

<DATE>

Contact: <NAME, POSITION>

Phone: <NUMBER>



## Be an engineer at *Tech City*

<MUSEUM'S> new exhibition allows visitors to invent, design and create

**<CITY>**- Invent, design, create and build at the <MUSEUM'S> new exhibition, “*Tech City*.”

*Tech City* features 12 interactive activity stations and exhibits that allow visitors to solve real-world problems that engineers face each day.

What’s shakin’? Build a structure that will hold up under the force of an earthquake. Design a building using blocks, set the strength of the quake, and then watch to see if the building remains standing or falls down.

Beep. Beep. Everyone hates being stuck in traffic. At the “Traffic Jam” exhibit, visitors use a computer program to adjust simulated traffic flow by changing the timing of traffic lights at several intersections.

Sing a song. Tell a story. Visitors experiment with sound engineering and produce their own recordings using a variety of sound effects. Visitors can record three individual tracks and then play them back simultaneously.

Visitors can also design a model for a city plaza, dam the creek to prevent it from flooding, build a bridge and more!

“Tech City” will be on display at <MUSEUM> through <DATE>. This exhibition was developed by the Sciencenter and Cornell University with funding from the National Science Foundation.

## SAMPLE - COMMUNITY EVENT PRESS RELEASE

<DATE>

Contact: <NAME, POSITION>

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### Make It or Break It Day!

<MUSEUM> hosts family event on <DATE>

<CITY>. - How much weight can a beam take before it breaks? Find out at *Make It or Break It Day!* This family event will be filled with hands-on activities to bring out the inventor in all of us! *Make It or Break It Day!* will be held from <TIME, DATE, PLACE>.

Visitors can build, break, create, invent and design while visiting activity stations throughout the museum.

The first assignment: clean up an oil spill and help the environment. Visitors will try to clean up a simulated oil spill with limited materials and resources. After they are done, they can test how successful their effort was.

What would animals need to survive outside their natural habitat? Visitors will have a chance to design a suitable environment for imaginary zoo animals by considering factors such as light, water and vegetation.

Other assignments during *Make It and Break It Day!* include: creating armor for an egg, constructing a tower, designing a boat, toy-making and more! These activities and demonstrations are based on the <MUSEUM'S> newest exhibition, *Tech City*, which was developed by the Sciencenter and Cornell University and funded by the National Science Foundation.

<MUSEUM NUTGRAPH>