THE FUN PARK *An overview*

The Fun Park scene	A picture file (JPEG). Print out – or view on computer/ overhead projector/interactive whiteboard. **NOTE:** THERE ARE 2 FUNPARK SCENES ON THIS DISK. USE THE FILE: "THE FUN PARK SCENE" FOR VIEWING. (THE FILE "FUN PARK – SMALL" IS A SMALL, LOW RESOLUTION DEMONSTRATION).	Used in all of the language tasks, but can also be used to generate discussion. Children love looking closely at what's going on at the Fun Park.
Character Cards **Character Reference Chart**	A PDF file containing 30 of the characters presented as flashcards. Print them out and cut them up. Colour printing is required. The Character Reference Chart is a smaller version of all 30 characters along with a designated number. This is useful to use when a child is chooses a card randomly and wants to find the corresponding questions. (Characters are studied in the order of their number on the Reference Chart).	Used in the Feelings and Report It activities.
Character Pics	Picture files for 30 of the characters (JPEG). These can be used to view on a computer/whiteboard when completing activities about a certain character.	If the Report It task is being done as an oral presentation in class, the character can be displayed as the child reports on their day at the Fun Park.

ACTIVITY: Report It! Great for reporting skills, use of past tense, sequencing.	To complete the activities in this file, each child must pretend they are one of the characters and report back about their day at the Fun Park. It can be done as an oral task, a written task (narrative) or as a letter to Great Aunt Beryl. A plan and picture cues are provided to assist children in thinking about events, feelings and other details.	Use along with Character Cards and the Fun Park scene.
ACTIVITY: Feelings at the Fun Park Great for developing perception of other people's feelings and responses to different situations. Also works on a complex sentence structure.	A PDF file. Encourages children to recognise facial expressions, interpret feelings and consider the cause of the emotion by observing the context. Page 2 = a sorting task (requires Character Cards) Page 3 – 6 = a worksheet that requires the child to identify a character and then write why a he/she is feeling happy/sad/angry/scared.	Use with The Fun Park Scene. Page 2 requires Character Cards.
ACTIVITY: Talking and Thinking at the Fun Park Great for encouraging children to think about others' thoughts. Can lead on to use of thought and speech bubbles in Social Stories ™. Teaches how to incorporate speech and thoughts into writing.	12 pictures of people from the Fun Park scene. Requires children to think about what each character might be thinking or saying in the context that they find themselves in at the Fun Park. One worksheet that requires the child to translate speech and thought bubbles into text. Contains one page of explanation regarding speech and thought in writing.	Requires the Fun Park Scene.
ACTIVITY: Questions Great for developing children's responses to different levels of questioning.	Five files of questions containing 109 pages of questions. Arranged in four language levels from easy to difficult. See the file Questions – How to Use Them for further information.	Use the Fun Park Scene. Character Cards and Reference Chart can also be used to choose characters randomly.