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KID Museum and Pella to Create New Opportunities for Innovative Learning

KID Museum and Pella Pella Windows & Doors of Washington D.C. are pleased to announce the creation of the Pella Studio, a new innovation studio at KID Museum. This new, glass-walled area will provide much-needed creative space, and expand opportunities for innovative learning.

Pella will install the studio on Friday, April 6th, with the official ribbon-cutting scheduled for Sunday, April 29, during KID Museum's *Spark Behind the Science* event. The Pella Studio will be open to KID Museum visitors via weekend workshops, school visits, and after-school programs in coding and other hands-on disciplines. The museum also plans to use the glass-sided space as a staging ground for educator projects, so that visitors can observe the creative process in action.

"The Pella Studio will allow us to expand our programs to more children," says Cara Lesser, KID Museum Founder and CEO. "We've been struggling to meet an ever-growing demand for programming. Thanks to Pella, this new workshop space will be like no other, creating new opportunities for learning."

"KID Museum is a space unlike any other," says Jillian Mullan, Director of Marketing at Pella. "We are excited to support the local community through this amazing educational resource."

The studio construction will be videoed as a time-lapse, and available for viewing on the KID Museum website and social media platforms. KID Museum's *Spark Behind the Science Day* is on Sunday, April 29, from 10:00 to 5:00, and is open to the public.

About KID Museum:

KID Museum is an independent, mission-driven nonprofit serving 50,000 people annually in our creative learning space, onsite at schools, and at community events. A national leader in maker-based education, the museum seeks to spark the creative potential in all children and inspire the next generation of innovators and problem solvers. KID programs emphasize social and emotional learning skills and combine science, technology, engineering, art, and math (STEAM) through hands-on, project-based learning experiences.