

# STEAM

## Innovation, Ingenuity and STEAM!

Creativity and ingenuity have always been central to the American story of progress. There is no greater integrity, no greater goal achieved, than an idea articulately expressed through something made with your hands. We call this constant dialogue between eye, mind, and hand "critical thinking--critical making." It's an education in getting your hands dirty, in understanding why you made what you made, and owning the impact of that work in the world. It's what artists and designers do. What does it mean to turn STEM to STEAM? The problem-solving, the fearlessness, and the critical thinking and making skills are the skills that will keep our country innovating, and their development needs to start in the K-12 schools. Design creates the innovative products and solutions that will propel our economy forward, and artists ask the deep questions about humanity that reveal which way forward actually is. Sustaining arts education is critically important. The School City of Hobart is committed to the multiple intelligences and STEAM!



## Art and Science Reunite

“For me, it is about connecting—or reconnecting—the arts and sciences in ways that learning can happen at the intersection of the two,” said Mr. Seifter, an expert in arts-based learning who also consults with Fortune 500 companies on business creativity. “We believe there is a powerful opportunity here to use the arts and arts-based learning to spark transformational change in science education.” One core idea Mr. Seifter and other STEAM advocates emphasize is that the arts hold great potential to foster creativity and new ways of thinking that can help unleash STEM innovation. “There is creativity in STEM itself, super genius in it, but in arts education, it really is the reason to be out of the box, to accept the chaos,” said John Maeda, the president of the Rhode Island School of Design, in Providence. Artists and designers, he said, are “risk takers, they can think around corners.” Mr. Maeda invokes STEAM as a pathway to enhance U.S. economic competitiveness, citing as an example the late Apple co-founder, Steve Jobs, a leading force behind the iPod, iPhone, and other electronic devices. “What STEAM means, it should feel like Steve Jobs, what he did for America,” Mr. Maeda said. “It is an innovation strategy for America.”

## Brickies embrace STEM/STEAM!

(Visit the SCOH website for many examples at <http://hobart.schoolwires.com/stem>)

Whether engineering a product, researching medical innovations, creating programs in the Hour of Code, composing music compositions, or designing original art works, the students in Hobart are achieving and paving the way for a successful future. This edition of *Focus on Education* showcases Brickies and the opportunities provided by STEAM in the School City of Hobart!

