

How to Design the World's Best Roller Coaster – Getting Started by Paul Mason

Imagine if instead of just riding on roller coasters, you were asked to design one. Not only that – this roller coaster is designed to be right at the top of everyone's Must-Ride List. It is going to be the world's BEST roller coaster! Where should you begin?

Internet research

Your design project starts with some research. There are lots of places to get information about what makes a great roller coaster:

1) Your own experience

When thinking about a dream design, your personal experience is a good place to begin. Have you ever ridden on a roller coaster? If you have, which bit did you like best? Maybe it was the plunge down to a steep drop? Or the moment you thought the train was going to fly off into thin air, or the part where it swooped close to the ground?

2) Research

Your job is to design something people agree is the best roller coaster ever. To do this, you need to research what other people think makes a great roller coaster. The Internet is a good source of information.

3) Ask people

A top way to find out what people think makes a good roller coaster is to ask them. You could ask your classmates, friends ... and your family, for example.

Work it out!

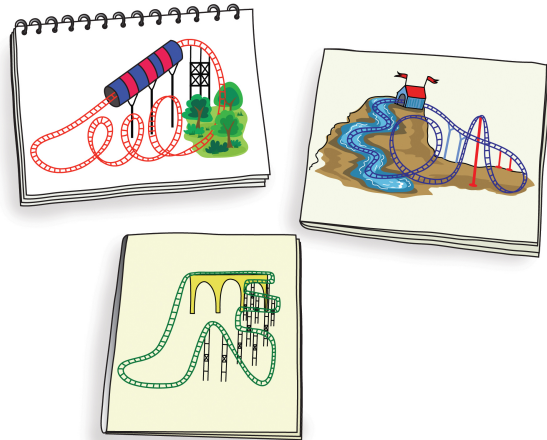
Plan a fan survey to discover what people most like about roller coasters.

Your research will have suggested some features from other top-ranked rides. Ask the people doing the survey what they think of these features.

Make a sketch

After doing your research, grab a pencil and paper (and possibly an eraser!) and let your imagination rip. Sketch out the features that will make your design the best in the world.

Later, this dream design will have to be tested, to see whether it can actually be built. The design probably won't be exactly how the roller coaster ends up – but a dream design is a good place to start.



Name:	Class:	Date:
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1 Look at the first paragraph, beginning “*Imagine if*”.
Find and copy three words that describe a list of roller coasters that someone really wants to go on.

2a

 1 mark

2 **Find and copy one** example of the bit of a roller coaster ride that the writer thinks you might have enjoyed.

2b

 1 mark

3 Look under the heading “**Internet research**”.
 The main purpose of the research is to find out ...
 Choose **one**.

- why people go on roller coasters.
- who likes going on roller coasters.
- which is the best roller coaster.
- what makes a good roller coaster.

2c

 1 mark

4 Look at the section “**Work it out**”. What does the use of the word “*other*” in the phrase “*other top-ranked rides*” tell you about the writer’s view of the roller coaster you are designing?

2g

 1 mark

5 Look under the heading “**Make a sketch**”. Which phrase is closest in meaning to the word “*rip*”?
 Choose **one**.

- tear apart
- flow freely
- speed past
- zoom ahead

2a

 1 mark

6 Match each text feature to its main purpose.

- | | |
|---------------|-----------------------------|
| title | gives alternatives |
| heading | lists a sequence of actions |
| numbered list | states the challenge |

2f

 1 mark