

Universal Studios Project Kit

Congratulations! You're going to Universal Studios Hollywood! Use these project ideas to enrich your educational experience in the park. Read through them before you go to make sure you understand the terms and concepts, and to help you determine if you want to expand upon any of them. **You'll find fun facts and printable worksheets at the end of this packet.**

a- elementary level activity b- middle school level activity c- high school level activity

Language Arts

Making movies is all about communicating! Explore the movie lots and discover all of the aspects of visual storytelling. What goes into creating a rich story using videography? Talk about how visual arts communicate ideas and provoke emotion. How do small changes to scenes and actions affect the storyline?

- a. Discuss the concepts of visual storytelling. Draw your own story, create your own little skit, or write about your discussion.
- b. Discuss the intricacies of visual communication. Write a short play. Try acting it out.
- c. Discuss in further depth the role visual communication has on our world. Write the script to a play or skit which portrays a moral or purposeful persuasion. See how many aspects of your play would need to change in order to change the tone and purpose of it. How can we be more mindful of the tools used by producers and actors to evoke emotions and conclusions in their viewers?

Materials required: Notebook, pen/pencil

Submission: A copy of your writings/drawing, and any pictures/videos

Teaching or learning notes:

Applied Math

How much money does Universal Studios make from visitors? Tickets are \$95. How many people come to Universal every day? There are several ways to estimate this: ask someone who works at the park, find out the area of the park and divide it into representative areas that you can count and multiply, or find the information on the internet. How much does Universal make in a day? In a month? In a year?

- a. Talk about the math and make verbal estimates with your teacher. Write down your math.
- b. Do the calculations on your own and write everything down. Talk about expenses and how those affect Universal's profit.
- c. Do the calculations, write it down, and ask more questions to determine Universal's estimated costs (don't forget staff, the land lease, etc.). Estimate gross and net incomes per day, month, and year. Run a hypothetical model to see how the numbers change if attendance or costs decline or increase.

Materials required: Notebook, pen/pencil, calculator or smartphone (optional)

Submission: Your calculations, estimations, and conclusions, and any pictures/videos

Teaching or learning notes:

Science

Check out the physics of fast-paced rides! All ride designs utilize the principles of Conservation of Energy, inertia, friction, potential and kinetic energy, and gravity. What makes the fast rides go fast? Why do rides slow down when they are going uphill? Why do you get flung from side to side around corners? What is inertia and what affect does it have on ride physics? How do rides use potential and kinetic energy to keep them going? How is energy “conserved” during the ride? What parts do friction and gravity play? What are Newton’s three laws of motion and can you see them working on the rides?

- a. Discuss some of the simpler concepts and try feeling the forces at play on some rides. Compare rides to one another and talk about what goes into building them. Draw one of the rides.
- b. Discuss the concepts and identify as many physics concepts as you can on some rides. Compare rides, and then pick one ride at the park to diagram/map and include the forces you can identify to define how that ride works.
- c. Discuss the concepts, identify them on some rides, and diagram one of them including its use of physics. Design your own ride using the things you’ve learned.

Materials required: Notebook, pen/pencil

Submission: A copy of your drawings, diagrams, maps, or designs, and any pictures/videos

Teaching or learning notes:

Social Studies

Our history is reflected in the visual media we produce. Current events often play a role in what, how, and why we film. How has movie making techniques changed over the years? How has technology changed? What historical events can you see coming through in film? What cultural attitudes of the day come through in film?

- a. Take note of three historical events you've seen portrayed in popular films. Write these down in your notebook and/or draw a picture.
- b. Take note of three major changes in technology which has affected the way we make movies. Write about these changes and discuss other ways that those technologies have affected our lives.
- c. Choose one film to analyze. When was it filmed? What attitudes of the day can you find in the film? What technology of the day was used? Did the film have any affect on society during its time? Or after its time? Write a short essay about your findings.

Materials required: Notebook, pen/pencil

Submission: A copy of your writings/drawings, and any pictures/videos

Teaching or learning notes:

FUN FACTS

- Universal Studios Hollywood started out as simply the Studio Tour in 1964, giving guests a behind-the-scenes glimpse at movie and television production. But the studio's roots go all the way back to the silent film years. In 1915, they actually invited the public to experience movie making. It was at the very beginning of movies. Admission was a quarter and you got lunch for it, too. This bargain came to an end in the late '20s, when movies began to use sound, because they found tourists made too much noise during production.
- The attractions are housed in real soundstages. *Transformers: The Ride – 3D* used to be the home of a very famous TV family, *The Munsters*, from the '60s.
- Universal consulted J.K. Rowling and the Harry Potter films' production designers during the design process, so each and every detail is picture perfect.
- The entire Jurassic Park ride is built around an oak tree, because in California, it's illegal to cut them down!
- There's a hidden, floating Mickey Mouse hat in the water on the Jurassic Park ride. Can you find it?
- The best seats on the tram are in the second or third car -- not the first. You'll have a better angle to experience all of the movie magic!
- When Steven Spielberg rode the Jurassic Park ride, he got off just before the huge drop at the end. Are you braver than the famous director?
- The Studio Tour is narrated by Jimmy Fallon and includes filmmaker Peter Jackson's heart-pounding King Kong 360 3D, the world's largest 3D experience!
- The luggage racks in the train station, the desks in the Defense Against Dark Arts classroom, and Hagrid's motorcycle are all real props from the *Harry Potter* films. Check it out!

Universal Studios

1. Draw a picture of your favorite part of the park.



2. Describe your favorite part and why you love it..

3. What is one thing you learned about movie making?

4. Draw or describe one example of set design you saw.



5. Describe or draw one historical thing you found in the park.



6. How do engineers use math to design rides?

BONUS:

Universal Studios has always been a working movie studio. Movies are still filmed there today! We all know that watching too much TV can be a bad thing, but why and how can movies and TV be a good thing for society? How do movies influence culture?

