



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

ESCAPE
VELOCITY

CONTACT:
Nico Pandi
+1-657-215-1701
nico.pandi@museumofsciencefiction.org

FOR IMMEDIATE RELEASE

Museum to Host Teacher Development Workshop

Washington, DC (March 30, 2017) – 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 Friday, September 1 at the Marriott Wardman Park Hotel as part of the Museum’s annual Escape Velocity convention. The theme for this year’s convention is Computers, Robotics, AI, and Drones.

"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. "This year’s workshop will be more interactive than ever. We’ll show teachers how to gamify their classrooms and help kids build resilience through project-based learning."

The workshop also addresses how science fiction stories can be used by teachers to develop critical thinking and help students understand difficult social and economic concepts.

The two-hour workshop is free for K-12 educators and limited to 200 attendees. Those interested can register for a free Friday pass online through the following URL with **registration code: "workshop"** <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. Participation is eligible for DC public school continuing education credit. Reciprocity may be available in other school districts.

More information about this and other activities is available here:

www.museumofsciencefiction.org
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

About Escape Velocity 2017

The Museum of Science Fiction and NASA are partnering to bring Escape Velocity 2017 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 2017 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 September 1 - 3, 2017 at the Marriott Wardman Park Hotel and Convention Center in Washington, DC. For a full press packet on Escape Velocity, please visit: escapevelocity.events/press-media

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