



Fitzroy Learning Network
opening doors to our community

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High-resolution Images, Video, and Interview Opportunities Available Upon Request

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MELBOURNE YOUTH CHOSEN TO ATTEND WORLDWIDE TEEN SUMMIT

Over 300 Youth to Work on Global Community Impact Projects



Maire, 16; Amina, 16; Hanna, 16 of Fitzroy will join teens from 20 countries at the Museum of Science in Boston, Massachusetts, from July 27 to August 1, 2010

[Melbourne, Fitzroy, 12 July 2010] – Three local youth leaders from refugee backgrounds are heading to Boston, Massachusetts, on Monday 25th July to join nearly 300 other young people, ages 13 to 18, from 20 countries, including Russia, Jordan, Israel, South Africa, Palestine, New Zealand, India, Brazil, and the United States. The teens are members of the Fitzroy Computer Clubhouse in Fitzroy and will be in Boston from July 27 – August 1 for the Intel Computer Clubhouse Network's 2010 Teen Summit. The theme is: *Mobilize, Act, Inspire!* They will share ideas, learn new skills, and work together on projects that address socially conscious challenges such as reducing urban violence and improving the environment.

These youth ambassadors, Marie Salehi, Amina Basher and Hanna Bashir were chosen for their outstanding peer leadership and efforts to give back to their community. **Interviews with the youth and brief tours of the Clubhouse will be available on request.**

Marie Salehi, 16 says she is “looking forward to meeting IT professionals, like from Google. That’s really exciting as I’m looking towards that kind of area for future work and that’s really exciting. Also meeting new people and using new software.”

The Fitzroy Computer Clubhouse, a member of the Intel Computer Clubhouse Network, based at the Museum of Science, Boston, provides a creative out-of-school learning environment where young people from the inner-northern suburbs work with adult mentors to explore their own ideas, build confidence, develop 21st century skills, and find pathways to success through the use of technology. Clubhouse members also learn to give back to their communities in ways that help them build self-esteem, respect for others, and commitment to community service.

About The Computer Clubhouse Model

Founded in 1993 by the Museum of Science in collaboration with the MIT Media Lab, the first Computer Clubhouse has served as a model for many community organizations around the world. The Intel Computer Clubhouse Network has now grown to 100 Clubhouses serving 25,000 young people in 20 countries a year. For more information visit: www.computerclubhouse.org.

About The Fitzroy Computer Clubhouse

The Fitzroy Computer Clubhouse was the first Computer Clubhouse and one of only two in Australia. A program of the Fitzroy Learning Network, the Fitzroy Computer Clubhouse has over 200 members aged 10-18. Over 85% of members speak English as a Second Language with 90% of members living in public housing. The Fitzroy Computer Clubhouse operates 5 nights a week after-school hours. The Fitzroy Computer Clubhouse is funded entirely by philanthropic organisation Portland house and community donations.

The Fitzroy Learning Network is a community-based Neighbourhood House that welcomes people from diverse educational, cultural and social backgrounds. The Fitzroy Learning Network provides education, English language skills, job interview skills, computer skills and basic life skills particularly for newcomers to our community.

About Intel

Intel, the world leader in silicon innovation, develops technologies, products and initiatives to continually advance how people work and live. Intel has long been committed to promoting math and science education. In the past decade alone, Intel has invested \$1 billion to improving education around the world. Today, Intel invests more than \$100 million annually to promote education and technological literacy around the world. Since 2000, Intel has committed over \$30 million to the Intel Computer Clubhouse Network. To learn more about Intel's commitment to education around the world, visit www.intel.com/education.

About the Museum of Science, Boston

One of the world's largest science centers, the Museum of Science takes a hands-on approach to science, engineering and technology, attracting 1.5 million visitors a year via its programs and 700 interactive exhibits. Highlights include the Thomson Theater of Electricity, Charles Hayden Planetarium, Mugar Omni Theater, Gordon Current Science & Technology Center, 3-D Digital Cinema, and Butterfly Garden. The Museum's National Center for Technological Literacy® aims to enhance knowledge of engineering and technology for people of all ages and inspire the next generation of scientists and engineers. Visit <http://www.mos.org>.

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