

STEAM: Driving Workforce Innovation

Premise: The addition of music and the arts as core subjects to STEM is vital to enhancing children's engagement in school, and to nurturing unique skills that contribute to real-world success.

Benefits of Classroom Music Education:

- Students develop 21st Century Skills such as critical self-reflection, communication, collaboration, creativity and innovation through music education.
- Music offers children the chance to interact intellectually, kinetically, and emotionally, taking ownership of their world through creation and expression.
- Music classes foster a unique blend of shared leadership, where different roles are all necessary and students must work in harmony.
- The music room becomes a safe haven for a motivated, inclusive peer group, one of the strongest ways to keep students engaged in school.

Harnessing the Power of STEAM:

- Music and the arts must play a core subject role in the legislative definition of STEAM programs; Arts integration in STEM classrooms alone limits learning opportunities and the potential effectiveness of STEAM.
- Music education programs must be evaluated using metrics germane to music education, such as the National Coalition's Core Arts Standards. Best practices for evaluation of music education must be made available nationally in an effort to offer appropriate ways to measure accountability.
- Music classes must be taught by full-time, qualified music teachers and be scheduled alongside other STEAM curricula.
- Schools should continue to have a robust presence of integrated visual arts and design as well as appropriate STEM curricula, ensuring that the equal roles of subjects within STEAM produce the intended educational results.