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Generation Cures at Children’s Hospital Boston announces “In the Classroom” Events

Award-winning online tween community organizes sessions to introduce teachers and students to webisodes, online games, and kid-produced videos for learning in language arts, math, and science

Boston, Mass. (Nov. 2, 2009) — Today, the award-winning online tween community *Generation Cures* at Children’s Hospital Boston announced two upcoming “In the Classroom” events for middle school teachers and students. “In the Classroom” provides web-based supplemental curriculum materials for elementary and middle school students, Grades 4-7, based on the innovative *Generation Cures* content.

On Saturday, November 14, 2009 teachers are invited to participate in a professional development workshop designed to introduce curricular resources that support the use of *Generation Cures’* content in Massachusetts Grades 4-7 language arts, math, and science curriculum. The *Generation Cures* design team will introduce teachers to sample lesson plans, online comics, classroom activities and other resources that are available on the site and support a variety of learning goals, including:

Language Arts — *Story, character, and plot development; vocabulary, creative writing*

Math — *Logic, critical problem-solving, and spatial relations*

Science — *Scientific inquiry, life cycles, biology terms*

Teachers will also explore ways they can engage and motivate their students by organizing class fundraising projects that support the research at Children’s Hospital. The workshop will be held at the Learning Games Network’s studio in Kendall Square (Cambridge, Mass.) from 9:00 a.m.-3:00 p.m. Admission is free; advance registration is required. Interested teachers should send an e-mail to teachers@generationcures.org.

On Saturday and Sunday, November 21 and 22, 2009, students in Grades 7-9 are invited to participate in the *Generation Cures* “Play Games to Find Cures” classes being offered as part of MIT Splash, a two-day program during which middle school students “attend college for the weekend,” exploring a wide variety of topics taught by the MIT community. Among the topics explored will be *Caduceus*, the interactive learning adventure that fuels the *Generation Cures* online game-a-thon fundraising activities, developed in partnership with the MIT Education Arcade.

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The “Playing Games to Find Cures” classes will provide students the unique opportunity to get an “under the hood” view of the interactive game and how it works. Students will learn about *Caduceus*’s game design, strategies for beating challenging levels, and how “games for good” support pediatric medical research at Children’s Hospital. *Generation Cures* design team members will teach the classes. For registration information, visit <https://esp.mit.edu/learn/Splash/index.html>. Inquiries about “Playing Games to Find Cures” may be sent to students@generationcures.org.

Generation Cures’ “In the Classroom” supplemental curriculum materials are built around *Zebrafish*, a web-based story about a fledgling high school band, the interactive learning game *Caduceus*, which transports students into a virtual world of science and alchemy, and *Kid Vids*, short “behind-the-scenes” videos created by former patients and young philanthropists.

Generation Cures has been honored for its educational content, with a Silver Davey Award in the Educational category and a Gold Communicator Award in the Science Website category. The website has also been honored as Mom’s Choice Website of the Year and received the “KidZui Seal” from leading kids’ Web browser KidZui.

About *Generation Cures* (www.generationcures.org)

Generation Cures is a revolutionary philanthropic movement that teaches tweens to use their powers for good. The *Generation Cures* website offers free games, videos, music, webisodes and creativity challenges that inspire kids to care about others and want to make a difference in the world. Tweens can then turn their inspiration into action to help cure other kids through online and offline family fundraising initiatives that support Children’s Hospital Boston’s life-saving pediatric research. Since launching in late 2008, *Generation Cures* has won more than 20 national awards for creativity, education and family fun.

About Children’s Hospital Boston (www.childrenshospital.org)

Children’s Hospital Boston is a leading source of life-saving treatments, groundbreaking research and compassionate care for children in New England and worldwide. In its annual “America’s Best Hospitals” issue, *U.S. News and World Report* has rated Children’s Hospital Boston one of the top two children’s hospitals for 19 consecutive years. Children’s Hospital Boston has the largest and most active research program at a children’s medical center.

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