
THE GENERAL ASSEMBLY OF PENNSYLVANIA

HOUSE RESOLUTION

No. 615 Session of
2015

INTRODUCED BY NEUMAN, COHEN, THOMAS, V. BROWN, BIZZARRO,
SANTORA, SCHWEYER, FLYNN, WARD, ROZZI, PHILLIPS-HILL,
DIGIROLAMO, JAMES, NEILSON, MAHONEY, HARHAI, CALTAGIRONE,
MARSHALL, SCHREIBER, YOUNGBLOOD, GERGELY, READSHAW, SAYLOR,
DONATUCCI, PICKETT, O'BRIEN AND LONGIETTI, DECEMBER 8, 2015

REFERRED TO COMMITTEE ON EDUCATION, DECEMBER 8, 2015

A RESOLUTION

1 Supporting the educational philosophy that involves "Putting the
2 A (for Art) in STEM" to equal "STEAM," which recognizes the
3 importance of Art in Science, Technology, Engineering and
4 Mathematics (STEM) education for the benefit of students in
5 this Commonwealth.

6 WHEREAS, There is an educational philosophy that involves
7 "Putting the A (for Art) in "STEM," which adds Art to Science,
8 Technology, Engineering and Mathematics (STEM) to create the new
9 acronym "STEAM," thereby recognizing the importance of Art in
10 STEM education; and

11 WHEREAS, This philosophy is reflected in the growing STEM-to-
12 STEAM movement that recognizes the essential role that art and
13 design play in enhancing STEM education and research and
14 emphasizes how all topics in these subject areas relate to each
15 other and to the real world; and

16 WHEREAS, The "A" stands for the broad spectrum of the arts,
17 including liberal arts, such as Language Arts, Social Studies,
18 Physical Arts, Fine Arts and Music, that each shape development

1 in STEM fields; and

2 WHEREAS, Arts education has undeniable benefits, as it
3 stimulates and develops the imagination, strengthens problem-
4 solving and critical thinking skills and refines cognitive and
5 creative skills, which adds to overall academic achievement and
6 success in school; and

7 WHEREAS, Art has a tremendous impact on the developmental
8 growth of every child, as it nurtures team-building skills and
9 develops a sense of craftsmanship, quality task performance and
10 goal-setting skills needed for students to succeed in the
11 classroom and beyond; and

12 WHEREAS, Art teaches students to respect alternative
13 viewpoints and to appreciate and be aware of different cultures
14 and traditions and has proven to help level the "learning field"
15 across socioeconomic boundaries; and

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

22 WHEREAS, Art and design are creative fields that inspire us
23 to think "outside the box" and develop new methods of problem
24 solving; and

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

28 WHEREAS, Artists and designers have the ability to take
29 complex scientific concepts and information and communicate them
30 effectively to a broad range of audiences, making technology

1 more accessible and improving the overall product; and

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

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

10 WHEREAS, It is art that drives innovation, as art and design
11 provide inspiration and imagination, tools that are essential in
12 the classroom and in the work force; and

13 WHEREAS, In order to foster innovation and provide this
14 Commonwealth and our nation with a competitive edge in the 21st
15 Century global economy, it is necessary to support educational
16 and entrepreneurial growth in both the scientific and creative
17 spheres; therefore be it

18 RESOLVED, That the House of Representatives support the
19 educational philosophy that includes "Putting the A (for Art) in
20 "STEM" to equal "STEAM," and recognize the importance of Art in
21 Science, Technology, Engineering and Mathematics (STEM)
22 education for the benefit of students in this Commonwealth.