

## **NYSATA STEAM Position and Purpose**

### **Position:**

STEAM is an integrated approach to education that is infused with Science, Technology, Engineering, Art, and Math. Each component supports the others equally to offer students access to a rigorous program of study that demands the hands-on engagement, critical and creative thinking, and 21st Century Skills necessary for college and career readiness. The Visual Arts component offers an integral, innovative element to STEAM through engagement in the creative process and an understanding of how art and design principles, concepts, and techniques influence the effectiveness of solutions to problems.

STEAM education thrives in an atmosphere of collaboration and cooperation. It must be supported by the school community, including the collaborative development of supporting curricula and the support of certified teachers, administration, parents, and community resources (professionals in the field, local college personnel, grant providers, etc.).

STEAM education is compatible with learning in the Visual Arts in that both employ higher level thinking strategies including creative problem solving and application of design principles, concepts, and techniques. Artists and designers who have experience with STEAM are an important part of generating innovation in multiple fields. NYSATA believes that through a substantial visual arts program, a student can attain the creative problem solving and visual thinking skills needed to be successful in any STEAM related career.

### **Purpose:**

The NYSATA STEAM Committee seeks to advocate for STEAM education by

- Stimulating interest in the study of art/STEAM in public and private schools and colleges as well as industry in the State of New York;
- Developing and encouraging inclusion of the Visual Arts (in curriculum design) as an equal and essential component in partnership with Science, Technology, Engineering, and Math;
- Securing critical recognition of equally valued segments of Science, Technology, Engineering, Art, Math;
- Empowering students to take ownership of the holistic nature of a quality STEAM education;
- Supporting the inclusion and involvement of certified professionals and resources from the community to support STEAM programs
- Fostering professional growth and leadership among Visual Arts and STEAM educators;
- Voicing our concerns with regard to policies and legislation that affect art education, and in turn, STEAM education.