

# STEM TO STEAM FOR ALL



RIDER UNIVERSITY  
AAD 322  
ARTS POLICY  
PERSPECTIVES  
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POVERO

## WHAT IS STEAM

STEAM emphasizes the importance of not only Science, Technology, Engineering, and Mathematics in education but the importance of Art as well. It is a way of learning that allows students to explore all aspects of our world and are encouraged to do so. We want to combine the minds of the scientists and technologist to those of the designers and artists.

## WHY IS IT IMPORTANT

Integrating STEAM into our education allows for students to become more creative. It allows for more project base teaching emphasizing **creativity, design thinking, problem solving and collaboration**. Research shows students prove to be more engaged when art, music, and other creative outlets are involved while learning

"My high school art education constructed invaluable foundations for me as a creative professional. Just the very idea that I could take my innate drive as a maker to work creatively in any field of my choice has had a tremendous impact on my life." -Master of Architecture Student

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# ARTS IN EDUCATION

## THE ARTS ARE PROVEN TO IMPROVE:

- Self Confidence
- Collaboration Skills
- Communication Skills
- Cultural Awareness and Empathy

"Art classes give many students a first chance to explore their creative potential and gauge how it could relate to future careers and higher learning opportunities upon graduating." -Printmaker and Prepress Technician

"As an art student engaged in several art projects during a semester, I developed skills in research, project design and implementation, and time management." - Master of Public Health in Global Epidemiology Student

## STUDENTS WHO PARTICIPATE IN THE ARTS ARE:

- 4x more likely to participate in math and science fairs
- 3x more likely to win an award for attendance
- 4x more likely to be recognized for academic achievement
- 3x more likely to be elected as a class officer

"Taking art throughout high school allowed me to succeed academically in all my other classes by forcing me to utilize all aspects of my mind. This success in high school paved the way for subsequent success in college and beyond."-Yale Graduate and Product Researcher at Google

## THE ARTS IMPACT THE WORLD

- Approximately 1/2 of America's health care institutions provide arts programming for their patients
  - Arts and Culture contribute 729.6 billion to the economy
  - The arts represent 4.3% of the nations GDP
  - There are 702,771 businesses in the nation involved in the arts
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