



## [The ED GAMES EXPO For Schools – Registration is NOW OPEN](#)

The [ED GAMES EXPO](#) is the annual showcase of more than 150 *game-changing* innovations in education technology (EdTech) developed through funding programs at the Institute of Education Sciences (IES) at the U.S. Department of Education and across government. Watch the short *Trailer Videos* from the last in-person EXPO in [2020](#) and from the virtual EXPO in [2021](#). The 9th *ED GAMES EXPO* will occur at the John F. Kennedy Center for the Performing Arts REACH in Washington, DC, on Wednesday, September 20 through Thursday, September 21, 2023. See the preliminary Agenda [here \(PDF\)](#).

---

### [The ED GAMES EXPO For Schools](#)

As an event during the *ED GAMES EXPO* on **Wednesday, September 20 from 10AM to 2:30PM**, regional schools are invited to register to send up to two classes of students, grades 1-12 to the Kennedy Center REACH to participate in an engaging learning experience. The morning session is designed for elementary school students, while the afternoon is geared toward middle and high school students.

#### **“Elementary School” Visit the ED GAMES EXPO: 10AM to 12PM**

Elementary schools may register using [THIS FORM](#) to send up to two classrooms of grade school students (MAXIMUM 24 students per class) to the Kennedy Center REACH for a 2-hour session to:

- Try out learning technologies across STEM, reading, social and emotional learning, social studies, and other topics, while interacting with the developers. See examples from the [2021 Guide](#) for the types of Tabletop Demos occurring in 2023.
- Attend a **Master Class Learning Lesson** by developers such as [PocketLab](#), [Teachley](#), or [Killer Snails](#), or a **How The Learning Game Was Made** event [like this one](#) by [PBS Kids](#) in 2019 to learn about the skills and careers involved in creating a learning game that millions of children play.

#### **“Middle and High Schools” Visit the ED GAMES EXPO: 12:30PM to 2:30PM**

Middle and high schools may register using [THIS FORM](#) to send up to two classrooms students (MAXIMUM 24 students per class) to the Kennedy Center REACH for a 2-hour session to:

- Try out learning technologies across STEM, reading, social and emotional learning, social studies, career skills, and others, while meeting the developers. See examples from the [2021 Guide](#) for the types of Tabletop Demos occurring in 2023.
- Attend a **Master Class Learning Lesson** by developers such as [Filament Games](#), [Hats and Ladders](#), or [Gigantic Mechanic](#), or attend a **So You Want to be a Game Developer** panel where the experts will share the story about how they became learning game

developers, so that students are inspired to think about their own education and career aspirations.

### Important Specifications

#### **ED GAMES EXPO for Schools at the Kennedy Center REACH** **Wednesday, September 20**

- **This year the *ED GAMES EXPO for Schools* event on September 20 can accommodate up to 24 elementary school classes and up to 24 middle and high school classes.**
- **Registration is on a first-come first-served basis.**
- **Schools are responsible for arranging transportation for their students and an educator (and additional educators and chaperones) to travel to the ED GAMES EXPO at the Kennedy Center REACH.**
- There is a two (2) classes per school limit for registering for this event.
- The maximum number of students per class is 24.
- Once the registration slots are filled, a waitlist will be started. Schools on the waitlist could be notified by the U.S. Department of Education if another school has dropped out at any time after registration, and up until a few days before the EXPO.
- The School Visits Coordinator for the ED GAMES EXPO is Alice Kinney, with the U.S. Department of Education. She may be reached by emailing [EDGamesExpo@ed.gov](mailto:EDGamesExpo@ed.gov).
- Each participating school must assign a “Point of Contact” who will coordinate their visit with Alice Kinney. After the 2023-2024 school year begins, the Point of Contact will confirm to Alice Kinney that their school will participate. After, the School Visits Coordinator will email the Point of Contact an agenda for each class that is attending. The agenda will include a short list of education learning games and technologies as well as special activities that each class will experience during their visit. All activities will be designed to be age appropriate for each class attending.
- The *ED GAMES EXPO for Schools* is not open to the general public. Along with registered classes of students and educators, attendees will include EdTech developers and researchers, government officials, and invited guests.
- The Kennedy Center REACH will not have food on site. Classes may bring their own food, or visit the [KC Café](#) in the main building to purchase food items after 11:30AM.
- Schools that register to send students to attend the Kennedy Center REACH will be required to submit a waiver form in case students appear in photographs or videos while at the EXPO. This waiver form will be provided to the school’s Point of Contact at a later date.
- For more information, please visit our [webpage](#) or email [EDGamesExpo@ed.gov](mailto:EDGamesExpo@ed.gov).

**The *ED GAMES EXPO for the Public* will occur on September 20, from 5:30PM to 8:30PM.**

Registration for this event will open on July 20 on the [Expo website](#). Information on the Expo for the public can be shared with members of your school community.

**ED GAMES EXPO 2023 Disclaimer:** This resources and materials during the ED GAMES EXPO are provided for the user's convenience. The inclusion of these materials is not intended to reflect its importance, nor is it intended to endorse any views expressed, or products or services offered. These materials may contain the views and recommendations of various subject matter experts as well as hypertext links, contact addresses and websites to information created and maintained by other public and private organizations. The opinions expressed in any of these materials do not necessarily reflect the positions or policies of the U.S. Department of Education. The U.S. Department of Education does not control or guarantee the accuracy, relevance, timeliness, or completeness of any outside information included in these materials.