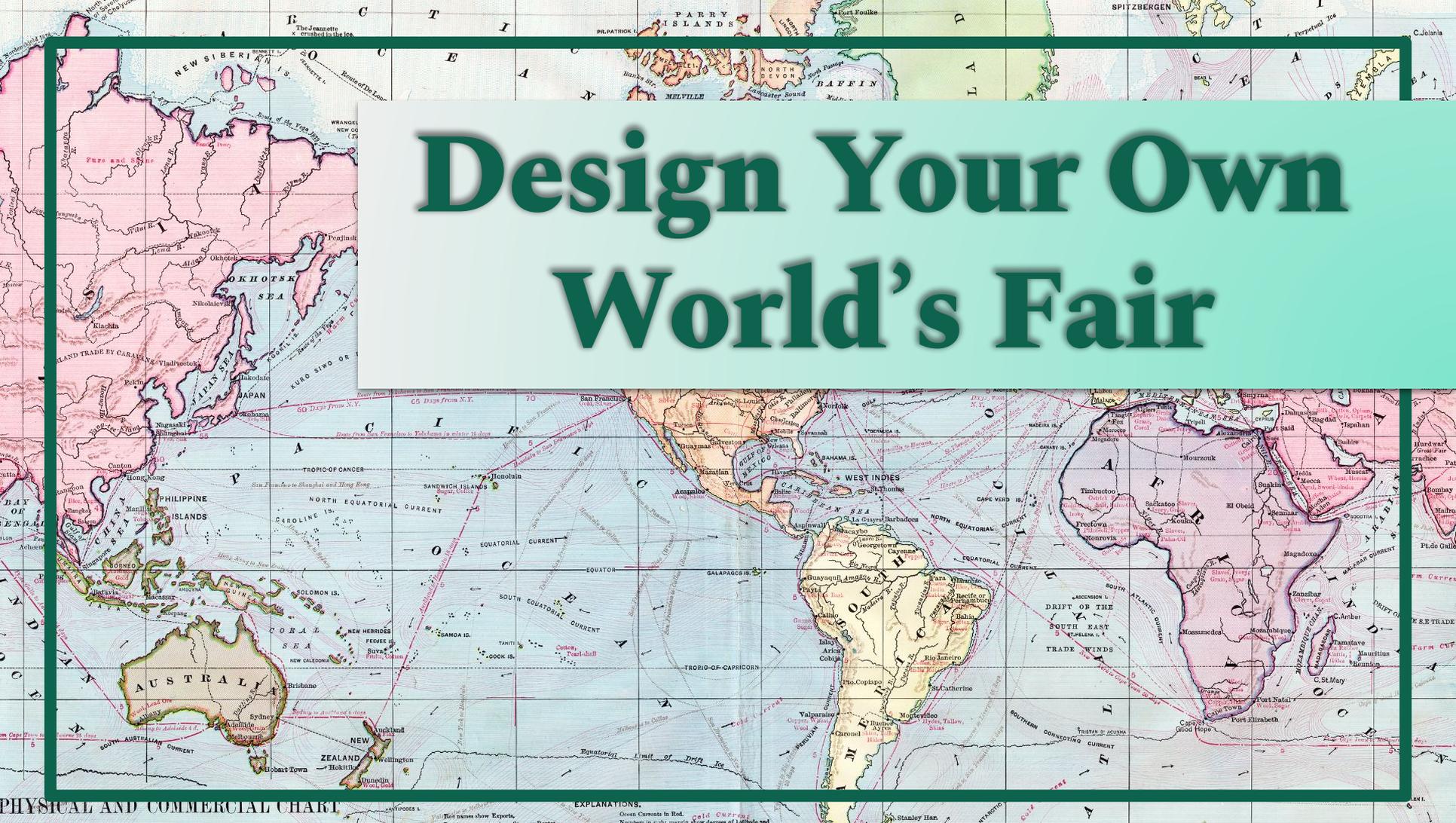


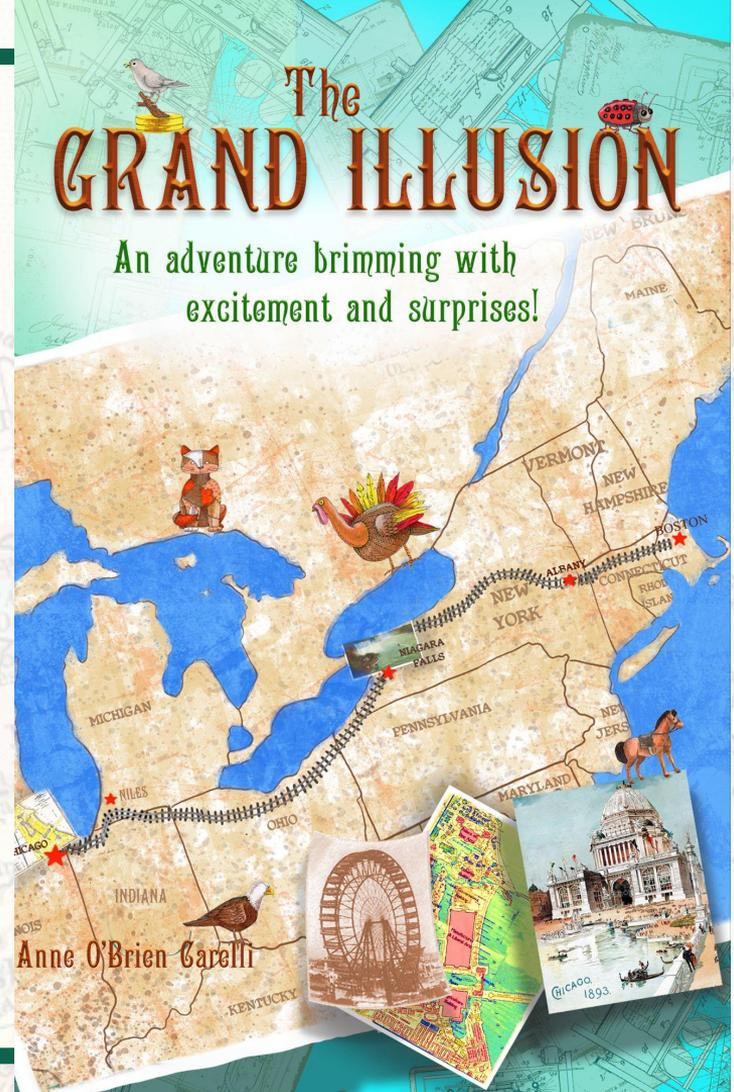
# Design Your Own World's Fair



If you were to create a World's Fair, what would it look like?

In the Grand Illusion, Kathleen O'Shea explores the spectacular 1893 World's Fair in Chicago, Illinois.

The fair is filled with hundreds of exhibits from around the globe, new foods and inventions, exciting performances and speakers, and beautiful works of art.



## **BEFORE YOU BEGIN DESIGNING YOUR WORLD'S FAIR**

Where will your fair be located?

Why did you choose that specific place?

What's the appeal?

Think about the land you will build on. Will you have to make changes to support the fair?

Will there be water nearby? A nice view?

Will there be local attractions to visit such as national parks, historical sites, city life, etc.?

## **What year will the fair be open to the public?**

What dates? Think about seasons, length of time, school calendars, etc.

## **What will be the theme of your fair?**

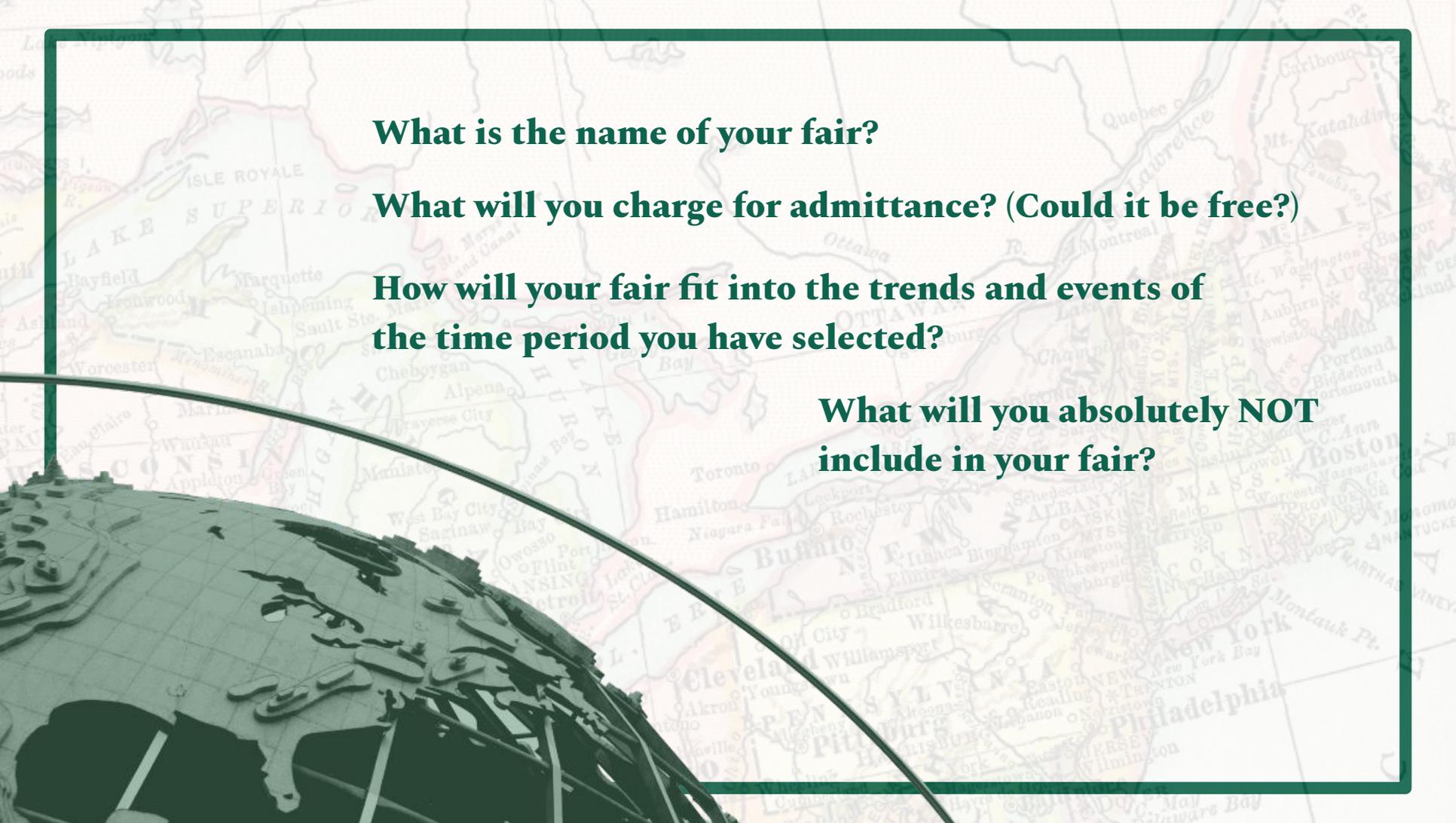
Will it be designed around the past, present, or future?

Will it focus on one topic?

**What are the goals of your fair? Fun?  
Education? Inspiration? Special messages?**

**Why would visitors want to go to your fair?**





**What is the name of your fair?**

**What will you charge for admittance? (Could it be free?)**

**How will your fair fit into the trends and events of the time period you have selected?**

**What will you absolutely NOT include in your fair?**

# TIME TO DESIGN!

Don't worry about perfect drawings.

Feel free to imagine, scribble ideas, sketch what you picture, and adjust as you go along.



## LAYOUT OF YOUR FAIR

Pretend a drone has taken pictures of your fair. What does the overall layout look like?

Include entrances and exits, lanes for visitors and vehicles, location of exhibits and events.

## **EXHIBITS**

Show what will be exhibited and how the displays will be clustered either in buildings or separate sections of the fair.

What exhibits will be especially spectacular or unusual?

## **EVENTS**

Advertise theater productions, speakers, demonstrations, musical groups and other events that will attract a crowd.

## **BUILDINGS**

Sketch the buildings that will be made for your fair.

What will they be made out of? (The 1893 fair had buildings made out of plaster!)

Consider the exhibits and events as you design.

# INFRASTRUCTURE

The "infrastructure" keeps the fair running, like electricity, plumbing, road maintenance, etc.

What would you want your engineers and architects to consider when building the infrastructure for your fair?

Will you have to start from scratch to provide sewage systems, lighting, etc.?

# ENVIRONMENT

Show the details of artwork, quiet spaces, and places to enjoy the environment of the fair.

How will your fair be designed so that the environment is protected?

# TRANSPORTATION

Show how your visitors will move around the fair.

# MARKETING

Create designs of posters, billboards, websites, brochures, or any other marketing materials that promote your fair. (You do not have to actually create these materials, just sketch your designs.)

## **TICKETS AND SOUVENIRS**

Show what the tickets will look like, and design prizes and souvenirs of the fair.

## **SPECIAL GUESTS**

Show the program of special guests. Who will be invited to come to your fair? Who will cut the ribbon when the fair opens? Will they be asked to give speeches or will they receive special awards?

## **SECURITY**

Show how you will how you will handle safety, lost and found, and emergencies.

# COMFORT

Show how you will keep your visitors comfortable. (Don't forget the restrooms!)

## **REVIEWS**

Write blogs or reviews that will be published by visitors to your fair.