the Midway:

Back at School
When you return to class following your State Fair visit, you will work on your project. See your teachers for more information.