

# Why *did* I choose this ride?!

*Sociology on the Midway*

## GAMERS

## QUEST 5 SOCIOLOGY

## STATE FAIR OF TEXAS CURRICULUM

### During this Gamer Quest, you will:

- ★ Analyze how our society has moved from rural to urban and how collective behavior and technology has impacted this change.
- ★ Gather information and predict consequences at the Fair.
- ★ Create a foldable that discusses why people choose the rides and games they do
- ★ Create a Midway with a theme based on a contemporary social issue.

### Learning Standards

- ★ Sociology TEKS: 18(A), 19(A), 21(B)
- ★ Art TEKS: Art I: 1A, 1B; Art III: 4B
- ★ ELAR TEKS: E2(16)(A), E2(16)(B)
- ★ Career Development TEKS: CP.1A, PS.2A

The State Fair of Texas represents how technology and urbanization have contributed to our changing world. The goal of this Quest is to study fairgoers and their collective behavior regarding what rides and games they choose. This may require you to look at the sights, sounds and smells of the Midway. It will allow you to expand your mind and make a connection between the past and the present. This is a fun way to discover how behavior has changed in our modernized world!



<http://photographyblog.dallasnews.com/files/2012/10/statefairvbweb.jpg>

### Before You Go – 15 min prep time, 45 teaching time

- ★ Discuss how our society has changed, emphasizing how rural farming has been replaced by industrialization and now become more service oriented
- ★ Ask students questions such as:
  - o What types of careers have people in your family pursued?
  - o Do you know any people who actually work on the land they own, as a farmer or rancher?
  - o How close together are the neighbors you have?
- ★ Discuss how collective behavior, social movements and modernization have contributed to this change.
- ★ Ask students questions such as:
  - o How do you think social movements have contributed to our changing society?
  - o Do you think new technology has contributed to this change?
  - o How many of you use technology on a daily basis?
  - o Can you imagine a world without a cell phone or a computer?
- ★ Have students write down types of things they might see in a Midway area of a fair.

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### STATE FAIR MAP



- ★ Allow some students to share their ideas and ask them when they think that ride/game became available.
- ★ Ask them how they think technology has affected that ride or game.
- ★ Why do they think some people may be attracted to different rides or games?



#### Invitation

★ Today you will be able to spend your day at the Fair, exploring the Midway! It is going to be really exciting to see all the Sociology at the State Fair! Please bring the listed materials and follow the route, and perform the tasks below at the State Fair of Texas.



#### Plan Your Route

- ★ Start your Quest at Big Tex and go into the Midway.
- ★ Circle around to the left as you explore.
- ★ You'll end your Quest at the Texas Star.



#### Optional Materials to Bring

- ★ Pen or Pencil
- ★ Notebook or Paper
- ★ Smartphone or Tablet



#### While You're There

The objective of your visit is to observe collective behavior and determine why people choose certain games or rides in the Midway.

Why We Choose the Rides and Games We Do: Sociology on the Midway

★ **BIG TEX:** As you walk by Big Tex, take a minute to observe his clothes, his voice, and people's response to him when he speaks.

★ **THE MIDWAY:** Walking into the Midway, look for the longest line or the biggest crowd and study the game people are gathered around.

Repeat this for at least two games.

- o Take a look at the presentation of the game and what the game consists of.
- o If you are able, ask one of the fairgoers that chose the game why they wanted to play.
- o Observe what the game operator is wearing and what he or she says to lure people to play the game.

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★**THE RIDES:** As you circle to the left, you will come to the rides. Just as you did for the games, look for the longest line or the biggest crowd and study the ride people are drawn to. Repeat this for at least two rides.

- o Notice the presentation of the ride, its location, and what the ride does.
- o If you can, ask one of the riders why they were drawn to it.
- o Notice anything else that you think may have been a determining factor that brought fairgoers to that ride.

★**ARTFUL EXPECTATIONS:** To get ready for the art portion of this lesson, notice the different types of rides you see as you explore.

- o Think about what your expectations of the Midway are as you observe the rides and games around you.
- o How could you create a space where people could still play games and experience rides while becoming aware of issues facing our world today?

★**POEM EXTENSION:** As you take notes on fairgoers today, see if you can highlight THREE that you think will be great to write poems about later. \*Put a star by them\*



## After the Fair - 45 min (or longer) project

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

★ On a computer using Microsoft Word, Microsoft Publisher, or Adobe, create a product (a foldable) that discusses why people choose the rides and games they do in the Midway. Include:

1. An introduction with the following four pieces of information:
  - o A popular game
  - o An unpopular game
  - o A popular ride
  - o An unpopular ride
2. Strong thesis statement: Why did people choose to ride the rides and play the games that they played?
3. Evidence that supports the thesis statement.
  - o Support your thesis statement (and reasoning behind why you feel people made the choices that they made) with the observations you made, experiences you had, and conversations you held.
4. Include pictures of the rides and games you are discussing in your foldable.
5. Don't forget to include a title, information about the rides & games, and conclusion!

Handwritten notes and diagrams at the bottom of the page:

- A large number 2.
- A curved arrow pointing right.
- The equation  $m_b = h_b = f_b = \sqrt{a^2 - b^2/4}$ .
- The equation  $A = F \cdot S \cdot \cos d$ .
- A coordinate plane with x and y axes. A curve is plotted in the first quadrant, starting from the y-axis and ending at a point labeled  $x_4$ . A dashed vertical line is drawn at  $x_4$ . There are also labels  $x_1$  and  $x_2$  on the x-axis, and  $x_3$  on the curve. A curved arrow points from the curve towards the right.
- Other handwritten symbols include  $\angle +1$  and  $\angle 4$ .



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## ART PORTION

### Before you go: Discussion

What are the expectations of an amusement park, or midway at a fair? Most often, there is the expectation that there will be rides and games that promote the idea of fun. There will be prizes and laughter and lots of yummy foods to enjoy.

Imagine if, however, your experience was just the opposite, but purposely so.

★ Before visiting the State Fair of Texas, take a moment to view the videos below. The famous street artist, Banksy, along with a number of other known artists created a “bemusement” park that flew in the face of normal expectations regarding a carnival experience. Instead, their pieces reflected concepts such as homelessness, racism, political scandal, etc. – all negative aspects that we see happening oftentimes in popular culture today.

o <http://www.thisiscolossal.com/2015/08/dismaland/>

o <https://www.youtube.com/watch?v=V2NG-MgHqEk>

★ After watching the videos, think about some social issues that you feel are affecting the world today. How would you go about designing a park or midway that would be reflective of those issues?

### While You're There

★ See the main portion of the lesson for instructions.

### After the Fair

In addition to drawing attention to issues, it's great to suggest possible solutions.

- ★ When creating your Midway, be sure to take into consideration the elements and principles of design.
- ★ You could either make mock ups of the actual games and rides, or create a map that includes each of them in a 2D work.
- ★ Present your designs and ideas to the class.
  - o Before explaining what your various messages are, ask your peers to try and guess what issues you are working to draw attention to in the Midway.
  - o Discuss the reasoning behind your creative choices and why you feel those would be the most successful in your design.
  - o Be open to critique and suggestions from your classmates!



## ENGLISH PORTION – EXTENSION

As you walked around the Midway, you observed many different types of people making very different decisions about what ride to go on and what game to play.

- ★ Looking back at your notes, choose three different people that you observed making decisions on the Midway and write a poem for each person describing what he or she was thinking while making his/her decision.
- ★ Follow these guidelines when writing each poem:
  1. Use an alternate rhyme scheme (ABAB, CDCD, etc.)
  2. Write four stanzas
  3. Each stanza should include four lines
  4. Use descriptive vocabulary

$$(x^2) - (x)(x \times y)$$

$$A = r \cdot s \cdot \cos a$$

