



Dear Friend,

The August recess was an exciting time for Congressional STEAM Caucus members. Congresswoman Bonamici visited [McKay Elementary School in Beaverton, Oregon](#) to learn about Camp Achieve, a summer school program that uses STEAM tools to keep K-5 students engaged and learning during their school vacation.

In September, STEAM Caucus members announced their districts' participation in the Congressional App Challenge. This nationwide initiative encourages students from across the country to use coding and computer science to create and exhibit a software application, or "app," or video for mobile, tablet, or computer devices on a platform of their choice. The competition is a great example of STEAM education.

STEAM Caucus members are excited about the STEAM initiatives happening across the country. Congresswoman Stefanik recently shared that the [State University of New York at Canton](#) announced a game development lab where students will have the opportunity to incorporate the arts into STEM using digital storytelling, high-powered gaming window computers, and virtual reality headsets.

The [West Virginia Division of Culture and History](#) has a relatively new grant program called STEAM Power WV that has served more than 16,000 students across the state over the last few years. Arts educators and arts organizations are encouraged to collaborate with STEM educators to develop teaching or learning projects that integrate the arts with STEM disciplines, for students in pre-kindergarten through high school. The arts council stewards the grant, which is funded by the Claude Worthington Benedum Foundation – a great example of a public-private partnership in STEAM.

The [North Dakota Council on the Arts](#) has a grant program called STE[A]M Team which awards grants of \$6,000 to teacher-artist teams designing and implementing an interdisciplinary STEM curriculum incorporating art and/or language arts, history, social studies and geography. In these grants, funding may be used to cover planning costs, artist and consultant fees, supplies, field trips, and workshop expenses, among other things. Any certified pre-kindergarten through 12th grade teacher, artist, or nonprofit arts group working within a school may apply.

Thank you for interest in STEAM. We will continue to provide updates on the STEAM Caucus and share interesting information about STEAM initiatives around the country.

Sincerely,

Lakeisha Steele
Rep. Suzanne Bonamici

Patrick Hester
Rep. Elise Stefanik



Visiting McKay Elementary School in Beaverton to talk about STEAM

Congresswoman Bonamici visited several classrooms at McKay Elementary School where students in the summer school program used laptops to complete research projects, constructed obstacle courses with engineering supplies, and used small, multicolored blocks to create the code for a video game.



2016 Congressional App Challenge Winner for Oregon's First Congressional District

Last year, Sneha Malineni won the Congressional App Challenge for designing a mobile phone application to address the needs of Alzheimer's patients. You can read more about Malineni's mobile phone application [here](#).



Tennessee STEAM Festival

Tennessee recently held its first-ever STEAM festival. The ten-day event consisted of more than 70 events across the state to raise awareness and build interest in STEAM. You can read more about the festival [here](#).