



## **TEACHER'S GUIDE**

### **MODERN MARVELS: DISNEY WORLD**

Throughout the world, young people dream of Disney World and Disneyland, destinations which have symbolized fantasy and adventure for decades. From fairytale princesses to swashbuckling pirates to wild animals—the Disney characters are icons in our society. But the true magic of Disney World is below the surface and behind the scenes. This one hour documentary traces the history of Disney World, showing how Walt Disney used his creative vision and business acumen to build one of the world's most recognizable brands.

### **CURRICULUM LINKS AND OBJECTIVES**

*Modern Marvels: Disney World* would be useful for classes on American History and Culture, Economics, Science and Technology. It is appropriate for middle school and high school students.

### **VOCABULARY**

Ask students to define the terms below, or ask them to make their own list to define as they are watching this program.

Centrifuge	Pneumatics
Hydraulics	Pyrotechnics
Icon	Immersive
Innovative	Articulated
Abounds	Induction
Matrix	Kinetic
Pneumatics	Authenticity
Montage	Aesthetic

### **DISCUSSION QUESTIONS**

1. Robotics is one of the core technologies used in Disney World. Discuss the evolution of robotics. How have the robots evolved? How are they different? What new technologies do the engineers use?
2. Disney World has a specific layout. What is the design of the park? Why was it designed this way?

3. There is a whole invisible world within Disney World. How do employees move about the park invisibly in order to preserve the magic?
4. Walt Disney was always a fan of technology. How did this love of technology influence his vision?
5. Disney invented the multiplane camera. What is it and what did it accomplish?
6. Walt Disney opened Disneyland in 1955. What inspired the creation of Disneyland?
7. Despite all the celebration and festivities, opening day at Disneyland was a disaster. What were some of the problems the park faced on its opening day?
8. What inspired the creation of Disney World? Why did Disney choose Orlando, Florida for its location?
9. Walt Disney died before the completion of Disney World. How did his death affect the company and the project? Who took over the completion of the park?
10. Cinderella's castle, the focal point of the Magic Kingdom, is smaller than it appears. How did the engineers and artists make the castle appear larger than its actual size?
11. Discuss the origins of Disney's animatronics.
12. Discuss the history of the monorail, Disney World's main mode of transportation.
13. Discuss how Disney World technology has influenced Naval technology and even that of NASA.
14. Disney World's newest park is Disney Animal Kingdom Park. What are some of the challenges the employees face in working with live animals?
15. Discuss how Disney World is a unique blend of art and science.

## **EXTENDED ACTIVITIES**

1. Have students imagine that they are designers for Disney World. Have them design a new attraction or theme park for Disney World.
2. Instruct students to create a brochure advertising Disney World. Guiding Questions: How would you market the park? How would you market the park to different populations? What would you emphasize about the park?
3. Have students choose one aspect or example of Disney technology and research that technology and create a report or presentation on the history and evolution of the technology and its use(s) in Disney World.
4. Ask students to create a mini-biography about the life and career of Walt Disney. These biographies can be in Powerpoint format, on poster-board, or any other useful format.

## **PRIMARY RESOURCES**

Follow this link (<http://www.justdisney.com>) to view quotes, read more background information, and view images related to the history of Disney World.

## **WEBSITES**

Walt Disney World Resorts: <http://disneyworld.disney.go.com/wdw/index>

Walt Disney World: The Government's Tomorrowland?

[http://newsinitiative.org/story/2006/09/01/walt\\_disney\\_world\\_the\\_governments](http://newsinitiative.org/story/2006/09/01/walt_disney_world_the_governments)

Behind the Scenes at Disney World: <http://www.washingtonpost.com/wp-dyn/content/article/2006/06/16/AR2006061600504.html>

## **FURTHER READING**

Thomas, Bob. *Walt Disney* (Disney Press, 1994), Age Range: Young Adult

Jones, C. E. *Walt Disney Imagineering* (Disney Press, 1998), Age Range: Young Adult

Gabler, Neal. *Walt Disney: The Triumph of the American Imagination* (Knopf Publishing Group, 2006), Age Range: Young Adult

Green, Katherine and Richard Greene. *Inside the Dream: The Personal Story of Walt Disney* (Disney Editions, 2001) Age Range: Young Adult

Revenson, Jody. *Popping Up Around Walt Disney World* (Disney Editions, 2004), Age Range: 9-12