








**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
<b>THE LAW'S PURPOSE</b> 	<p>Provides federal funding for public education from <b>pre-K through 12th grade</b> and governs how funding is allocated.</p>	<p> <b>Funds states and other grantees:</b> to improve <b>high school</b> and <b>postsecondary career and technical education (CTE)</b> programs that prepare students for the workforce.</p>
<b>OPPORTUNITIES FOR STEAM</b> 	<p><b>Title IV, Sec. 4107 3-C-vi</b> </p> <p><b>Activities to support well-rounded educational opportunities</b></p> <p>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.</p>	<p><b>Sec. 124(b)(16):</b></p> <p><b>State leadership activities, permissible use of funds</b></p> <p>State leadership may use funds to support programs that integrate arts and design skills to increase access, student engagement and success in STEM fields.</p> <p><b>Sec. 135(b)(5)(Q)</b></p> <p><b>Local uses of funds, requirements for uses of funds</b></p> <p>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.</p>
<b>KEY ACTORS</b> 	<ul style="list-style-type: none"> <li>- <b>Federal, state and local governments.</b></li> <li>- <b>Elementary, secondary and postsecondary schools and institutions.</b></li> <li>- <b>Community-based organizations.</b></li> </ul>	<ul style="list-style-type: none"> <li>- <b>Federal, state and local governments.</b></li> <li>- <b>High school and postsecondary educators and schools.</b></li> <li>- <b>Community-based organizations and employers.</b></li> </ul>
<b>STATE EXAMPLES</b> 	<p><b>Pennsylvania</b> established STEAM education as a priority for <b>21st Century Community Learning Centers</b> (Title IV-B) through the state ESSA plan. These community learning centers provide out-of-school opportunities for students who attend high-poverty and low-performing schools.</p>	<p><b>Alabama, Florida</b> and <b>Texas</b> have organized CTE programming by <b>career clusters</b> identified by Advance CTE. The <b>Arts, A/V Technology &amp; Communications</b> Career Cluster provides opportunities to support STEAM education and <b>STEAM careers</b>.</p>
<b>RESOURCES</b> 	<p><b>PREPARING STUDENTS FOR LEARNING, WORK AND LIFE THROUGH STEAM EDUCATION</b></p> <p><b>POLICY CONSIDERATIONS FOR STEAM EDUCATION</b></p> <p><b>AMERICAN YOUTH POLICY FORUM</b></p>	<p><b>ADVANCE CTE</b></p> <p><b>ESSA MAPPING OPPORTUNITIES FOR THE ARTS</b></p> <p><b>PERKINS COLLABORATIVE RESOURCE NETWORK</b></p> <p><b>U.S. DEPARTMENT OF EDUCATION</b></p>