

The STEAM Initiative

STEM + ART = STEAM

The Art Docent Company emphatically endorses the interjection of the arts into the acronym STEM on the basis that all learning emanates from the creative impulse, primarily associated with the arts.

(The Art Docent Co., LLC)

What is STEAM?

Steam is an educational initiative created by Rhode Island School of Design (RISD) that adds the arts to the original STEM framework. According to the Rhode Island School of Design,

“The goal is to foster the true innovation that comes with combining the mind of a scientist or technologist with that of an artist or designer.”

(STEAM Education: A 21st Century Approach to Learning)

“The benefits of STEAM initiatives are not limited to increased creativity. Researchers found that students who study art are four times more likely to be recognized for academic achievement. In fact, the highest-performing countries in math and science, such as Japan, Hungary, and the Netherlands, have mandatory arts and music education programs.”

(By Ellen Egley 28 Oct 2015)

“Steam is a way to take the benefits of STEM and complete the package by integrating these principles in and through the arts. STEAM takes STEM to the next level: It allows students to connect their learning in these critical areas together with arts practices, elements, design principles, and standards to provide the whole pallet of learning at their disposal. STEAM removes limitations and replaces them with wonder, critique, inquiry, and innovation.”

(EducationCloset.com)

“Utilizing and leveraging the integrity of the arts themselves is essential to an authentic STEAM initiative.

STEAM is an educational approach to learning that uses Science, Technology, Engineering, the Arts, and Mathematics as access points for guiding student inquiry, dialogue, and critical thinking.”

(Susan Riley, Arts Integration Specialist)

“STEAM is a way to teach how all things relate to each other, in school and in life.”

(steamedu.com)