



Museum of Science Fiction  
Washington, DC  
USA: Earth: Sol: Milky Way

ESCAPE  
VELOCITY

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**FOR IMMEDIATE RELEASE**

## Museum to Host Teacher Development Workshop

**Washington, DC (May 4, 2016)** – The Museum of Science Fiction, the world’s first comprehensive science fiction museum, will hold a Teacher Development Workshop to offer educators new approaches for teaching STEAM courses through the use of science fiction. The workshop will be held on Sunday, July 3, 2016 at the Gaylord National Resort and Convention Center as part of the Museum’s first annual Escape Velocity convention. The convention includes appearances by science fiction legacies Rod Roddenberry, Adam Nimoy, and Jamie Anderson who are active supporters of education.

"The educational mission of the Museum is to use science fiction to inspire learning in STEAM fields," said Jessica Paul, director of Education and Outreach and leader of the workshop. "We want to give teachers some new tools and ideas that they can take back to their classrooms and include with their own lesson plans to help get their students excited about studying science."

The workshop also addresses how science fiction can be used by teachers to prepare students for conceptually challenging careers – especially in science, technology, engineering, and math.

The two-hour workshop is free for K-12 educators and limited to 200 attendees. Those interested can register for a free Sunday pass online through the following URL with **registration code: "educators"** <http://escapevelocity.events/registration-tickets>

Following the workshop, attendees will be given a professional development certificate of completion and are encouraged to visit all of the other interesting activities on the program for the remainder of the event.

More information about this and other activities are available here:

[www.museumofsciencefiction.org](http://www.museumofsciencefiction.org)  
[escapevelocity.events](http://escapevelocity.events)

**About the Museum of Science Fiction**

The nonprofit Museum of Science Fiction will be the world's first comprehensive science fiction museum, covering the history of the genre across the arts and providing a narrative on its relationship to the real world. The Museum will show how science fiction continually inspires individuals, influences cultures, and impacts societies. Also serving as an educational catalyst to expand interest in the science, technology, engineering, art, and math (STEAM) areas, the Museum uses tools such as mobile applications and wifi-enabled display objects to engage and entertain. For a full press packet on the Museum of Science Fiction's vision and other information, please visit:

[www.museumofsciencefiction.org/presspacket](http://www.museumofsciencefiction.org/presspacket)

**About Escape Velocity 2016**

The Museum of Science Fiction and NASA are partnering to bring Escape Velocity 2016 to Washington, DC. The event will be like a micro futuristic world's fair to promote STEAM educational activities within the context of science fiction using the fun of comic cons and fascination of science and engineering festivals. Escape Velocity 2016 seeks to make a measurable positive impact to boost informal learning on the more conceptually challenging academic areas. Escape Velocity's mission is to re-invigorate the interest of our young people in science, technology, engineering, art, and math by producing and presenting the most compelling, exciting, educational, and entertaining science festival in the United States using science fiction as the primary engine. Escape Velocity will achieve orbit on July 1 - 3, 2016 at the Gaylord National Resort and Convention Center in Metropolitan Washington, DC. For a full press packet on Escape Velocity, please visit: [escapevelocity.events/press-media](http://escapevelocity.events/press-media)

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