



# What does S.T.E.A.M stand for?

**SCIENCE, TECHNOLOGY, ENGINEERING, ART, MATH**



In practice, S.T.E.A.M is defined as arts integration, an approach to teaching and learning through which content standards are taught and assessed equitably in and through the arts. It's the intentional weaving of academic study—typically math, science, social studies, and English and language arts—with arts disciplines such as visual art, dance, music, and theater.

## 5 Benefits of STEAM



### Engaged learning for students

Creating STEAM projects that illustrate STEM concepts empowers students to become part of the teaching process, and retain what they learn.



### Better test scores

Through our pilot classrooms and peer-reviewed studies, it's shown time and again that engaged learning processes created by STEAM leads to better test scores in classrooms.



### Improved classroom behavior

Teachers who use STEAM arts integration curricula in their classrooms report a dramatic decrease in off-task behavior and more than 20% reduction in classroom disruptions.



### STEAM is inclusive

STEAM education works for all students, regardless of culture, ethnicity, or learning style, and shows increased gains in Title I classrooms.



### Brings fun back to the classroom

Makes learning fun for students while improving their learning and test performance. Engaged students learn more and retain more of what they learn.

LEARN IT **BY ART**™

*Learn it by art, know it by heart.*

[www.learnitbyart.com](http://www.learnitbyart.com)