

## **Cosponsor the STEM to STEAM Act of 2019**

*Sponsored by Rep. Jim Langevin, Rep. Suzanne Bonamici, Rep. Elisa Stefanik*

Art and design have unlimited real-world applications that contribute unique solutions to our everyday lives. They distinguish American products in the global marketplace and offer new models for creative problem-solving and interdisciplinary partnerships. In classrooms and laboratories, art and design play an essential role in facilitating science, technology, engineering and math (STEM) education and advancing STEM research. To strengthen this pipeline of innovation, we must integrate art and design into the STEM education fields, turning STEM into STEAM (science, technology, engineering, art and design, and math).

### **What is STEAM Education?**

**STEAM education uses project-based teaching to foster students' creativity, design thinking, tech literacy, collaboration, and problem solving in STEM fields.** This sets students up for success in STEM and helps them develop the tools to thrive in post-secondary education and the workforce. STEAM curricula emphasize critical and creative thinking, integration of multiple skill sets, and the ability to perform cross-disciplinary work. These programs have also been shown to increase attendance, reduce disciplinary problems, increase graduation rates, and improve test scores among students.

Congress recognized the importance of art and design as part of a "well rounded" education – alongside math and language arts – in the *Every Student Succeeds Act*, and we can build on this commitment by investing in the development of innovative STEAM educational programs.

### **STEM to STEAM Act**

**The *STEM to STEAM Act* promotes the integration of art and design into the National Science Foundation's (NSF's) Advancing Informal STEM Learning program, which supports research and development related to innovative out-of-school STEM programing.** Specifically, the bill directs NSF to award grants to support the design and testing of informal STEAM programs to improve educational outcomes, advance the field of STEAM education, and promote creativity and innovation. It does not appropriate additional funds, but modifies an existing STEM program, turning it into a STEAM program.

### **STEAM Innovation in Industry**

Industry leaders recognize the importance of STEAM in developing a successful workforce. The Ford STEAM Lab hosts student hackathons that combine design thinking, coding, and entrepreneurship to encourage creativity and develop workforce skills. Samsung's Solve for Tomorrow Contest challenges high school students to use STEAM to address real-world problems in their communities. It is time for Congress to join industry leaders in making these investments in our students to drive American innovation.

To cosponsor the *STEM to STEAM Act* or request additional information, please contact Kerry McKittrick in Rep. Langevin's office at [Kerry.mckittrick@mail.house.gov](mailto:Kerry.mckittrick@mail.house.gov) or 202-225-2735.