

A Parent's Guide to Making Disneyland an Educational Adventure

Disneyland Park • Anaheim, California

A theme park can be a place to ride roller coasters, meet favorite characters and eat great food. But every park also has its own personality, stories and lessons hiding in plain sight.

Look a little closer, and **Disneyland becomes a place to explore history, geography, science, engineering, art, literature, architecture, music, technology, cultures from around the world, exploration, imagination and the stories that bring them all to life.**

That is the idea behind the **HEART Method**.

The goal isn't to make children memorize facts while they're on vacation. It is to teach them to **notice, question, predict, and investigate while they're having fun.**

When your child asks:

Why does that building look like that?
How does this ride move?
Why does the music sound different here?
Where did this food come from?
What real place inspired this land?
How did they make that projection appear to move?
What would happen if we changed something?

You have an opportunity to learn together.

THE HEART METHOD

H — History & Humanities

History, geography, people, civilizations, literature, traditions and the stories that shaped a place.

Ask:

"What real people, places, cultures or events inspired this?"

E — Engineering & Exploration

Engineering, mathematics, transportation, architecture, design, navigation, discovery and problem-solving.

Ask:

“How does this work? What can we discover if we look closer?”

A — Arts & Culture

Architecture, music, food, costumes, visual art, lighting, theater, film, design and storytelling.

Ask:

“How do the artistic choices shape this ride or experience?”

R — Reading & Research

Books, original stories, historical references, real locations and questions worth investigating.

Ask:

“What do I want to know more about?”

T — Technology & Science

Physics, biology, chemistry, environmental science, robotics, computer science, light, sound, water, motion and innovation.

Ask:

“What science or technology is making this possible?”

THE HEART RULE

Parents don't need to know all the answers.

One of the best things you can say is:

“I don't know. Let's find out.”

The goal isn't to turn children into walking encyclopedias.

It's to teach them to:

LOOK → ASK → PREDICT → INVESTIGATE

You don't have to do everything in this guide.

Pick a few moments. Follow your child's curiosity.

HOW TO USE THIS GUIDE

BEFORE YOU GO

Choose one question or challenge.

WHILE YOU'RE THERE

Look, listen, taste, compare and make predictions.

AFTER AN ATTRACTION

Ask:

“What did you notice?”

WHEN YOU GET HOME

Choose one thing worth researching.

That's it.

A single question can turn into a book, experiment, map, museum visit or family conversation.

THE FIVE-QUESTION METHOD

Use these questions at almost any attraction.

1. WHAT?

What type of experience is this?

Roller coaster? Dark ride? Simulator? Boat? Spinning ride? Transportation system?

2. WHY?

Why did the designers choose this particular experience?

3. HOW?

How does it actually work?

4. WHAT IF?

What would happen if we changed something?

5. WHAT NEXT?

What do you want to learn more about?

DISNEYLAND PARK

Your HEART Field Guide

Each land at Disneyland has its own visual language, geography, architecture, music, food, technology and storytelling.

Think of the park as a collection of environments designed to make you **look closer**.

1. MAIN STREET, U.S.A.

History, Architecture, Transportation & the Art of Place

Before your child gets on a ride, they're already surrounded by things worth investigating.

Main Street, U.S.A. evokes an idealized turn-of-the-century American town.

LOOK FOR

- Buildings
- Storefronts
- Streetlights
- Transportation
- Signs
- Clothing
- Advertising
- Windows
- Music
- Technology

ASK

“What clues tell you what time period this place represents?”

Then ask:

- How would people have traveled?
- How would they have communicated?
- What businesses would they have needed?
- What technology would they have had?
- What would look different in 2026?

TRY THIS

Find **five things that would look different** if Main Street represented today instead of the early 1900s.

MAIN STREET ARCHITECTURE A + H

Look up.

Notice:

- Rooflines
- Windows
- Doors
- Colors
- Signs
- Building proportions
- Decorative details

ASK

“How does this architecture tell us where and when we are?”

DESIGN CHALLENGE

Imagine you are creating a new land.

What would the buildings tell visitors before they saw a sign?

GREAT MOMENTS WITH MR. LINCOLN H + R + A

A historical figure can become the beginning of a research project.

ASK

“Why do you think Disney chose Abraham Lincoln?”

Investigate:

- Lincoln's presidency
- The Civil War
- Abolition
- The Gettysburg Address
- Public speaking
- Leadership
- How historical figures are remembered

RESEARCH CHALLENGE

Choose one person or event connected to the experience.

Ask:

“What did the attraction tell us—and what didn’t it tell us?”

That's a lesson in historical perspective.

DISNEYLAND RAILROAD

H + E + T

TYPE OF EXPERIENCE

Steam-powered railway / transportation system / scenic tour

LOOK FOR

- Locomotive
- Wheels
- Tracks
- Brakes
- Stations
- Steam
- Landscapes
- Primeval World

ASK

“How does a train turn energy into movement?”

Discuss:

- Steam power
- Heat
- Pressure
- Mechanical motion
- Friction
- Braking

HISTORY QUESTION

“How did railroads change America?”

Explore:

- Transportation
- Trade
- Migration
- Industry
- Tourism
- Cities

TAKE IT HOME

Choose one dinosaur from the Primeval World diorama.

Find out:

- When did it live?
 - Where did it live?
 - What did it eat?
 - How do scientists know?
-

FOOD ON MAIN STREET

H + E + A + T

Food is another way to explore history and culture.

Choose a food from Main Street (or two or three).

ASK

WHERE?

Where did it originate?

WHY?

Why is it associated with a particular place or tradition?

HOW?

How is it prepared?

SCIENCE?

What happens to the ingredients when they're heated, cooled or mixed?

OPTIONAL MATH CHALLENGE

Give your child a budget.

“You have \$50. Feed the family.”

Calculate:

- Food
- Drinks
- Tax
- Total
- Money remaining

That's financial literacy built naturally into the experience.

SLEEPING BEAUTY CASTLE

H + A + R

Architecture, History, Literature & Storytelling

Sleeping Beauty Castle is more than Disneyland's iconic entrance. Its design draws inspiration from European medieval architecture, including **Neuschwanstein Castle in Bavaria, Germany**, the famous castle that helped inspire Disney's fairy-tale aesthetic.

LOOK FOR

- Towers
- Turrets
- Arches
- Bridges
- Stonework
- Decorative details
- Forced perspective

ASK

“Why does this castle look like something from a fairy tale?”

Then compare it with **Neuschwanstein Castle**:

“What details do they have in common?”

RESEARCH CHALLENGE

Find Neuschwanstein on a map.

Ask:

“Why do castles look the way they do- and how did their design change when castles became symbols of beauty and storytelling rather than defense?”

2. ADVENTURELAND

Geography, Biology, Exploration & Cultural Storytelling

Adventureland is an opportunity to investigate how designers create a sense of place.

LOOK FOR

- Plants
- Architecture
- Music
- Food
- Animals

- Materials
- Climate clues

ASK

“What clues tell us what part of the world inspired this environment?”

EXPLORATION CHALLENGE

Choose one real-world region suggested by something you see.

Find it on a map.

Research:

- Climate
 - Geography
 - Animals
 - Plants
 - Food
 - People
 - History
-

JUNGLE CRUISE

H + E + A + T

TYPE OF EXPERIENCE

Boat ride / guided expedition / Audio-Animatronics experience

SCIENCE

Choose one animal.

Ask:

- Where does it really live?
- What does it eat?
- What adaptations help it survive?
- What ecosystem does it need?

MEDIA LITERACY

Ask:

“Which parts are realistic, and which are exaggerated for entertainment?”

A theme park may be inspired by reality without reproducing it exactly.

STORYTELLING

Ask:

“How does the skipper's narration change the experience?”

Notice:

- Humor
 - Timing
 - Voice
 - Performance
 - Audience interaction
-

INDIANA JONES ADVENTURE

H + E + R + T

TYPE OF EXPERIENCE

Enhanced-motion thrill ride / motion-based dark ride

LOOK FOR

- Acceleration
- Turns
- Tilting
- Bouncing
- Vibration
- Changes in speed

ASK

“Which motion makes you feel fastest?”

Discuss:

- Acceleration
- Inertia
- Force
- Motion perception
- Simulation

HISTORY & ARCHAEOLOGY

Ask:

“What does an archaeologist actually do?”

Research:

- Artifacts
- Excavation
- Preservation
- Ancient civilizations
- Cultural heritage

BIG QUESTION

“What's the difference between finding an artifact and understanding its history?”

ADVENTURELAND TREEHOUSE E + T + A

ENGINEERING CHALLENGE

“How would you build a home in a tree?”

Think about:

- Structural support
- Weight
- Water
- Energy
- Food
- Weather
- Access
- Safety

ENERGY QUESTION

Look at the waterwheel.

“How can moving water become useful energy?”

ENCHANTED TIKI ROOM A + T

THEATER TECHNOLOGY

Ask:

“How does a mechanical bird know when to move?”

Look for:

- Motors
- Programming
- Sound
- Timing
- Mechanical movement
- Choreography

CULTURE QUESTION

“How are music, architecture, plants and design being used to establish a sense of place?”

Then research actual Polynesian cultures.

The attraction can be the beginning of the investigation—not the end of it.

3. NEW ORLEANS SQUARE

History, Architecture, Music, Food & Illusion

New Orleans Square is one of Disneyland's richest HEART environments.

ARCHITECTURE

Ask:

“How do you know where you are without anyone telling you?”

Look for:

- Balconies
- Ironwork
- Courtyards
- Colors
- Materials
- Building height
- Streets
- Signs

Then compare New Orleans Square with Main Street.

“What changed?”

PIRATES OF THE CARIBBEAN

H + E + A + T

TYPE OF EXPERIENCE

Boat-based dark ride

PHYSICS

Ask:

“What makes the boat move?”

Investigate:

- Water
- Buoyancy
- Pumps
- Gravity
- Inclines
- Drops
- Momentum

HISTORY

Ask:

“How is real maritime history different from the version presented here?”

Explore:

- Navigation
- Trade
- Ships
- Caribbean geography
- Piracy

STORYTELLING

Look at:

- Music
- Lighting
- Characters
- Sets
- Sound
- Movement

Ask:

“How does the attraction tell a story without a traditional narrator?”

HAUNTED MANSION
A + T + R

THE SCIENCE OF ILLUSION

Ask:

“How did they make us see something that isn't really there?”

Look for:

- Reflection
- Light
- Shadows
- Perspective
- Projection
- Mechanical movement
- Sound

BIG QUESTION

“Does your brain always see exactly what is physically there?”

RESEARCH CHALLENGE

Research **Pepper's Ghost** and compare the historic theatrical technique with modern projection and digital effects.

FOOD IN NEW ORLEANS SQUARE

H + A + R

Ask:

“What's the difference between Cajun and Creole food?”

Investigate:

- French influence
- Spanish influence
- West African influence
- Caribbean influence
- Indigenous ingredients
- Regional geography
- Migration

Food becomes a lesson in **cultural exchange**.

MUSIC IN NEW ORLEANS SQUARE

A + H

Stop. Listen.

Ask:

“What does the music tell us about this place?”

Explore:

- Jazz
- Brass instruments
- Rhythm
- Improvisation
- Musical traditions

EXPERIMENT

Imagine New Orleans Square with Tomorrowland music.

Would it still feel like New Orleans?

4. BAYOU COUNTRY

Ecology, Water, Physics, Music & Food

Bayou Country is a natural place to investigate wetlands and water.

TIANA'S BAYOU ADVENTURE

T + E + A + H

TYPE OF EXPERIENCE

Water ride / log flume / musical storytelling experience

WATER SCIENCE

Ask:

“What makes a boat float?”

Explore:

- Buoyancy
- Density
- Water displacement
- Gravity
- Momentum

THE DROP

Before the ride:

“What do you think will happen when we reach the top?”

Afterward:

“Were you right? Why?”

That's the scientific method in miniature:

PREDICT → OBSERVE → COMPARE → EXPLAIN

WETLANDS

Ask:

“What makes a bayou different from a river?”

Research:

- Wetlands
- Swamps
- Marshes
- Flooding
- Biodiversity
- Water quality

MUSIC

Ask:

“How would the ride feel without the music?”

DAVY CROCKETT'S EXPLORER CANOES E + H

TYPE OF EXPERIENCE

Guest-powered canoe

ASK

“Why does a paddle move a canoe forward?”

Explore:

- Force

- Water resistance
- Paddle angle
- Balance
- Coordination

PREDICTION

“What happens if everyone paddles on one side?”

Predict first.

Then observe.

WINNIE THE POOH

R + A

LITERATURE CONNECTION

Ask:

“Who wrote the original Winnie-the-Pooh stories?”

Research:

- A. A. Milne
- Christopher Robin
- The Hundred Acre Wood
- Original illustrations
- Adaptation

BIG QUESTION

“What changes when a story moves from a book to a ride?”

5. FRONTIERLAND

American History, Geology, Transportation & Physics

Frontierland provides an opportunity to investigate the American West.

ASK

“Whose stories are we seeing—and whose stories might not be represented?”

Explore:

- Geography
- Settlement
- Transportation
- Mining
- Rivers
- Railroads
- Western expansion

That's historical thinking.

BIG THUNDER MOUNTAIN

H + E + T

TYPE OF EXPERIENCE

Roller-coaster-style mine train

BEFORE RIDING

Predict:

Where will we feel fastest?

Where will gravity affect us most?

Where will we turn?

AFTER RIDING

Compare your predictions.

Discuss:

- Gravity
- Potential energy
- Kinetic energy
- Acceleration
- Friction
- Turning forces
- Momentum

GEOLOGY

Look closely at the mountain.

Ask:

“How do landscapes like this form?”

Research:

- Erosion
 - Sedimentation
 - Rock formations
 - Mining
 - Fossils
-

MARK TWAIN RIVERBOAT

H + E + T

Ask:

“Why would paddlewheel boats have been useful on rivers?”

Explore:

- Steam power
- River transportation
- Trade
- Geography
- Navigation

Then ask:

“Why are rivers so important to the development of cities?”

SAILING SHIP COLUMBIA

H + E

Ask:

“How can wind move a ship?”

Explore:

- Wind
- Sails
- Force
- Drag
- Navigation

Compare:

Sail power → Steam power → Modern engines

TOM SAWYER ISLAND

E + H + R

Give your child an exploration mission.

Find:

- A bridge
- A cave
- A high point
- A water feature
- A hidden path

Then ask:

“Why would an explorer want to map a place?”

Explore:

- Cartography
 - Navigation
 - Observation
 - Risk assessment
-

FANTASMIC!

A + T + E

A NIGHTTIME SYSTEMS-ENGINEERING LESSON

Look for:

- Water
- Fire
- Light
- Projection
- Music
- Performers
- Special effects

Ask:

“How do all these systems have to work together at exactly the right time?”

That's systems engineering.

6. FANTASYLAND

Literature, Art, Storytelling & Design

Fantasyland provides an opportunity to follow stories from **page** → **screen** → **attraction**.

CHOOSE A STORY

Peter Pan
Snow White
Pinocchio
Alice in Wonderland
The Little Mermaid

Ask:

“Where did this story come from before Disney?”

Research:

1. Original author
2. Date written
3. Place of origin
4. How Disney changed it

BIG QUESTION

“Why do stories change when they move from books to movies to attractions?”

PETER PAN'S FLIGHT

R + A + T

TYPE OF EXPERIENCE

Suspended dark ride

Ask:

“Why does it feel like we're flying?”

Look at:

- Perspective
- Scale
- Lighting
- Movement
- Music
- Position above the ground

Compare:

Book → Film → Attraction

ALICE IN WONDERLAND

R + A + T

Ask:

“What happens when the normal rules of scale disappear?”

Look for:

- Giant objects
- Tiny objects
- Perspective
- Color
- Exaggerated environments

Then ask:

“If this were real, what engineering problems would we have?”

DUMBO THE FLYING ELEPHANT

E + T

Ask:

“What keeps us moving in a circle?”

Explore:

- Rotation
- Centripetal force
- Radius
- Speed

Then ask:

“Would you feel different farther from the center?”

MATTERHORN BOBSLEDS

E + T + H

The mountain itself is part of the lesson.

Ask:

“How did Disney make a mountain look bigger than it really is?”

Explore:

Forced perspective

Then investigate:

- Gravity
- Slope
- Friction
- Momentum
- Curves

GEOGRAPHY CHALLENGE

Find the real Matterhorn on a map.

Compare:

Disneyland → Switzerland → Real Matterhorn

IT'S A SMALL WORLD ALL FIVE HEART AREAS

This attraction combines:

- Geography
- Music
- Art
- Costume
- Architecture
- Engineering
- History
- Culture

GEOGRAPHY

“Can you identify any of the places represented?”

Find them on a map.

MUSIC

Listen to how the same melody connects the experience.

Ask:

“Why would one song be used to connect the world?”

ART

Look for Mary Blair's visual style.

Notice:

- Geometric forms
- Repetition
- Simplified shapes
- Color
- Pattern

COSTUME

Ask:

“How can clothing tell us something about a place?”

Then research the actual traditional clothing of one region.

HISTORY

Research the 1964–65 World's Fair.

Ask:

“Why would a World's Fair want to show people from around the world?”

7. MICKEY'S TOONTOWN

Animation, Design, Physics & Technology

Toontown is a lesson in what happens when designers intentionally break the rules of reality.

COMPARE

REAL WORLD

Gravity
Scale
Architecture
Motion

CARTOON WORLD

Exaggeration
Impossible movement
Visual jokes
Elasticity
Distorted scale

MICKEY & MINNIE'S RUNAWAY RAILWAY **A + T + E**

Ask:

“How do physical sets and digital animation work together?”

Explore:

- Animation
 - Frames
 - Timing
 - Motion
 - Character design
 - Digital media
 - Physical environments
-

CHIP 'N' DALE'S GADGETCOASTER **E + T**

Ask:

“What makes a family coaster different from a giant coaster?”

Look at:

- Height
- Speed
- Curves
- Braking
- Vehicle size
- Track design

Then ask:

“How do engineers make something exciting while keeping it safe?”

ROGER RABBIT'S CAR TOON SPIN A + T

Ask:

“What happens when the ride vehicle can spin?”

Explore:

- Rotation
- Direction
- Control
- Timing
- Perspective

Then:

“How does controlling your viewpoint change the story?”

TOONTOWN ARCHITECTURE

Look for exaggerated:

- Shapes
- Windows
- Signs
- Colors
- Proportions

Ask:

“Why don’t these buildings look realistic?”

That’s a lesson in visual communication.

8. TOMORROWLAND

Technology, Physics, Space & Transportation

Tomorrowland offers one of the best questions in the entire park:

“What did people in the past think our future would look like?”

Find:

Predictions that came true.

Predictions that didn't.

Then ask:

“What do you think the future will look like?”

SPACE MOUNTAIN E + T

TYPE OF EXPERIENCE

Indoor roller coaster / dark ride

Ask:

“Does darkness make the ride feel faster?”

Explore:

- Acceleration
- Gravity
- Motion
- Sound
- Perception
- Visual cues

RESEARCH

How is a roller coaster different from actual spaceflight?

STAR TOURS T + A

TYPE OF EXPERIENCE

Motion simulator

Ask:

“Are we actually moving through space?”

Then:

“What makes your brain think we are?”

Explore:

- Screens
 - Motion
 - Sound
 - Perspective
 - Synchronization
 - Simulation
-

AUTOPIA E + T + H

Ask:

“Why does the car have a guide rail?”

Explore:

- Steering
- Friction
- Acceleration
- Vehicle control
- Transportation design

Then ask:

“What did people in 1955 think transportation would look like in the future?”

Compare with:

- Electric vehicles
 - Autonomous vehicles
 - GPS
 - Ride-sharing
 - High-speed rail
-

BUZZ LIGHTYEAR ASTRO BLASTERS T + E

Ask:

“How does the ride know where you're aiming?”

Explore:

- Sensors

- Light
- Targets
- Feedback
- Scoring
- Human-computer interaction

Then ask:

“What makes a game feel responsive?”

DISNEYLAND MONORAIL

E + T + H

Ask:

“Why would a train use one rail?”

Explore:

- Balance
- Weight distribution
- Propulsion
- Elevated transportation
- Urban design

Compare:

Monorail → Subway → Conventional rail

9. STAR WARS: GALAXY'S EDGE

World-Building, Technology, Language, Food & Design

Galaxy's Edge is a masterclass in **world-building**.

The central question:

“How do you make a fictional place feel real?”

LOOK FOR

- Architecture
- Language
- Clothing
- Food
- Music
- Sounds

- Technology
- Objects
- Transportation
- Characters

WORLD-BUILDING TEST

If there were no characters here, would you still know this was Star Wars?

AUREBESH

R + A

Ask:

“Why create an entire alphabet for an imaginary world?”

Compare fictional writing with:

- Ancient alphabets
- Modern writing systems
- Symbols
- Codes

CHALLENGE

Try to decode a word.

MILLENNIUM FALCON: SMUGGLERS RUN

E + T + A

TYPE OF EXPERIENCE

Interactive motion simulator

Different guests have different jobs.

Ask:

“What happens if the team doesn't communicate?”

Explore:

- Sensors
- Simulation
- Feedback

- Human input
- Teamwork
- Automation

Then ask:

“What would you rather have flying the ship—a computer or a human?”

Why?

RISE OF THE RESISTANCE

T + E + A

Ask:

“Why would engineers use multiple ride systems in one attraction?”

Think about:

- Movement
- Story progression
- Pacing
- Environment
- Suspense
- Guest orientation

This is **systems engineering + experience design**.

FOOD AS WORLD-BUILDING

Choose an imaginary food.

Ask:

“What makes fictional food feel believable?”

Look at:

- Ingredients
- Names
- Colors
- Containers
- Serving style
- Restaurant design

CREATE YOUR OWN PLANET

Decide:

Climate
Food
Architecture
Clothing
Transportation
Language
Animals

You've just combined geography, science, art, writing and design.

NIGHTTIME ENTERTAINMENT

Light, Sound, Technology, Art & Systems Engineering

Don't leave the HEART Method behind when the sun goes down.

Nighttime entertainment can become a lesson in:

- Light
- Sound
- Projection
- Fireworks
- Choreography
- Timing
- Technology

BEFORE THE SHOW

Ask:

“How do you think they make moving images appear on a building?”

LOOK FOR

- Projection
 - Light
 - Color
 - Sound
 - Perspective
 - Fireworks
 - Choreography
-

PARADES
A + E + T

A parade is **theater on wheels**.

Watch:

- Floats
- Performers
- Costumes
- Music
- Lighting
- Spacing
- Crowd movement
- Timing

Ask:

“How many different careers does it take to create this?”

Look for:

- Engineers
 - Artists
 - Musicians
 - Dancers
 - Costume designers
 - Choreographers
 - Writers
 - Technicians
 - Producers
 - Performers
-

FIREWORKS

T + A

Ask:

“Why do fireworks create different colors and shapes?”

Research:

- Chemical reactions
- Heat
- Light
- Sound
- Timing

Then ask:

“Why do we see fireworks before we hear them?”

Because **light travels much faster than sound.**

PROJECTION MAPPING

T + A + E

Ask:

“How can a flat image make a three-dimensional building appear to change?”

Explore:

- Geometry
- Perspective
- Light
- Digital mapping
- Surface shape
- Timing

TAKE IT HOME

Use a flashlight and a toy building.

Change the angle.

Watch how the shadows change.

MUSIC: THE INVISIBLE ARCHITECTURE

A + H

Choose three lands.

Listen.

For each one, ask:

What instruments do you hear?

What is the tempo?

What mood does it create?

What time period or culture does it suggest?

Then ask:

“Could you identify the land if you couldn't see anything?”

Music can communicate place before a single word is spoken.

THE DISNEYLAND FOOD CHALLENGE

Choose one thing you eat (or two or three).

Investigate it through HEART.

H — HISTORY

Where did it come from?

E — EXPLORATION

How is it made?

A — ARTS & CULTURE

Why is it presented this way?

R — RESEARCH

What can you discover about its origins?

T — TECHNOLOGY & SCIENCE

What happens to it during preparation?

THE ULTIMATE HEART SCAVENGER HUNT

You don't have to complete every activity.

Choose one mission.

H — HISTORY & HUMANITIES

Find something inspired by:

- ☐ A real person
- ☐ A real place
- ☐ An earlier time period

E — ENGINEERING & EXPLORATION

Find:

- ☐ A machine
- ☐ A moving system
- ☐ A vehicle

- ☐ A bridge
- ☐ Something powered by water

A — ARTS & CULTURE

Find:

- ☐ A piece of visual art
- ☐ A costume
- ☐ A musical performance
- ☐ Distinctive architecture

R — READING & RESEARCH

Find:

- ☐ A character from a book
- ☐ A story adapted from literature
- ☐ Something you want to research

T — TECHNOLOGY & SCIENCE

Find:

- ☐ A robot
- ☐ A projection
- ☐ An Audio-Animatronic
- ☐ A simulator
- ☐ Interactive technology

Then ask:

“Why did you choose it?”

AGE-LEVEL ADAPTATIONS

You don't need a different activity for every age.

Change the question.

YOUNGER CHILDREN

“What do you notice?”

“Can you find something that moves?”

“What color do you see most?”

ELEMENTARY AGE

“Why do you think they designed it this way?”

“What do you predict will happen?”

“How do you think it works?”

TWEENS & TEENS

“What evidence supports your explanation?”

“What would happen if the designers changed one variable?”

“What part of this should we research?”

YOU DON'T HAVE TO DO IT ALL

This is not a 12-hour lesson plan.

Pick one or two HEART moments.

For example:

Main Street → History & architecture

Disneyland Railroad → Engineering & American history

Adventureland → Ecosystems & exploration

New Orleans Square → Culture, food & music

Big Thunder → Physics & geology

Fantasyland → Literature

Tomorrowland → Technology & transportation

Galaxy's Edge → World-building & interactive technology

Nighttime entertainment → Light, sound & systems engineering

That's already an extraordinary amount of learning.

THE FAMILY HEART CHALLENGE

At the end of the day, don't ask:

“What did you learn?”

Ask:

“What surprised you?”

Then:

“What do you want to know more about?”

And:

“What did you notice today that you didn't notice this morning?”

These questions encourage curiosity rather than memorization.

TAKE IT HOME

Choose **one thing** your child found fascinating.

Spend 15 minutes researching it.

Maybe it's:

How steam engines work.

Why New Orleans has distinctive architecture.

How roller coasters store energy.

How projection mapping works.

How animation creates movement.

How wetlands support ecosystems.

How fireworks create color.

How a monorail stays balanced.

How books become movies and rides.

How food travels around the world.

One question can become:

a book → a science experiment → a map → a museum visit → a family conversation.

That's the HEART Method.

ONE-PAGE HEART CHEAT SHEET

LAND	HEART CONNECTION	TRY THIS
Main Street, U.S.A.	History, architecture, transportation	Find five clues to the time period
Adventureland	Geography, biology, exploration	Identify an ecosystem
New Orleans Square	History, culture, music, food	Compare architecture with real New Orleans
Bayou Country	Ecology, water, physics	Explain why the ride accelerates downhill
Frontierland	American history, geology, physics	Find the science behind Big Thunder
Fantasyland	Literature, art, storytelling	Compare a book, film and attraction
Mickey's Toontown	Animation, design, technology	Find examples of reality being intentionally broken
Tomorrowland	STEM, transportation, robotics	Compare 1955's future with today
Galaxy's Edge	World-building, technology, language, design	Identify everything that makes Batuu feel real

THE HEART METHOD IN ONE SENTENCE

Don't just experience the attraction. Investigate it.

LOOK → ASK → PREDICT → INVESTIGATE

You don't have to turn vacation into school.

You just have to teach children to see **the questions already hiding in the experience.**