



INVENT THE FUTURE

Inspiring the Next Generation of Innovators

YEAR IN REVIEW



KID MUSEUM IS A STORY OF TRANSFORMATION.

When we opened our doors in October 2014, we transformed the lower level of Davis Library into a bright, dynamic space for children and families.

Every day at KID Museum we transform ordinary objects into something unique: discarded cardboard becomes a motorized airplane; bits of pipe, a beautiful windchime; plastic cups and markers become drawing robots.

But the most profound transformation goes much deeper.

This transformation has to do with the children who come to KID Museum and discover their capacity to learn, gaining a newfound confidence in their abilities. It has to do with children who master skills they've never even dreamed of, and with these skills, build amazing things. Kids who delve deep into their interests, pushing their creativity. And others who had never before been exposed to STEM, but now want to be scientists and engineers.

For all of these children, it's not simply about mastering a hand drill or learning to code. It's about what they learn along the way—failure, problem-solving, resilience, and creative thinking. These are the skills necessary for facing life's challenges; skills that our kids will need if they are to become the imaginative leaders of tomorrow.

KID Museum itself is now going through a transformation, from a nascent start-up to an established organization. In response to community enthusiasm and demand, we're increasing our offerings, and expanding programs for children of all backgrounds...a transformation that will culminate in a larger, permanent home in Montgomery County in the coming years.

We are extremely grateful to all who have made it possible for us to come so far in so short a time. From our staff to our donors, to our apprentices, members, volunteers, partners, and our Board...and especially Montgomery County and Montgomery County Public Libraries, thank you for helping to bring KID Museum to life.

Not every kid who comes through our doors is going to become a scientist or a straight-A student. That's not the point. KID Museum's purpose is to inspire kids to take risks, to believe in themselves, to learn from their mistakes, to collaborate with others, and to unleash their imaginations—in other words, to inspire the next generation of innovators. And that's transformative in its own right.



Photo: Mike Olliver

Cara Lesser
Founder & Executive Director

PROGRAM OVERVIEW

KID Museum's prototype space at Davis Library offers a wide range of hands-on, STEM-focused activities, designed to inspire creativity and a love of learning.

Geared toward elementary and middle school-age kids, KID Museum's inquiry-based programming integrates art and world cultures with maker experiences. Professional educators, teaching artists and scientists lead programs, along with trained high school apprentices, who serve as role models for the next generation of innovators.



Drop-in, "Open Explore" Sessions

Open-ended sessions where visitors explore, at their own pace, a variety of "maker" experiences, from mask-making with a vacuum former to working with circuits and cardboard, computer coding, robotics, and designing flying object for wind tubes.

Featured Workshops & After-School Classes

Workshops where visitors learn a particular skill (e.g., learn to solder or introduction to e-textiles), meet a local artist/inventor, or learn about a cultural tradition. These workshops are structured either as one-time sessions or as multi-visit experiences.

Maker Studio

Two-hour sessions where participants build skills and have mentored open studio time in our woodshop, fabrication lab, textiles studio and electronics lab.



School and Group Visits

For one-time visits, schools and groups may choose either a sampler of maker activities or a focused workshop in a particular area of interest (ie. robotics or digital animation). They may also choose the multi-session *Invention Studio* format, which offers deeper exploration into a theme, and more advanced skills-building.

Invention Studio

Multi-session workshops where kids make an invention of their own design; offered after school or as part of a school program.

Camps and School Day Out Programs

Daily or weekly camps are focused on a theme or maker experience (for example, in the "Heat Wave" summer camp, participants build motorized fans, water balloon launchers and propeller boats). Camps are offered during summer, winter, and spring breaks. School Days Out are daily programs available on additional school closure days throughout the year.

PARTNERSHIPS

KID Museum partners with schools and youth organizations to offer multi-session, STEM-oriented learning experiences for students. Many of these partnerships, in particular those with Excel Beyond the Bell, Identity, and Team R.O.A.R., reach low-income, minority students, who are traditionally underserved in STEM fields.

In 2014, KID Museum piloted the *Invention Studio Program* with Parkland Middle School, with the goal of improving academic performance and increasing interest in STEM. Over a series of six visits to KID Museum, students worked in small groups with KID Museum educators to devise and design their own “inventions” in one of four content areas: aerodynamics, digital music, circuits and structures, and robotics.

The success of this pilot attracted the attention of other area schools, and in 2015, both Parkland and Westland Middle School took part in *Invention Studio Programs*, with an expanded program to come.

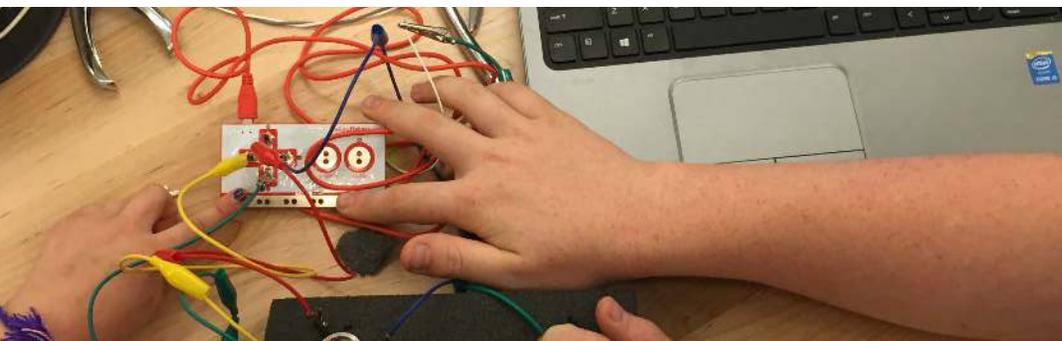


EXPERTS IN OUR COMMUNITY

Tapping into one of the greatest resources of our community, KID Museum regularly features workshops led by local experts.

Some of the instructors we've hosted at KID Museum include those in the following fields:

Aerodynamics, electrical engineering, astronomy, robotics, biotechnology, optics, math, botany, coding, CNC design, solar power, furniture design, and retinal neurophysiology.



Spotlight: Meet the Inventor

Carlos Galindo always liked math and science, but he never had the opportunity to deepen his interest. Virginia Munoz, Carlos's mother, couldn't afford to pay for any STEM after-school classes or activities for her son. So when Carlos's teacher at Parkland Middle School told him about Parkland Scholars, he had to give it a try.

Parkland Scholars is a program that exposes African-American and Latino students to supplementary STEM-related activities at no cost. For the past two years, KID Museum has partnered with Parkland Scholars to host Invention Studio, a series of several sessions that teach students about circuits, 3D printing, and robotics. At the end of the program, students present their inventions to their families and KID Museum visitors as part of the Meet the Inventors Series. Carlos, now in eighth grade, participated in Invention Studio last year and returned this year as a mentor.

Carlos loved Invention Studio because it gave him the creative license to make what he wanted. Unlike his science and math classes at school, Invention Studio put him in control of measuring his own progress. "There was no pressure of any type of grade," Virginia said. "There was no judgment."

Working with electronics at KID Museum has inspired Carlos's future aspirations. He now tells his mother that he wants to become an engineer. Virginia thinks his ambitious career goals are a result of his time as an Invention Studio mentor. "It gave him more confidence," she said. "He is more assured in the things that he knows he can do."

Carlos hopes to continue his involvement with KID Museum next year as a high school apprentice. He wants to give back to the place that gave him so much. "I hope that other kids and parents get the opportunity that we got," Virginia said. "It changed our lives."







CULTURAL PROGRAMS

KID Museum's Cultural Programs intersect culture and making, building awareness of the world around us. Through connections with local cultural communities, we've hosted a series of special event days, including Guatemalan Day of the Dead, Chinese New Year, Indian Festival, Japanese Children's Day, and Caribbean Spring. KID Museum was also one of 30 featured venues for the Kids Euro Festival of 2015.

Our first exhibit, "Life in the Air," celebrated kites and kite-making from around the world. Related workshops were held throughout the year, in partnership with cultural organizations. Workshops included Indian Fighter Kites, Caribbean Box Kites, Japanese Wind Sock Kites, and Chinese Kites.

"Unmasking the Selfie," KID Museum's second exhibit, focused on masks. Masks, like kites, can be found in cultures around the world. Visitors were able to take part in a variety of mask-making techniques while learning about the significance of masks in a particular culture.



The World of Montgomery Festival is held each year in October to celebrate the rich diversity of the DC Area through international music, food, dance, culturally authentic arts demos, and hands-on activities. This lively festival is put on in partnership with Montgomery County, Montgomery College, and the Fund for Montgomery.

FESTIVALS & COMMUNITY OUTREACH



KID Museum produces two large-scale, free community festivals annually— Maker Faire Silver Spring (14,000 attendees) and the World of Montgomery Festival (8,000 attendees)—and participates in numerous other events around the region, promoting engagement in science, technology, art, and cultural exploration. KID Museum’s outreach programs brought hands-on learning opportunities to an estimated 30,000 people in 2015.



Outreach in 2015

Glenelg STEAM Event
Bethesda Elementary STEM Night
Takoma Middle School Science Night
Rockville Science Day
Woodlin Spring Fair
Imagination Stage Children's Ball
Davis Community Day
Imagination Bethesda
National Maker Faire

Urban Market
Big Train Baseball
Thingamajig
MCPS Back to School
Maker Faire Silver Spring
Explore@NASA Goddard
Blair High School October Fest
World of Montgomery Festival
Potomac Day



Spotlight: KID Volunteer

Mohona Bose thinks the best thing about KID Museum is that it changes the way children learn. “What I love is that kids explore and build things,” she says. “And it makes them interested in learning.”

Mohona’s own schooling in India was very traditional. Although she did well, she watched as her siblings struggled with this type of rigid education. Mohona, who has a degree in Computer Science, was convinced that there was a way “to make education and the process of learning more interesting.” She’d read about the maker movement, but it didn’t have much traction in India at the time. So when she moved to the United States in 2013, one of the first things she did was to volunteer at the New York Maker Faire. From there, she was hooked. “I wanted to be a part of it.”

At the New York Maker Faire, Mohona met Mitchel Resnick, the MIT professor who developed Scratch programming. Resnick connected her with the founders of KID Museum, and Mohona quickly jumped in as a volunteer, bringing maker-oriented activities to schools, shopping malls, stadiums and festivals as part of KID Museum’s “museum without walls.”

When she found a full-time job as an IT Systems Analyst, Mohona continued to volunteer at KID Museum (which had by now opened in Davis

Library) on the weekends. She’s taught everything from soldering to sewing LED light-up slippers, but her specialty is Scratch. After meeting Resnick, she’d attended a Scratch conference at MIT, bringing back what she’d learned to the museum. “I love introducing kids to Scratch,” says Mohona. “They are learning the basics of programming and they don’t even realize it.” She adds, “Education should be fun like this.”

That’s how Mohona found herself, barely a year after arriving in this country, at the White House demonstrating Scratch and LEGO WeDo to Megan Smith, the Chief Technology Officer of the United States. “I was one of a team of six from KID Museum that took part in the White House’s Hour of Code event,” she explains. “When I moved here from India, I never thought that I’d one day be at the White House.”

Mohona’s employer, a large, international financial institution, also took note of the work she was doing outside of the office. In 2015, she was flown to London as a finalist of her company’s Chairman’s Community Award in the category of *Inspiring Young People*.

“I love teaching children to be creative and experiment,” says Mohona, who is now on staff as a part-time educator at KID Museum. “This is my passion, so I follow it.”





Toy 2.0 Challenge

In April, 2015 KID Museum launched the Toy 2.0 Challenge, a toy design contest for kids ages 10–18. Over 70 applicants submitted their designs, and of those, ten were chosen as semi-finalists. The semi-finalists spent the summer prototyping their inventions with KID Museum mentors, and then presented these prototypes to the general public at Maker Faire Silver Spring in September. KID Museum's Toy 2.0 partner, IFI International, the company that created the popular HEXBUG toys, awarded cash prizes to the top three winners. Judges included experts in the fields of robotics, gaming, space, and toy design.



SPECIAL EVENTS



Toy Design Idea Lab

Kick-off event for the Toy 2.0 Challenge, offering maker activities, skills-building in woodworking, electronics, and robotics, and interactive demos.



Galileo Day

Telescopes, parachutes, space slime-making, and "galactica futurismo" spin art were all part of the activities celebrating history's famous star gazer. NASA and local astronomy experts helped facilitate telescope programs.



Invention Studio Celebration

A celebration of Parkland Middle School's Invention Studio Program at KID Museum, which spanned the academic year. Parents and friends were invited to the museum to see and hear about the students' inventions.



Meet the Inventors Series

Presentations, demos, and hands-on activities led by local inventors, with a special emphasis on kid inventors.



1st Anniversary Party

A party for KID Museum's supporters and friends, celebrating a year since opening, and featuring special hands-on activities for adults and kids alike.

AWARDS & RECOGNITION



White House Initiative on Educational Excellence for Hispanics

The White House Initiative on Educational Excellence for Hispanics formally recognized KID Museum's work making a difference in the lives of Latino youth, in particular through partnerships with *Identity* and *Excel Beyond the Bell*, and through programs like *Invention Studio*.



Washingtonian Magazine

KID Museum was named "Best New Creative Zone for Kids" in *Washingtonian's* Best of Washington 2015.



White House Office of Science & Technology Policy

June 2014: KID Museum invited to be a part of the first-ever White House Maker Faire.

December 2015: KID Museum took part in the White House's Hour of Code during Computer Science Education Week.

April 2015: Attended the White House Roundtable on Increasing Diversity and Opportunity in STEM Education.

June 2015: White House acknowledgement of KID Museum's commitment to bring maker education to a wider audience.

July 2015: Invited to participate in the first-ever White House Tribal Youth Gathering's Innovation Festival.

National Model in Maker Education

More than 40 public and private schools from across the region have consulted with KID, seeking guidance in creating their own experiential learning initiatives. Educators from as far away as Mexico, Egypt, and Hungary—along with US State Department representatives—have visited KID Museum in an effort to replicate our model and success.



materials
workshop

KID

Share the world
Invest the future

paper clips



Spotlight: Sister Inventors

Stephanie and Elizabeth Vicarte live an hour and 45 minutes away from KID Museum, but that didn't stop them from entering KID's Toy 2.0 Challenge. The young makers went on to win the invention competition, with two of their other designs in the top ten. To give back to the place that taught them so much, the sisters returned to KID Museum this year as Apprentices.

Before the Toy 2.0 Challenge, Stephanie, 13, and Elizabeth, 15, had experience making robots through their middle school robotics club, which competed in the VEX Robotics Competition. But the sisters were mainly self-taught, spending their spare time learning about engineering and design online. When they came to KID Museum to develop their designs, they were excited to work with expert mentors and have access to different tools and technologies.

Stephanie, the designated programmer in the duo, cherished the personal attention she received

from KID Museum staff during mentoring sessions. "It was an eye opener," Stephanie said. "I learned a lot about programming that I didn't know before."

After winning the Toy 2.0 Challenge, the sisters couldn't stay away from KID Museum. As Apprentices, they lead stations on the museum floor, and they even have the opportunity to pitch their own demonstrations. For KID's Father's Day event, they created a station on the basics of animatronics and showed off their latest inventions, lights that change colors as violins are played. "We thought it would be a good opportunity to get closer to KID Museum so we could teach the kids what we know," Elizabeth said.

"It would be really great to have more places that support young kids and push them more towards STEM," Stephanie said. In the meantime, both sisters agree that the long drive to KID Museum is well worth the opportunities it provides.





Professional educators, teaching artists and scientists design and lead our programs alongside a cadre of high school “Apprentices,” who we train in facilitation methods to support inquiry-based learning. Our high school Apprentice Program is modeled on highly successful programs at nationally renowned science centers (e.g. the Exploratorium in San Francisco and the New York Hall of Science) and has been extremely well-received by visitors. Both kid and adult visitors enjoy the approachability and energy that the Apprentices bring to our programming, and while our primary target audience is elementary and middle school youth, the program has created a new, valuable resource for local high school students to develop their skills, to volunteer their time, and to deepen their interest in STEM learning and creative expression.

APPRENTICESHIP PROGRAM

KID Museum Apprentices 2014–2015

Mishal Ahmad
Sonam Anand
Warren Armstrong
Kristina Atanasoff
Juliana Bakumenko
Kanali Bamba
Sandrine Bamba
Jacob Barats
Ipshita Bhatnagar
Lydia Boyum
Christian Brown
Brandon Butsavage
Natalia Camp
Sofia Camp-Nunez
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William Casey
Mark Cassasa
Candela Cerpa
Leslie Cheng
Benson Child
Jessica Cohn
Marian Conteh
Anna Cork
Diya D'Sa
Lilly Ding
Molly Ding
Ben Eisler
Sam Falb
Meg Fanjoy
Alex Fisher
Taylor Anne Frey
Ernesto Fritts
Antonio Galindo-Zabel

Miguel Gonzalez
Vanya Gorbachev
Joseph Grunwald
Jose Patricio Gutierrez Matos
Daniel Herman
Rebecca Hogewood
Rachel Hyman
Tsotne Javakhishvili
Deepanshu Jhall
Alex Jin
Debbie Kaufman
Valeria Kaufman
Katie Kavanaugh
Sarah Kim
Sahil Kochar
Varsha Krishnan
Shwetha Kunnam
Peter Kutson
Diego Leoni
Calvin Leung
Max Liffman
Anjali Lindsey
Ethan Liu
Eunisa Lu
Luxman Maheswaran
Flynn McCabe
Maklaiah Mehlek
Caleb Metz
Ari Mindell
Chipego "Chipo" Mulonda
Denise Nalibotsky
Ryan Needle
Habib Noumair

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Mara Parau
Laura Patriarca
Teymour Peters
Jonathan Ramer
Josh Rich
Trulee Riley
Hana Rim
Johanna Robinson
Maria Shapiro
Darius Siahpoosh
Aditya Singh
Jason Skill
David Smith
Kyle Spiers
Anjay Stone
Pranav Tandon
Michael Tang
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Kirstin Tilden
Amy Tong
Caitlin Trenkle
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Yi Wang
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Ava Weinreb
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Jennifer Ye
Athan Zambetis
Lydia Zebrak
Adele Zhou

STAFF & VOLUNTEERS



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David Goldberg, Chief Financial Officer

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Lisa Hershey Zurer, Director of Cultural Programs
Maureen Lexner, Director of Operations and Visitor Services
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Diana Monkouski, Operations Manager
Chad Rabago, Americorps VISTA Outreach Coordinator
(August 2015–present)
Cintia Santos, Americorps VISTA Outreach Coordinator
(January 2015–November 2015)
Tim Slagle, Scientist in Residence
Emma Sussman Starr, Director of Communications

Maker Educators

Brigitta Blair
Natalia Febo
Meg Goetz
Dya Ishak
Libby Jones
Amanda Puerto

Guest Educators

Mohona Bose
Katharina Boser
John Carbonell
Taylor Anne Frey
Karen Giacopuzzi
Barrett Jones
Jason Mullinax
Rup Palchowdhury

Volunteers

Gene Burkett, Volunteer, Finance Manager
Olga Gorbachev, Volunteer, Outreach and Group Visits



Spotlight: Life Lessons Through Making

Gabriel will often hand a kid a drill and ask him or her to discover how it works on their own. He does this for a specific reason: to teach them skills that will help them throughout their lives.

For Gabriel, his role as an educator isn't only about teaching kids how to solder and drill and make physical creations. It's about teaching kids valuable life lessons, using maker skills as an outlet. "In this field of making," he says, "it's about developing great human character strengths. There's bravery, there's courage, there's communication, there's recovery after failure, collaboration, empathy. That's what I really hope that this is all teaching."

Courage in learning to drill? Gabriel says yes: all of these things are vital elements that kids need to learn — not only for making things, but for life itself. "This is just like life," Gabriel explains. "There aren't many instructions for living.

You have to figure it out for yourself, practicing to do that."

Gabriel sees his work with KID Museum as an opportunity to inspire kids to become powerful and self-motivated. Through the experience of exploring for themselves in a supervised environment, kids discover how to think creatively, cooperate with others, and face the unknown. But most importantly, they learn how to handle failure and become stronger for it. "Failure is an integral part of creating anything. Learning to walk, learning to skateboard—you gotta fall, you gotta fail. Along with that is humility, and sharing information. I see that as really what my heart's about here. It's to be able to introduce these big human character traits and encourage them when I see them in kids, and provide a place that is teaching that."

CONTRIBUTORS

Government

Arts and Humanities Council of
Montgomery County
City of Rockville
Montgomery County Council
Montgomery County Executive
Montgomery County Office of
Community Partnerships
Maryland State Arts Council
US Patent and Trade Office

Corporations

Capital One
Catylator
Discovery Communications
Eagle Bank
Google
HESS Engineering and Construction
HEXBUG and Vex Robotics
Innovation First International
The JBG Companies
Kiddovate/VIVA Creative
Lockheed Martin Corporation
Raffa
Reynolds Advanced Materials
Stratasys, Inc.
SunTrust Foundation
TechShop
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United Therapeutics
Washington Suburban Sanitary Commission
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Foundations

Charities Aid Foundation
Glenstone Foundation
Kiwans Foundation of Rockville, Maryland
Mead Family Foundation
Norman R. and Ruth Rales Foundation
Pew Charitable Trusts, Employee Matching
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Samuel & Sylvia Kaplan Foundation
The Jim and Carol Trawick Foundation
The Community Foundation for the National
Capital Region
Cliff & Deborah White Foundation

Schools

Montgomery College
Norwood School
The Primary Day School
Washington Episcopal School

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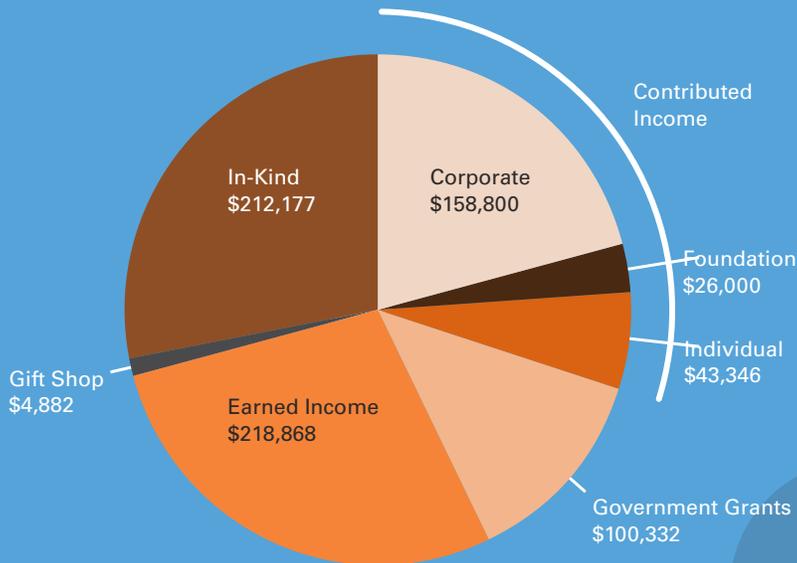
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KID AT A GLANCE

2015

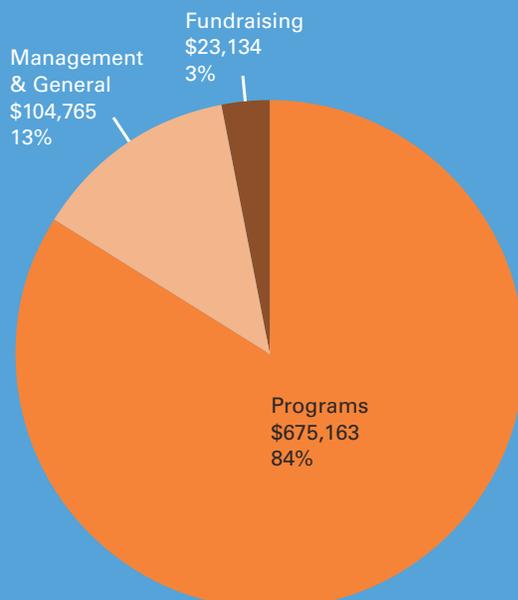
Income by Category

Total Income: \$764,405



Functional Expenses

Total Expenses: \$803,062



Change in Net Assets

Net assets—beginning of year:	\$199,050
Change in net assets:	\$(38,657)
Net assets—end of year:	\$160,393

Cash and Cash Equivalents

End of year:	\$113,081
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Sally A. Rosenberg
Josh Starr, Ed.D.
Brian Taff
Antonio Tijerino

10,000

visitors to the museum in 2015

Over 150

school and group visits,
with more than 25% from
low-income populations

2,700

students served through
school programs

1,500

served through weekend
and after-school programs

30,000

people served via
outreach events

Over 200

member families

130

High School Apprentices
and Teen Works students



KID MUSEUM

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KID Museum thanks Montgomery County and Montgomery County Public Libraries, as well as our members, staff, apprentices, volunteers, partners, donors, and our Board of Directors.



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Front cover photo: Bruna Genovese

EXPLORE THE WORLD



INVENT THE FUTURE