Once home to Fred Rogers, Pittsburgh is now home to modern-day Fred Rogers who – like Fred – make use of child-centered media, technology, and arts to engage kids in learning, inspire their creative play, and generally provoke their innate curiosity about the world around them.
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<table>
<thead>
<tr>
<th>BOOKS, Actual Books</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Allegheny County Library Association</strong> is a federated library system that pursues, provides, and promotes quality public library service for all residents of Allegheny County. In 2010 they had 331,027 card holders throughout their 44 libraries.</td>
</tr>
<tr>
<td><strong>ACLA Youth Services</strong> offers programs for kids of all ages—babies, toddler/preschool, grades K-2 and 3-5, and tweens. There are also book reviews and recommendations; information on meetings, workshops, and webinars; and resources for parents.</td>
</tr>
<tr>
<td><a href="http://aclayouthservices.blogspot.com/">http://aclayouthservices.blogspot.com/</a></td>
</tr>
<tr>
<td><strong>Carnegie Library of Pittsburgh</strong> serves the city at 19 different locations and functions as an integral part of the region’s economic and educational fabric, adding stability and vitality to neighborhoods by providing valuable resources, programs, and classes that engage the community in literacy and life-long learning.</td>
</tr>
<tr>
<td><strong>CLP Kids</strong> is a place for little kids (birth to 5) and big kids (6-12), as well as parents, teachers and librarians. Kids can find links for homework help, books and reading, TV and movies, fun and games, technology, events, and my StoryMaker.</td>
</tr>
<tr>
<td><strong>CLP Teen Services</strong> is a place for teens to connect about homework, books, life, and fun. Teens can post events of interest, book reviews and recommendations, contests and more.</td>
</tr>
<tr>
<td><strong>Reading is FUNdamental Pittsburgh</strong> provides children with access to self-selected books, creating positive environments that motivate children to develop a lifelong love of reading, and engaging families in literacy practices in the home.</td>
</tr>
</tbody>
</table>

**Kids+Creativity**

integrating the arts, sciences, and technology to inspire learning and play
Kids+Creativity
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<table>
<thead>
<tr>
<th>DIY (Do it Yourself)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>AIR (Artists Image Resource)</strong> creates learning environments for artists, students, and the community primarily through its Open Studio—Open House—Open Study Initiative: Open Studio offers emerging artists and students access to equipment, ideas and a community of working artists; Open House offers families, younger students, educators and the general public access to hands-on learning; and Open Study provides internships and assistantships for students to become more substantively involved in the studio's operations.</td>
</tr>
<tr>
<td><strong>Assemble</strong> is a new venue in the Penn Avenue Arts District where you can engage your intrigue through hands-on activities about art and technology. Physical and nonphysical social and creative connections are fostered through film screenings, workshops, lectures, and community activities. Their belief is that learning or making does not have to end when the work or school bell rings; rather learning is integrated into every aspect of life and time in the day.</td>
</tr>
<tr>
<td><strong>Hack Pittsburgh</strong> is a nonprofit, community-based workshop that allows members to come together and share skills and tools to pursue creative projects. Membership is open to everyone, especially inventors, engineers, scientists, programmers, hobbyists, artists, roboteers, families, entrepreneurs, and arts and crafts enthusiasts.</td>
</tr>
<tr>
<td><strong>MakeShop</strong> is a space within the Children’s Museum of Pittsburgh dedicated to nurturing and furthering informal learning opportunities and research-based understanding at the intersection of the digital and the physical. It integrates digital tech projects and media access with DIY/maker elements to produce a laboratory for exploration, creativity, and curiosity.</td>
</tr>
</tbody>
</table>
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### Family FESTIVALS

<table>
<thead>
<tr>
<th>Festival Name</th>
<th>Description</th>
<th>Website</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>First Night</strong></td>
<td>A unique, family-friendly New Year’s Eve celebration focused on the arts. Centered in the Cultural District, the festival has something for everyone, from children’s activities and performances by nationally-known musicians, to installations by local artists and a spectacular fireworks finale. The popular First Night Family Tent features the Children’s Museum of Pittsburgh Decoration Station and events staged by the Pittsburgh International Children's Theater.</td>
<td><a href="http://firstnightpgh.com/">http://firstnightpgh.com/</a></td>
</tr>
<tr>
<td><strong>Pittsburgh International Children’s Festival</strong></td>
<td>Opens the door for children to experience professional performing arts. They present and promote professional programming to inspire, challenge, educate, and stimulate respect for and understanding of all cultures in an entertaining and enlightening way. The organization provides diverse programming which introduces young people to other ways of viewing the world around them.</td>
<td><a href="http://www.pghkids.org/">http://www.pghkids.org/</a></td>
</tr>
<tr>
<td><strong>Three Rivers Arts Festival</strong></td>
<td>The region’s largest multidisciplinary showcase of visual art and performing arts. As visitors journey from exhibition spaces to restaurants, theaters, live stages and gathering places – they discover why Pittsburgh is credited as one of the strongest cultural destinations in the country. The Children’s Area entertains kids of all ages with such activities as craft projects, face painting, body decoration, tunnel tents, dancing, and singing.</td>
<td><a href="http://www.3riversartsfest.org/">http://www.3riversartsfest.org/</a></td>
</tr>
</tbody>
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### GAMES that Edutain

- **Alice** is an innovative 3D programming environment that makes it easy to create an animation for telling a story, playing an interactive game, or a video to share on the web. Alice is a freely available teaching tool designed to be a first exposure to object-oriented programming. It allows anyone to learn fundamental programming concepts in the context of creating animated movies and simple video games.

  http://www.alice.org/

- **CivicsLab** is an interactive web-based game that puts elementary and middle school students in virtual control of decision-making in their communities to encourage civic participation, critical thinking, and sense of place. Students navigate social and political pressures to explore public policy as they attempt to create a sustainable future for their region.

- **Click!**, a program of the Girls, Math & Science Partnership, is a six-day summer camp for middle school girls that uses location-aware mobile devices paired with high-tech computers and a complex science mystery for them to solve. As one of just 10 winners in the MacArthur Foundation’s 2010 Digital Media and Learning Competition, GMSP is developing Click!Online, a web-based, augmented reality game based on the Click! summer program.

  http://www.braincake.org/click.aspx

- **Crechur** is an online game (with offline elements like cards) developed for kids with Type 1 diabetes to instill good preventative care habits. The game takes the nurture based aspects of play from popular games like Pet Society and combines them with a virtual collectible card game reminiscent of Pokémon. Both mechanics reinforce one another and provide kids with ample opportunities to collect, care for, and battle their crechurs.

  In development by the ETC for Bayer.
  http://www.etc.cmu.edu/projects/bayer/

- **Electric Racer** is an exciting two-player driving game for kids and adults where players work together as a team to drive through a race track filled with words. Whether you’re the driver or the passenger, you’ll need to work together to collect and unscramble words!

  http://www.pbs.org/parents/electriccompany/electric-racer.html

- **Fitwits™** is a collaborative research project and online game that creates and integrates resources for healthy living at the intersection of families, schools, and community health services. Their school program is used in fifth grade classrooms in urban schools affiliated with a school health partnership. This partnership pairs family medicine resident physicians with schools to provide health promotion and education.

  http://www.fitwits.org/
**Mad-Dash!** is an iPhone application, developed in conjunction with the Fred Rogers Center and designed for parents and pre-school aged children, that focuses on imaginative free play, creativity, and an appreciation for physical activity in the great outdoors. Loosely based on the familiar game MadLibs, where players fill in missing blanks with words to create a silly story, children instead fill in the blanks of a story with pictures of themselves, becoming part of the story.

http://www.etc.cmu.edu/projects/mad-dash/

**my StoryMaker** was developed by graduate students at Carnegie Mellon University's Entertainment Technology Corporation exclusively for the Carnegie Library of Pittsburgh to increase literacy rates in children during their formative learning years. The website gives children the opportunity to write their own story by letting them choose and control their characters, objects, genre, and backgrounds by dragging and dropping them into their story book.

http://www.carnegielibrary.org/kids/storymaker/

**PeaceMaker** is a computer game that challenges the player to succeed as a leader where others have failed. Players get to experience the joy of bringing peace to the Middle East or the agony of plunging the region into disaster. PeaceMaker will test a player's skills, assumptions and prior knowledge.

http://www.peacemakergame.com/
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## Especially for GIRLS

**Girls, Math & Science Partnership** draws organizations, stakeholders, and communities together in an effort to ensure that girls succeed in math and science. The partnership’s mission is to engage, educate, and embrace girls as architects of change.


**BrainCake** is a website that reaches girls from around the globe who are interested in changing the world with math and science. It has games, experiments, career snapshots, homework help, biographies and more—all to help girls be confident, solve problems, and think independently. It is one of many programs offered by the Girls, Math & Science Partnership.


**Girl Talk** is a mentoring initiative that encourages girls ages 11-16 to explore science, math, engineering and technology – in their own words. GirlTalk Radio gives girls the chance to interview emerging and established female mathematicians, scientists, and engineers – all while learning multimedia production, audio engineering, and recording technology first hand. GirlTalk Radio is a program of the Girls, Math & Science Partnership.


**Girls of Steel**, inspired by the forward-thinking vision of FIRST robotics, is an all-girls rookie robotics team made up of 24 students in grades 9 through 12 from 11 different schools and four different educational options including traditional public, private, cyber charter and home school. As an all-girls team, also taking part in a male-dominated competition, they hope to establish the team as inspiration to young women entering Science, Technology, Engineering, and Math (STEM) related occupations and participating in the FIRST events.

FIRST: For Inspiration and Recognition of Science and Technology

[http://girlsofsteelrobotics.blogspot.com/](http://girlsofsteelrobotics.blogspot.com/)

**iTwixie.com** is a website that gives tween girls a safe and creative way to engage with social media. It brings tween girls together who are full of curiosity, smarts, ideas, and beauty, to try new things; to explore tough topics; and to create a powerful bond with girls from all over the globe. They are a member of the Girls Coalition of Southwestern Pennsylvania.


**Kids+Creativity**

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**PROGRESS** is a program designed to teach women and girls the value of negotiation. Learning how to negotiate entails taking one’s own voice seriously, gaining confidence in talking to peers and feeling comfortable resisting the pressure to engage in activities that put one’s safety, health, and future in jeopardy. Negotiation skills can help improve girls' relationships with parents, family members, teachers, and other adults in girls' lives.

PROGRESS: Program for Research and Outreach on Gender Equity in Society

http://progress.heinz.cmu.edu/Girls/girls.aspx

A **Robot Diary** is a customizable robot designed to serve as a means of expression for its creator. Using light, sound, and movement, users can choreograph their Robot Diaries to be responsive to a diary entry or other piece of text and enter into a community where they are able to share the contents of their Robot Diary with others. Ultimately, the robot diary provides a unique means of exploring, expressing, and sharing emotions, ideas and thoughts while promoting technological literacy and informal learning.

http://www.terk.ri.cmu.edu/curricula/robot-diaries/
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### HIP HOP and TECH

<table>
<thead>
<tr>
<th>Program</th>
<th>Description</th>
<th>URL</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 Rivers Computer Clubhouse</td>
<td>3RCC provides a creative and safe afterschool learning environment where young people from underserved communities can work with adult mentors to explore their own ideas, develop skills, and build confidence in themselves through the use of technology.</td>
<td><a href="http://www.3rcc.org/">http://www.3rcc.org/</a></td>
</tr>
<tr>
<td>Creative Arts Corner</td>
<td>Creative Arts Corner is a program of the Housing Authority of the City of Pittsburgh that offers free audio and visual training. Students get hands-on experience with exciting new technologies and an opportunity to familiarize themselves with the same equipment used in professional production houses.</td>
<td><a href="http://www.hacp.org/resident/residenthub.jsp?pageId=1270000000011268691034988">http://www.hacp.org/resident/residenthub.jsp?pageId=1270000000011268691034988</a></td>
</tr>
<tr>
<td>Hip-Hop On L.O.C.K.</td>
<td>HHOL uses young people’s interest in music and the recording industry to teach relevant life-long skills such as leadership development, organizational skills, and business skills that can be applied to everyday situations, as well as math, science, and literacy. (L.O.C.K.: Leadership Skills, Organizational Skills, Cooperative Economics, Knowledge of the Music Business)</td>
<td><a href="http://www.hiphoponlock.org/">http://www.hiphoponlock.org/</a></td>
</tr>
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**Big IDEAS and Innovators**

**CREATE Lab** at Carnegie Mellon University has demonstrated that hands-on approaches to learning, using technology as inspirations for wonder and discovery, can lead to lifelong learning skills such as teamwork, problem-solving and self-identification, with technology as a tool for exploration and personal expression. The CREATE Lab is home to such projects as Robot250, Gigipan, Robot Diaries, and Hear Me.

(CREATE: Community Robotics, Education and Technology Empowerment)

http://www.createlab.ri.cmu.edu/

Carnegie Mellon University’s **Entertainment Technology Center** is an interdisciplinary master’s program internationally recognized for fostering advances in entertainment and educational technologies – including gaming, robots, location-based environments, themed experiences, and edutainment applications.

(Edutainment: interactive applications that both entertain and educate)

http://www.etc.cmu.edu/site/

**Fred Rogers Center** for Early Learning and Children’s Media strives to be a national and international resource for addressing issues affecting young children, birth to age 5. The Center’s work resonates with Fred Rogers’ own belief in the positive potential of technology and new media for supporting the social, emotional, cognitive, and physical development of young children. Its biennial FredForward event brings together media producers, researchers, and industry leaders from across North America for discussion and learning about emerging issues in early learning and children’s media; its Early Career Fellows Program supports rising and aspiring technologists, producers, and artists in the creative use of innovative and developmentally-appropriate products; and its Early Learning Environment is being developed as a technology-based and media-driven resource for underserved teachers, home-based caregivers, and families of young children.

http://www.fredrogerscenter.org/

**Pittsburgh art + technology** is an initiative of the Pittsburgh Technology Council launched as part of an effort to unite and cultivate the creative and technology communities in the Pittsburgh region. Founded on the idea that art and technology share the fundamental characteristic of innovation, as well as a synergy at the forefront of cultural innovation, the Initiative and its partners are dedicated to unearthing the possibilities of this leading-edge fusion. Among the participating companies are Schell Games, Animal, LEMUR Robotics, Electric Owl, Evil Genius, and Interbots.


**Pittsburgh Entertainment Technology Project** is committed to creating a nationally-relevant but regionally-operating community of creative and innovative businesses at the leading edge of both technology and entertainment. The project is a joint effort of the Pittsburgh Technology Council, Idea Foundry, Pittsburgh Film Office, and Carnegie Mellon’s Entertainment Technology Center (ETC).

http://www.pghentertainmenttech.org/
Spark supports projects that connect technology to the real life experiences of children. By catalyzing projects that engage children ages birth to eight in the creative use of technology and media, Spark challenges individuals, organizations, and communities to generate inventive solutions to issues and opportunities facing today’s young child. Among its 21 investments to date are Message from Me (which adapts existing technologies to enable young children to better communicate with parents about daytime activities at early learning centers), Digital Toys for Math Literacy (a low-cost, kid-friendly object embedded with electronics that enable kids to explore math concepts), and Reefbot (an interactive children’s exhibit using a remote-controlled submersible robot with on-board fish recognition technology designed to swim in the PPG Aquarium’s Big Ocean Tank).

http://www.sprountfund.org/spark/

TEDx Leadership Pittsburgh was one of the first two authorized TEDx events to be held anywhere and the first one focused specifically on the future of children. TED stands for Technology, Entertainment, and Design and was conceived as a conference to bring together people from those three worlds to share ideas and collaborate on future possibilities. Similarly, TEDx Youth@Pittsburgh provides opportunities for young people across Pittsburgh to participate in sharing their creativity.

http://www.lpinc.org/tedxlp/

Voices of Youth is a series of on-line grantmaking competitions designed to give youth an opportunity to have their voices heard about issues in their community and also to generate citizen engagement around the issues of mobilizing community will and energy to address issues that impact the lives of children and youth in this region. Participating children and youth are asked to work with adult mentors to design a project that increases awareness regarding a local, regional, or national issue.

http://pghvoicesofyouth.com/
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LISTEN to the Kids

**Hear Me** is an initiative of the CREATE Lab at Carnegie Mellon University that brings together classroom learning, creative expression, technology, and community engagement to empower kids of all ages and backgrounds to document and share their experiences with adults and with one another. This project has engaged thousands of children in creative conversations about their lives – and then used newly-designed technology (e.g., CanPals) to broadcast their stories to the public.

http://www.hear-me.net/

**Saturday Light Brigade** is a radio program featuring acoustic music and family entertainment and is one of the longest-running public radio programs in the United States. Quality music, on-air telephone calls from children and adults, innovative participatory puzzles and games, and interesting guests has made SLB a family radio tradition.

http://slbradio.org/

**Neighborhood Voices** is a Saturday Light Brigade website designed for rapid on-demand playback and download of community-based audio. Many of their youth media projects produced by SLB workshop participants have been broadcast as well as archived on the website.

http://neighborhoodvoices.org/

**WYEP 91.3 FM** is Pittsburgh’s only independent public radio station. In addition to providing independent radio programming, WYEP is also committed to offering educational and community engagement programming for students of all ages such as station tours, job shadowing, and rock radio camp.

http://www.wyep.org/
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<table>
<thead>
<tr>
<th><strong>Make a PHOTOGRAPH</strong></th>
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<tbody>
<tr>
<td><strong>GigaPan</strong> is a robotic camera mount and software package that allows anyone to create explorable panoramas using almost any digital camera. This technology helps users meet neighbors across the globe and learn about our planet itself. In GigaPan’s “pen pal” program for middle-school students in Pittsburgh, South Africa, Trinidad and Tobago, the students were able to exchange giant explorable digital images of their communities. The program curriculum encourages students to explore certain themes, such as sports or food, and then share GigaPans with their peers in other countries. GigaPan was developed by Carnegie Mellon University in collaboration with NASA Ames Intelligent Robotics Group, with support from Google.</td>
</tr>
<tr>
<td><img src="image1.png" alt="GigaPan" /></td>
</tr>
<tr>
<td><strong>The International Heritage Photographic Experience (IHPE)</strong> is an international photo-taking competition for youth that aims to promote rich heritage through creative photographs. Their photos celebrate historic buildings and gardens, rural and urban landscapes, and popular and refined architecture with recognized monumental value or outstanding beauty. In 2010, Pittsburgh was the first U.S. city to ever participate in IHPE.</td>
</tr>
<tr>
<td><img src="image2.png" alt="IHPE" /></td>
</tr>
<tr>
<td><strong>Silver Eye Center for Photography</strong> is the only organization in Western Pennsylvania dedicated solely to the understanding, appreciation, education and promotion of photography as an art form and as an expressive form of visual communication. In Silver Eye’s Digital Photography Camp for Teens students explore their creativity, develop their artistic talent, make friends and have fun. No previous training is needed.</td>
</tr>
<tr>
<td><img src="image3.png" alt="Silver Eye" /></td>
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</tbody>
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## PLACES to Play (and Learn)

<table>
<thead>
<tr>
<th><strong>August Wilson Center for African American Culture</strong> is named for Pulitzer Prize and Tony Award-winning playwright and Pittsburgh native August Wilson. AWC engages regional and national audiences in its mission of preserving, presenting, interpreting, celebrating and shaping the art, culture and history of African Americans in Western Pennsylvania and people of African descent throughout the world. Their events, presentations, performances and activities are developed especially for families and children including Civil Rights Superheroes, Hip Hop History, African Drum Workshop, August Wilson Reading Roundtable, and Math and Museums Workshop.</th>
</tr>
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</table>

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<tr>
<th><strong>Beechwood Farms Nature Reserve</strong> is the headquarters of the Audubon Society of Western Pennsylvania. Its facilities include Educational Classrooms, the Audubon Nature Store, the Teacher Resource Center, a Natural History Library, the Evans Nature Center auditorium. The newest addition to Beechwood is the Audubon Center for Native Plants. Beechwood is also the site of unique Outdoor Discovery field trips for school children.</th>
</tr>
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<tr>
<th><strong>Carnegie Museum of Art</strong> is nationally and internationally recognized for its distinguished collection of American and European works from the 16th century to the present. The museum’s renowned collection and exhibitions spark the imagination of kids from toddlers to teenagers. A robust education program helps teachers and students explore the world of art and its connections with other disciplines.</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th><strong>Carnegie Museum of Natural History</strong> is a place of adventure, discovery and education with an international reputation for its ongoing research and discovery that create a better understanding of the history of the earth and its inhabitants. The museum is ranked among the top five natural history museums in the country and features 20 exhibition halls including the blockbuster Dinosaurs In Their Time.</th>
</tr>
</thead>
</table>

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<tr>
<th><strong>Carnegie Science Center</strong> is a popular destination for science exploration and discovery with programs that ignite the creativity of young people and help them explore the wonders of technology. By making science both relative and fun, their goal is to increase science literacy and motivate young people to seek careers in STEM fields (science, technology, engineering, and mathematics). Among other things, the Center houses the largest permanent robotics exhibit in the nation.</th>
</tr>
</thead>
<tbody>
<tr>
<td><a href="http://www.carnegiesciencecenter.org/">http://www.carnegiesciencecenter.org/</a></td>
</tr>
<tr>
<td><strong>Children's Museum of Pittsburgh</strong></td>
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<td>-----------------------------</td>
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<tr>
<td><img src="image" alt="Children's Museum of Pittsburgh" /></td>
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</tbody>
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<thead>
<tr>
<th><strong>Father Ryan Arts Center</strong></th>
<th>is located in the heart of McKees Rocks providing unmatched resources in all facets of artistic education, enrichment and entertainment that aims to serve residents throughout the region.</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Father Ryan Arts Center" /></td>
<td><a href="http://fatherryanartscenter.org">http://fatherryanartscenter.org</a></td>
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<tr>
<th><strong>Frick Art &amp; Historical Center</strong></th>
<th>houses a museum and multiple collections from the legacy of Helen Clay Frick, daughter of Henry Clay Frick, one of America's greatest industrialists and art collectors. A visitor can view fine and decorative arts and artifacts, exhibitions, and vintage cars and carriages. There are many things for families to do together at the Frick. From handling century-old objects to discovering the personality behind a portrait, children and adults have fun discovering history, art, and transportation together.</th>
</tr>
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<tbody>
<tr>
<td><img src="image" alt="Frick Art &amp; Historical Center" /></td>
<td><a href="http://www.thefrickpittsburgh.org/index.php">http://www.thefrickpittsburgh.org/index.php</a></td>
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<tr>
<th><strong>Senator John Heinz History Center</strong></th>
<th>is devoted to the history and heritage of western Pennsylvania. As the state's largest history museum and a proud affiliate of the Smithsonian Institution, the museum and research facility presents the most compelling stories from American history with a western Pennsylvania connection, all in an interactive environment perfect for visitors of every age. Opportunities for group-learning include field trips, museum classes, Scout and family programs, teacher in-service events, curriculum packages, and more.</th>
</tr>
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<tr>
<td><img src="image" alt="Senator John Heinz History Center" /></td>
<td><a href="http://www.heinzhistorycenter.org/">http://www.heinzhistorycenter.org/</a></td>
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<tr>
<th><strong>MCG Youth &amp; Arts</strong></th>
<th>is a nationally recognized program of Manchester Craftsmen’s Guild that is dedicated to educating and inspiring Pittsburgh’s urban youth through the arts. MCG is a multi-disciplined arts and learning center that fosters a sense of belonging, interconnections, and hope within the urban community.</th>
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<tr>
<th><strong>Mattress Factory</strong></th>
<th>is a museum of contemporary art that exhibits room-sized works created on site by artists from across the country and around the world. Each exhibition is paired with a variety of engaging and inventive educational programs including hands-on art projects, workshops, lectures, and tours.</th>
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<tbody>
<tr>
<td><img src="image" alt="Mattress Factory" /></td>
<td><a href="http://www.mattress.org/">http://www.mattress.org/</a></td>
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<tr>
<th><strong>National Aviary in Pittsburgh</strong></th>
<th>features more than 600 birds from around the world and is known for world-first avian breedings, numerous education awards, internationally-recognized field research and conservation programs, a world-class avian veterinary program, and multiple opportunities for interactive experiences. Education programs offer hands-on learning and fun for students of all age groups with such programs as Make a Flamingo Connection, Aviary Workshops, Summer Programs, Scout Programs, and Teen Career Camp.</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="National Aviary in Pittsburgh" /></td>
<td><a href="http://www.aviary.org/kids/main_kids.php">http://www.aviary.org/kids/main_kids.php</a></td>
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<tr>
<th><strong>Oglebay Institute</strong></th>
<th>is a multi-media arts and science organization located in Wheeling West Virginia. It administers a fine arts center, film and live theatres, glass museum, and an environmental science center. Exhibition and educational programs are offered in drama, music, dance, visual arts, environmental science, and robotics to children in West Virginia, Ohio, and southwestern Pennsylvania.</th>
</tr>
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<tbody>
<tr>
<td><img src="image" alt="Oglebay Institute" /></td>
<td><a href="http://www.oionline.com/">http://www.oionline.com/</a></td>
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<tr>
<td><strong>Phipps Conservatory and Botanical Gardens</strong> has been inviting visitors to explore the beauty and mysteries of plants since 1893 in their historic glasshouse environment. Their children's programs mix hands-on projects and plant, animal and ecosystem topics: from identifying fall leaves to papermaking and tasty treats from the Tropical Forest. Through activities and lessons with plants and natural materials, children learn a respect for the environment that will last a lifetime.</td>
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<tr>
<th><strong>Pittsburgh Center for the Arts</strong> is a nonprofit community arts campus that offers arts education programs and contemporary art exhibitions, providing services and resources for individual artists throughout Western Pennsylvania. The Center is where the community can create, see, support, and learn about visual arts.</th>
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<tr>
<th><strong>Pittsburgh Zoo and PPG Aquarium</strong> is one of the most visited cultural institutions in the region, attracting over one million visitors in each of the last three years. The Zoo's programs and activities are designed to achieve goals in the four areas of education, conservation, research, and family entertainment. Each year, the Zoo's education programs reach more than 375,000 school children.</th>
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<tr>
<th><strong>Pittsburgh Parks Conservancy</strong> is devoted to restoring, renewing, and preserving Pittsburgh's Frick, Schenley, Highland, and Riverview Parks. PPC has a long-standing commitment to environmental education, and offers programming for children, youth, and adults. Their Urban EcoStewards program for high school students meets monthly with hands-on activities focused on ecological restoration, observation, and science writing.</th>
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<tr>
<th><strong>Playspaces and Playgrounds</strong> in the Pittsburgh area are listed on the KaBOOM! website. KaBOOM! is a national non-profit dedicated to saving play for America's children. Their goal is to create great playspaces within walking distance of every child in America.</th>
</tr>
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<tbody>
<tr>
<td><a href="http://playspacefinder.kaboom.org/cities/2407">http://playspacefinder.kaboom.org/cities/2407</a></td>
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<tr>
<th><strong>ToonSeum</strong> is one of only three museums in the United States dedicated exclusively to the cartoon arts and features exhibitions or original comic and cartoon art, with new exhibits every two months. Their educational outreach includes field trips, student workshops, and weekend and summer camps for kids.</th>
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<tr>
<th><strong>The Andy Warhol Museum</strong> delivers rich educational programming for both educators and young people ages 8-19. The Warhol offers on-line curricula, artists in residence, and workshops for teachers, while providing other programs ranging in length from two hours to summer-long opportunities for youth.</th>
</tr>
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</table>
Once home to Fred Rogers, Pittsburgh is now home to modern-day Fred Rogers who – like Fred – make use of child-centered media, technology, and arts to engage kids in learning, inspire their creative play, and generally provoke their innate curiosity about the world around them.

### Attack of the ROBOTS

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<tr>
<th><strong>Program</strong></th>
<th>Description</th>
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<td><strong>Bots IQ</strong></td>
<td>is a robotics education program that is a spinoff from the popular BattleBots TV show. Students build combat type robots and compete against other teams to see which team has designed and built the best product. <a href="http://www.botsiqpa.org">http://www.botsiqpa.org</a></td>
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<tr>
<td><strong>CS²N (Computer Science Social Network)</strong></td>
<td>is a place where students of all ages can come to learn computer science and applied STEM (science, technology, engineering, and mathematics) as they play games, solve challenges, and compete in competitions. Some of the activities include: programming virtual robots, designing models and animations, teaching machines how to talk to each other, learning STEM through cognitive tutors, and learning cool design software. CS²N uses the motivational strategies found in games and social networks to keep students engaged. The project is free to students and is database driven. <a href="http://www.education.rec.ri.cmu.edu/cs2n_test/">http://www.education.rec.ri.cmu.edu/cs2n_test/</a></td>
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<tr>
<td><strong>FIRST</strong></td>
<td>is devoted to helping young people discover and develop a passion for science, technology, engineering, and math. The organization supports four programs: the FIRST Robotics Competition (FRCTM) and the FIRST Tech Challenge for Grades 9-12 (ages 14-18); the FIRST LEGO League for Grades 4-8 (ages 9-14); and the Junior FIRST LEGO League for Grades K-3 (ages 6-9). <strong>FIRST: For Inspiration and Recognition of Science and Technology</strong> <a href="http://pittsburghfirst.org/">http://pittsburghfirst.org/</a></td>
</tr>
<tr>
<td><strong>Robots Academy</strong></td>
<td>is committed to using the motivational effects of robotics to excite students about science and technology by creating robotics curriculum for students K-12. They are an educational outreach of Carnegie Mellon University, and part of the university's world-renowned Robotics Institute. <a href="http://www.education.rec.ri.cmu.edu/">http://www.education.rec.ri.cmu.edu/</a></td>
</tr>
<tr>
<td><strong>Techno Teens</strong></td>
<td>is an initiative of the Urban League of Greater Pittsburgh, in partnership with Catalyst Connections, with the goal of exposing at-risk youth to technology. Participants not only learn about designing and creating their own video game, but they also gain broad exposure to IT careers using video game development as an introduction to the broader information technology industry. <a href="http://www.facebook.com/technoteens">http://www.facebook.com/technoteens</a></td>
</tr>
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### Big and Little SCREENS

**The Fred Rogers Company** responds to the social and emotional needs of children with thoughtful, effective projects directed toward specific issues and audiences. Whether the projects deal with everyday issues like making friends, or difficult situations like helping children through divorce, the communication is always caring, clear, and useful. Many of the company's projects are created with expert partners.

http://www.fci.org

**The Magic Woods** television program was formed in 2001 by a team of dedicated professionals whose resumes include work with Sesame Street, Mister Rogers' Neighborhood, Between the Lions, National Geographic, and Nova. The gem of The Magic Woods is co-host and naturalist Lydia Konecky, who has won several awards for her golden gift of teaching children about the wonders of nature. Lydia's work was the inspiration for The Magic Woods.

http://www.themagicwoods.org

**oneminutesjr** is a unique program sponsored by UNICEF and the OneMinuteJr. Foundation. The program allows young people (12 to 20 years) to create their own one-minute videos to share with the world their ideas, dreams, fascinations, anxieties and viewpoints. In July 2008, the first official oneminutesjr. workshop in the USA was hosted by the Children’s Museum of Pittsburgh.

http://www.theoneminutesjr.org/

**Pittsburgh Filmmakers** is one of the largest and oldest independent media arts centers in the country. Founded in 1971 to provide media-making tools to artists, Pittsburgh Filmmakers serves everyone from emerging artists to established artists to fellow nonprofit organizations and students.

http://www.pghfilmmakers.org

**Steeltown Entertainment Project** connects entertainment professionals from around the country with southwestern Pennsylvania ties to projects, people, and partnerships in order to support and invest in the socially and commercially significant film and media industry of the Pittsburgh region. Core to its programming is its Youth & Media Initiative.


**Kids+Creativity**

integrating the arts, sciences, and technology to inspire learning and play
Take a Shot at Changing the World is an innovative education initiative where students in middle and high school are invited to make creative and compelling films connecting the collective effort which fostered the development of the Salk polio vaccine in this region 55 years ago to current efforts to eradicate polio from the planet. It was inspired by the film The Shot Felt 'Round the World, which tells the story of Dr. Salk and his team, the community of Pittsburgh, and the nation, and how they all pulled together to conquer the most feared disease of the 20th Century.

http://www.takeashotcontest.org

WQED Multimedia was the nation's first community supported public broadcaster and is southwestern Pennsylvania's electronic equivalent of the concert hall, the theater, the school-house and the public library, making available drama, ballet, opera, classical music, art, architecture, public affairs information, history, and education. Almost half of its entire broadcast schedule is dedicated to high quality children's programming. Important to its legacy, WQED was the home of Mister Rogers' Neighborhood.

http://www.wqed.org/education/shows.php
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**On the STAGE**

**Attack Theater** is an innovative local dance company that combines modern dance, live original music, multimedia, and interdisciplinary art forms in its performances. Their education program includes in-school programs, workshops, residencies, teacher professional development, and mentoring of other teaching artists.

http://www.attactheatre.com/education

**Bricolage** uses the distinctive resources of the Pittsburgh region to create theatrical events that stimulate a heightened sense of involvement for the audience. What excites Bricolage is the connection and interaction between seemingly disparate elements. “What’s at hand” refers to not only the definition of the word bricolage, but also to existing sites within our city’s changing landscape and to human and material resources.

http://www.webbricolage.org

**City Theatre** is committed to developing the artists and audiences of the future. Its educational programs are designed to help young people find, develop, and express their voices. They provide young people with a variety of theatre-based opportunities and promote theatre as a means to explore current issues.

http://www.citytheatrecompany.org/education/

**Kelly-Strayhorn Theater** is a unique and vibrant community performance arts center that encourages diverse, inclusive and high quality, artistic, cultural and educational activities. The theater offers original and eclectic programming year-round, including activities designed to attract and engage young audiences.

http://www.kelly-strayhorn.org/programs/education

**New Hazlett Theater** was founded in 2004 with a mission to cultivate the arts and provide a venue for world class and neighborhood cultural events. Arts presenters, producers, and artists rent the theater for a range of programs, including dramatic theater, dance, family programming, performance-art events, music, and spoken word performances. Theater offerings appeal to children, families, and adult audiences. The Theater is located on the Northside next door to the Children’s Museum of Pittsburgh.

http://www.newhazletttheater.org

**The Pittsburgh Cultural Trust** is one of the largest nonprofit arts and cultural organizations in Pennsylvania. The Trust has played a significant role in the revitalization of Pittsburgh’s downtown cultural district, restoring theaters, constructing new facilities, commissioning public art projects, and implementing arts and arts education programming for the community. Among its events, the Trust annually presents First Night, the Kids Gallery Crawl, the Three Rivers Arts Festival, and the International Children's Festival.

http://www.pgharts.org/education

**Kids+Creativity**

integrating the arts, sciences, and technology to inspire learning and play
**Pittsburgh Opera** is recognized for producing world-class mainstage productions that feature top-tier performing and creative artists. Each season includes a combination of popular operas as well as contemporary and/or infrequently performed works. The Opera offers an outstandingly rich mix of education and community programs that reaches 20,000 students, families, and educators each year.

http://www.pittsburghopera.org/pages/education

**Pittsburgh Public Theater** is a contemporary theater in the heart of downtown Pittsburgh's Cultural District that offers intimate, engaging, and professional theater. Students from elementary, middle and high schools get involved in PPT’s education and outreach programs — from the Shakespeare Monologue Contest to classes and workshops that show the ins and outs of theater to the best student discount ticket program.

http://www.ppt.org/content/education.cfm

**Pittsburgh Symphony Orchestra** offers many education programs that engage individuals in experiences of the highest artistic and educational quality to create informed, enduring, and evolving connections to music and to the Pittsburgh Symphony Orchestra. Supporting music education in the public school core curriculum is a priority of the Symphony. Ensuring that music specialists are teaching students in grades K-12 is critical toward developing a cultured citizenry.


**Prime Stage** is committed to creating entertaining, educational, and enriching experiences for middle and high school students, their families and teachers that bridge the gap between children’s theater and adult theatre. With education being a cornerstone of their mission and vision, Prime Stage offers several unique programs for educators and home school families that encourage adolescents to attend the theatre, participate in the creative process, and read the literature.

http://www.primestage.com/education.htm

**Quantum Theater** conducts a high school residency project as a key activity in a range of educational programs. The program sends a teaching artist into four inner-city high schools to help students interpret a classic play, a piece of literature, or a historical event in their own, contemporary terms. The students use dialogue, rap music, and dance to express themes and characters, and come together to perform for each other and the professionals at a Quantum rehearsal in its unusual project location. They return to see the finished show at a special matinee. The Program teaches creative thinking skills, animates English and History curricula, and mixes students from many Pittsburgh neighborhoods.

http://www.quantumtheatre.com/about/educational.html

**Squonk Opera** has evolved from a small local music group to an internationally-acclaimed touring group that creates original, multimedia concerts. They combine humor, music, large-scale puppets and video projection to create a unique art form for all ages.

http://www.squonkopera.org
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Mostly for TEACHERS

The **Arts Education Collaborative** strengthens education by making the arts central to learning through professional development programs, advocacy projects, and collaborative initiatives among artists, arts organizations, and educators.

http://www.artsedcollaborative.org

**ASSET, Inc.** is an education improvement nonprofit that supports school districts in implementing a standards-based science education program through teacher professional development aligned with hands-on curriculum materials for grades k-8.

http://www.assetinc.org

**Center for Creativity, Arts, and Technology** supports professional development for educators, across 67 school districts located in Intermediate Units #1 and #3, integrating the arts and sciences in classroom instruction and homework through the innovative use of educational technologies.

**Gateway to the Arts** partners with professional performing and visual artists from the community to integrate quality arts experiences into the lives of western Pennsylvania students, educators and families.

http://www.gatewaytothearts.org

**The Heartwood Institute** is dedicated to helping teach children universal attributes of good character that form the foundations of community. At the vanguard of children's character education for decades, the Heartwood curriculum uses a literature-based ethics and character education program for children that boosts achievement, reduces bullying and aids children in meeting academic standards for language arts and social studies.

http://www.heartwoodethics.org

**The Math & Science Collaborative** is comprised of representatives of school districts, non-profit organizations, institutions of higher education, and other stakeholders committed to strengthening the teaching and learning of mathematics and science.

http://www.aiu3.net/Level2.aspx?id=440

**SciTech** is a year-round initiative of exciting experiences for middle and high school students that prepare them for the workforce as scientists, engineers, and technicians, and raises awareness of the importance of understanding the science and technology fundamentals in our society.

http://scitechfestival.com/
| **Teachers’ Domain** is an online library of more than 1,000 free media resources from diverse shows in public television. Featuring such media favorites as PBS and PBS kids, the shows make a great addition to K-12 classroom resources, incorporating technology in the classroom and inspiring students to learn.  
http://www.wqed.org/education/teachers.php |
| --- |
| **Three Rivers Educational Technology Conference (TRETC)** is the premier K-16 educational technology conference in western Pennsylvania. More than 300 educators from K-12 schools, higher education and nonprofits come to the event where vendors showcase their new technologies.  
http://www.tretc.org |
| **Western Pennsylvania Writing Project (WPWP)** is a teacher-centered, teacher-led professional development program that partners with more than 150 local schools and community organizations in its efforts to strengthen academic and public literacy. WPWP offers a summer institute for teachers, school-based professional development, professional development retreats and groups, and The Young Writers Institute, which is a two-week summer writing camp for students in grades 4-12 where students focus on their writing with experienced teachers and writers.  
http://www.wpawritingproject.org/ |
| **World Wide Workshop** is a global foundation for developing open-source applications of social media technology and game production, to enhance learning, innovation, entrepreneurship, and an understanding of the world in economically-disadvantaged and technologically-underserved communities. Through their Globaloria Competitions, students compete to create the best games in STEM education, civics and leadership categories.  
http://www.worldwideworkshop.org/ |
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Buy LOCAL

The Pittsburgh Entertainment Technology Project houses a marketplace of regional entertainment technology-related companies in order to showcase the full spectrum of southwestern Pennsylvania's capabilities. This regional marketplace is home to a wide variety of innovative products and services from many companies, which is a valuable resource that can be used to connect kids with the latest creative and educational technology.

http://www.pghentertainmenttech.org/?cat=5

Afterschool Buddy provides fresh, new, innovative children's programming to inspire the next generation to greater heights. Using television programs, internet content, music and books to educate and entertain children, Afterschool Buddy teaches important life lessons that continue long after the school day is over.

http://www.afterschoolbuddy.com

Apanega Learning provides affordable, engaging, online tutoring to middle and high school students, giving individualized instruction that stays with the learner for their lifetime. Apanega has helped more than 300,000 students achieve their academic goals by building confidence and problem solving through their award winning web-based math tutor services.

http://www.apangea.com

Bossa Nova Robotics creates interactive robotic toys to inspire curiosity, creativity and learning for young children. An obnoxious gorilla robot (Prime-8) and an adorable pink penguin robot (Penbo) combine science with the “cool factor,” making them irresistible to kids. Both robots interact with their owners, who can unlock more features the longer they play with the toys – ensuring their owners stay interested and engaged.

http://www.bnrobotics.com

Carnegie Learning is a leading publisher of innovative, research-based math curricula for middle school, high school, and post-secondary students. Carnegie Learning helps students succeed in math, creating a gateway to graduation and preparing them for 21st century careers.

http://www.carnegielearning.com

Electric Owl Studios is a full-service interactive technology firm that creates original software, games, and kiosks to foster creativity and exploration. Their original project, the Kids Interactive Creation Kiosk (K.I.C.K.), a creativity center developed to help alleviate children's fears and anxieties when visiting the doctor, is currently in hospitals on three continents and growing.

http://www.electricowlstudios.com
Etcetera Edutainment was founded in 2005 by graduates and faculty of Carnegie Mellon University's Entertainment Technology Center. They specialize in adapting the techniques and technologies of the videogame industry to simulations for training and educational purposes. When the Children's Hospital of Pittsburgh was looking for a way to educate and engage weight management patients in their health in between office visits, Etcetera Edutainment created "Healthy Plate," a highly visual daily food tracking tool that helps kids log food intake and portion size, and highlights the importance of watching calories, fat and sugars in a fun, kid-friendly and personalized way.

http://www/etceteraedutainment.com

eSchoolTools hosts an online application, Build A Book, that gives students, teachers, and school administrators the ability to create digital books with illustrations and audio narration. The application is designed to improve a student's ability to write, read, speak, design, and use technology. It is also designed to give parents, teachers, and administrators the ability to evaluate student progress with respect to literacy, fluency, and creativity.

http://www.eschooltools.com

Hybrid Learning is a Pittsburgh-based developer of serious games and mobile learning solutions that combine creative thinking and technical knowledge to develop modern learning solutions that extend beyond the classroom.

http://www.hybrid-learning.com

I Know That is built on the idea of socially reinforced learning. Through their online site, kids play grade level games that sharpen and reinforce math, science, reading and writing skills. Kids connect with their teachers, parents and peers -- sharing their progress in a safe, rewarding environment that fosters confidence and a love of learning.

http://iknowthat.com

Interbots creates compelling interactive characters who enable memorable experiences with their guests. Interbots specializes in the design and construction of custom interactive characters (both physical and virtual), control software, and interactive multimedia content. Their first animatronic character, Quasi, was selected to be the mascot of the World's Fair for Kids, and has made numerous television appearances including ABC's Good Morning America, CBS Evening News Eye on America, Regis and Kelly, the Science Channel, and the Discovery Channel.

http://www.interbots.com

Inventionland is the world's one and only invention workshop! Enter through the hidden doorway into America's largest invention factory, where designers are inspired to create the innovations of tomorrow. Inventionland offers tours for companies, school classes (kindergarten to college), scouts, and other groups, inspiring them to think big and to think out-of-the-box.

http://www.inventionland.com

Kiddix is a software company based in Pittsburgh that specializes in the development of safe, fun, educational and easy-to-use software environments for children. The Kiddix Operating System is a complete software stack for young children accessing computers and mobile devices. Kiddix aims to provide children with a safe and enriching environment, while giving parents access to hassle-free and comprehensive parental controls.

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<tr>
<th><strong>MAYA Design</strong> is a design consultancy and technology research lab with an intense desire to turn human experiences with technology products into positive, fruitful interactions. In July 2010, Maya supported Pittsburgh's Kids+Creativity community by leading strategic planning that resulted in new areas of focus: mobile media; connecting DIY and DML practices; and smart information distribution.</th>
<th><a href="http://www.maya.com">http://www.maya.com</a></th>
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<tr>
<td><strong>Schell Games</strong> is a full-service game design and development studio specializing in creating innovative interactive experiences. Schell Games was founded in 2002 by one of the world's top game designers and renowned author, Jesse Schell, with the focus of creating memorable experiences through online games, interactive theme park attractions, console and handheld games, internet-enabled toys, and virtual worlds.</td>
<td><a href="http://www.schellgames.com">http://www.schellgames.com</a></td>
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<tr>
<td><strong>The Schmutz Company</strong> is a group of artists and goofy folks that make puppets, animation, and other such fun. They create. They make stuff and teach others how to make things, too. Through venues such as the Children's Museum of Pittsburgh and Children's Hospital of Pittsburgh, the Schmutz Company uses art to teach kids differential learning, creative thinking, story-telling, collaboration, project management and more.</td>
<td><a href="http://schmutzco.com">http://schmutzco.com</a></td>
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<tr>
<td><strong>Zulama</strong> is a digital education company offering high-quality, compelling curriculum courses to students through schools or at home. Zulama offers high-demand courses, such as video game design, that often aren't offered in traditional schools. Through their online site, teachers and parents have access to tools that monitor students’ progress, ensuring a successful and educational experience for middle and high school age students.</td>
<td><a href="http://www.zulama.com">http://www.zulama.com</a></td>
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**Look ELSEWHERE**

**Common Sense Media** is an online resource for parents and teachers that provides content reviews of the media that is so prevalent in children’s lives today -- movies, video games, books, apps, television programs, websites and music. All are given a review based on the content as well as suggestions for age-appropriateness.

[http://www.commonsensemedia.org](http://www.commonsensemedia.org)

**The Joan Ganz Cooney Center** is an independent research and innovation lab that catalyzes and supports research, development, and investment in digital media technologies to advance children’s learning.

[http://www.joanganzcooneycenter.org](http://www.joanganzcooneycenter.org)

**Digital Media & Learning** is an online presence that exists to fuel the exploration of digital media practices that are fundamentally reshaping society in the ways we are learning and connecting with one another. Digital Media & Learning seeks to identify and track paradigm-shifting themes, especially those related to youth, technology, media and society.

[http://www.dmlcentral.net](http://www.dmlcentral.net)

**Edutopia** spreads the word about ideal, interactive learning environments and enables others to adapt these successes locally. Edutopia.org contains a deep archive of continually updated best practices, from classroom tips to recommendations for district-wide change. Allied with a dedicated audience that actively contributes success stories from the field, Edutopia relies on input and participation from schools and communities.

[http://www.edutopia.org](http://www.edutopia.org)

**Instructables** is an innovative and unique interactive website that allows kids of all ages to share what they make with the world — and tap into an ever-growing community of creative experts. Projects, skills, and ideas can be shared through step by step instructions, photos or videos. Instructions for making wallets from duct tape, chairs out of K’NEX pieces, outdoor games and toys, robots and more can be found on their site.

[http://www.instructables.com](http://www.instructables.com)

**NASA** believes that our country must maintain its commitment to excellence in science, technology, engineering and mathematics education to ensure that the next generation of Americans can accept the full measure of their roles and responsibilities in shaping the future. NASA’s education program continues the agency’s tradition of supporting the country’s educators who play a key role in preparing, inspiring, exciting, encouraging, and nurturing the young minds of today who will be the workforce of tomorrow.

[http://www.nasa.gov/offices/education/about/index.html](http://www.nasa.gov/offices/education/about/index.html)
PBS Kids is an extension of the popular children’s television programming. Through their website, kids can play games, color, listen to music, and watch educational videos. The site provides resources for parents and educators and serves to reinforce the ideas taught through the PBS Kids television programs.

http://www.pbskids.org

PBS Parents is a trusted resource that’s filled with information on child development and early learning. It also serves as a parent’s window to the world of PBS KIDS, offering access to educational games and activities inspired by PBS KIDS programs.

http://www.pbs.org/parents/

Spotlight on Digital Learning covers the intersections of technology and education, going behind the research to show how digital media is used in and out of classrooms to expand learning. Kids do not stop learning when they leave school, and digital media can be that bridge between school, home and beyond. Spotlight shows how that happens, with behind-the-scenes feature stories, a daily blog covering news from the field, video podcasts and StudentSpeak webisodes that show how teens are using digital media in their everyday lives.

http://spotlight.macfound.org/
KIDSBURGH WEBSITE ORGANIZATIONS – ALPHA ORDER

3 Rivers Computer Clubhouse  Hip Hop & Tech
ACLA Youth Services  Books
Afterschool Buddy  Buy Local
AIR (Artists Image Resource)  DIY
Alice  Games
Allegheny County Library Association  Books
Apenage Learning  Buy Local
Arts Education Collaborative  Teachers
Assemble  DIY
ASSET, Inc.  Teachers
Attack Theater  Stage
August Wilson Center  Places
Beechwood Farms Nature Reserve  Places
Bossa Nova Robotics  Buy Local
Bots IQ  Robots
BrainCake  Girls
Bricolage  Stage
Build A Book (eSchoolTools)  Buy Local
Carnegie Learning  Buy Local
Carnegie Library of Pittsburgh  Books
Carnegie Library of Pittsburgh—Kids  Books
Carnegie Library of Pittsburgh—Teen Services  Books
Carnegie Museum of Art  Places
Carnegie Museum of Natural History  Places
Carnegie Science Center  Places
Center for Creativity, Arts, and Technology  Teachers
Children's Museum of Pittsburgh  Places
City Theatre  Stage
CivicsLab  Games
Click!  Games
Common Sense Media  Look Elsewhere
Cooney Center (Joan Ganz)  Look Elsewhere
CREATE Lab (at CMU)  Ideas
Creative Arts Corner  Hip Hop & Tech
Crechur  Games
CS²N (Computer Science Social Network)  Robots

Digital Media & Learning  Look Elsewhere
Edutopia  Look Elsewhere
Electric Owl Studios  Buy Local
Electric Racer  Games
Entertainment Technology Center (CMU)  Ideas
eSchoolTools  Buy Local
Etcetera Edutainment  Buy Local
Father Ryan Arts Center  Places
FIRST  Robots
First Night  Festivals
Fitwits  Games
Fred Rogers Center  Ideas
Fred Rogers Company  Screens
Frick Art and Historical Center  Places

Gateway to the Arts  Teachers
GigiPan  Photograph
Girl Talk  Girls
Girls of Steel  Girls
Girls, Math & Science Partnership  Girls
Hack Pittsburgh  DIY
Hear Me  Listen
Heartwood Institute, The  Teachers
Heinz History Center  Places
Hip-Hop on L.O.C.K.  Hip Hop & Tech
Hybrid Learning  Buy Local
I Know That  Buy Local
Instructables  Look Elsewhere
Interbots  Buy Local
International Heritage Photographic Experience  Photograph
Inventionland  Buy Local
iTwixie.com  Girls
K.R.U.N.K.  Hip Hop & Tech
Kelly-Strayhorn Theater  Stage
Kiddix  Buy Local

Mad-Dash!  Games
Magic Woods, The  Screens
MakeShop  DIY
Math & Science Collaborative  Teachers
Mattress Factory  Places
MAYA Design  Buy Local
MCG Youth & Arts (Manchester Craftsmen’s Guild)  Places
my StoryMaker  Games

NASA  Look Elsewhere
National Aviary in Pittsburgh  Places
Neighborhood Voices  Listen
New Hazlett Theater  Stage

Oglebay Institute  Places
oneminutesjr  Screens
PBS Kids  Look Elsewhere
PBS Parents  Look Elsewhere
PeaceMaker  Games
Phipps Conservatory & Botanical Gardens  Places
pittsburgh art + technology  Ideas
Pittsburgh Center for the Arts  Places
Pittsburgh Center for the Arts School  Places
Pittsburgh Cultural Trust  Screens
Pittsburgh Entertainment Technology Marketplace  Buy Local
Pittsburgh Entertainment Technology Project  Ideas
Pittsburgh Filmmakers  Screens
Pittsburgh International Children's Festival  Festivals
Pittsburgh Opera  Screens
Pittsburgh Parks Conservancy  Places
Pittsburgh Public Theater  Stage
Pittsburgh Symphony Orchestra  Stage
Pittsburgh Zoo and PPG Aquarium  Places
Playspaces and Playgrounds  Places
Prime Stage Theatre  Stage
PROGRESS  Girls

Quantum Theater  Stage
Reading is FUNdamental Pittsburgh  Books
Robot Diary  Girls
Robotics Academy  Robots

Saturday Light Brigade  Listen
Schell Games  Buy Local
Schmutz Company, The  Buy Local
SciTech  Teachers
Silver Eye Center for Photography  Photography
Spark  Ideas
Spotlight on Digital Learning  Look Elsewhere
Squonk Opera  Stage
Steeltown Entertainment Project  Screens

Take a Shot at Changing the World  Screens
Teachers' Domain  Teachers
Techno Teens  Robots
TEDx Leadership Pittsburgh  Ideas
TEDx Youth@Pittsburgh  Ideas
Three Rivers Arts Festival  Festivals
ToonSeum  Places
TRETC, (Three Rivers Educational Technology Conference)  Teachers

Voices of Youth  Ideas

Warhol (Andy) Museum  Places
Western Pennsylvania Writing Project  Teachers
World Wide Workshop  Teachers
WQED Multimedia  Screens
WYEP 91.3 FM  Listen

Zuluma  Buy Local