

THE GENERAL ASSEMBLY OF PENNSYLVANIA

HOUSE RESOLUTION

No. 182 Session of
2017

INTRODUCED BY NEUMAN, DEAN, READSHAW, YOUNGBLOOD, HARKINS,
TOOHIL, BIZZARRO, WATSON, MACKENZIE, O'BRIEN, SCHLOSSBERG,
DRISCOLL, LONGIETTI, MILLARD, MATZIE, SOLOMON, JAMES, MURT,
DIGIROLAMO, CALTAGIRONE, R. BROWN, HENNESSEY, PHILLIPS-HILL,
D. COSTA, FREEMAN, V. BROWN, WARREN, RYAN, MENTZER, BULLOCK,
NEILSON, SCHWEYER, IRVIN, GROVE, SAYLOR, STAATS, DEASY, HILL-
EVANS, ROZZI AND GILLEN, MARCH 22, 2017

INTRODUCED AS NONCONTROVERSIAL RESOLUTION UNDER RULE 35,
MARCH 22, 2017

A RESOLUTION

1 Designating the week of April 23 through 29, 2017, as "STEAM
2 Initiative Week" in Pennsylvania.

3 WHEREAS, STEAM is an acronym for science, technology,
4 engineering, art and mathematics, and refers to an educational
5 curriculum that is based on these subject areas; and

6 WHEREAS, STEAM education has as its integral design concept
7 the idea that creative and critical thinking skills are greatly
8 enhanced and further developed through exposure to the arts,
9 which has high value in contributing to success in technical
10 fields; and

11 WHEREAS, STEAM education is highly beneficial for students
12 who demonstrate an aptitude for such subject areas and the
13 concentrated focus on technological, scientific, math-related
14 and artistic learning and skills development that takes place
15 for such students is essential; and

1 WHEREAS, STEAM education allows students to enter the job
2 market well prepared to obtain employment that provides a
3 family-sustaining wage, which results in the enhancement of this
4 Commonwealth's economic competitiveness in the global
5 marketplace; and

6 WHEREAS, There is a "STEM to STEAM" movement that involves
7 promoting the educational philosophy that adds "A" for "Art" to
8 STEM, thereby creating the acronym STEAM; and

9 WHEREAS, The "STEM to STEAM" movement recognizes the
10 essential role that art and design play in enhancing STEM
11 education and research and emphasizes how all topics in these
12 subject areas relate to each other and to the real world; and

13 WHEREAS, Arts education has undeniable benefits, as it
14 stimulates the imagination and strengthens problem-solving
15 skills and other cognitive abilities, which adds to overall
16 academic achievement, success in school and greater
17 effectiveness in the workplace; and

18 WHEREAS, The objectives of the "STEM to STEAM" movement are
19 to encourage integration of art and design in education for
20 students in kindergarten through post-secondary education, to
21 transform research policy in order to place art and design at
22 the center of STEM and to influence employers to hire artists
23 and designers in order to drive innovation; and

24 WHEREAS, Including art and design in the making of a STEM
25 product addresses the aesthetics of the product, making it much
26 more visually appealing and creatively developed; and

27 WHEREAS, Artists and designers have the ability to take
28 complex scientific concepts and information and communicate them
29 effectively to a broad range of audiences, making technology
30 more accessible and improving the overall products; and

1 WHEREAS, Artists and designers play an integral role in the
2 development of modern technology and in manufacturing as the
3 tools and methods of design offer new models for creative
4 problem solving and interdisciplinary partnerships; and

5 WHEREAS, Art and design provide real, effective and practical
6 solutions for our everyday lives, serve to distinguish American
7 products in a global marketplace and create opportunities for
8 economic growth; and

9 WHEREAS, The House of Representatives recognizes the
10 importance of the STEM Education Coalition in promoting
11 initiatives for effective education in science, technology,
12 engineering and mathematics (STEM); and

13 WHEREAS, The STEM Education Coalition's mission is to inform
14 Federal and State policymakers on the importance of the role
15 that STEM education plays in the innovative competitiveness and
16 future economy of the United States; and

17 WHEREAS, The STEM Education Coalition works to inspire
18 students, especially those of disadvantaged groups, women and
19 veterans, and urges a broad platform of students to obtain the
20 knowledge and professional skills necessary to obtain STEM-based
21 careers; and

22 WHEREAS, In order to foster innovation and provide this
23 Commonwealth and our nation with a competitive edge in the 21st
24 century global economy, it is necessary to support educational
25 and entrepreneurial growth in both the scientific and creative
26 spheres; therefore be it

27 RESOLVED, That the House of Representatives designate the
28 week of April 23 through 29, 2017, as "STEAM Initiative Week" in
29 Pennsylvania; and be it further

30 RESOLVED, That the House of Representatives commend the STEM

1 Education Coalition for its outstanding efforts to increase
2 awareness of the critical need for quality education in science,
3 technology, engineering and mathematics, which are essential for
4 the future success of the economy of this Commonwealth and the
5 United States; and be it further

6 RESOLVED, That the House of Representatives support the
7 educational philosophy that involves adding art to STEM
8 education to create STEAM, as reflected in the "STEM to STEAM"
9 movement, and promote the enhancement of a quality STEAM
10 education for students in this Commonwealth; and be it further

11 RESOLVED, That the House of Representatives urge all
12 educators, businesspeople, legislators and individuals in this
13 Commonwealth to work together to increase awareness of the value
14 of a solid STEAM education so that, in the future, this
15 Commonwealth can maintain a strong work force of qualified
16 professionals, retain our standing as innovators and stimulate
17 the economy.