



Opportunities for STEAM Education Through ESSA and Perkins V

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STEAM education is an approach to teaching in which students demonstrate critical thinking and creative problem-solving at the intersection of **science**, **technology**, **engineering**, **arts** and **math**.

Federal education laws offer states and districts opportunities to support STEAM education. This outline focuses on the **Every Student Succeeds Act (ESSA)** and the **Strengthening Career and Technical Education for the 21st Century Act (Perkins V)**.

ESSA

PERKINS V

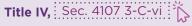
THE LAW'S PURPOSE



Provides federal funding for public education from **pre-K through 12th grade** and governs how funding is allocated.

Funds states and other grantees: to improve high school and postsecondary career and technical education (CTE) programs that prepare students for the workforce.

OPPORTUNITIES FOR STEAM



Activities to support well-rounded educational opportunities

Local education agencies may include STEAM programming as part of activities to support a well-rounded education. Programming may be conducted in partnership with an institution of higher education or businesses to increase participation in STEM subjects and promote a well-rounded education.

Sec. 124(b)(16)

State leadership activities, permissible use of funds

State leadership may use funds to support programs that integrate arts and design skills to increase access, student engagement and success in STEM fields.

Sec. 135(b)(5)(Q)
Local uses of funds, requirements for uses
of funds

Funds may be used at the local level to support the integration of art and design skills into career and technical education programs of study.

ACTORS

- Federal, state and local governments.
- Elementary, secondary and postsecondary schools and institutions.
- Community-based organizations.

- Federal, state and local governments.
- High school and postsecondary educators and schools.
- Community-based organizations and employers.

STATE **EXAMPLES**



Pennsylvania established

STEAM education as a priority for

21st Century Community Learning Centers
(Title IV-B) through the state ESSA plan. These
community learning centers provide out-ofschool opportunities for students who attend
high-poverty and low-performing schools.

Alabama:, Florida and Texas

have organized CTE programming by
career clusters identified by Advance CTE. The
Arts, A/V Technology & Communications Career

Cluster provides opportunities to support STEAM education and STEAM careers.

RESOURCES



PREPARING STUDENTS FOR LEARNING, WORK AND LIFE THROUGH STEAM EDUCATION: ADVANCE CTE

POLICY CONSIDERATIONS FOR STEAM EDUCATION ESSA MAPPING OPPORTUNITIES FOR THE ARTS

AMERICAN YOUTH POLICY FORUM PERKINS COLLABORATIVE RESOURCE NETWORK U.S. DEPARTMENT OF EDUCATION

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