Kindergarten & STEAM= Success

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ASSESSMENT in all areas of the Curriculum.

Yes, that includes the visual and performing arts.
Results of The STEAM Project
Pretest/Post Test Math

Pretest Results Math K.G.2-Shapes
- Children scoring a 4: 30%
- Children scoring a 3: 43%
- Children scoring a 2: 25%
- Children scoring a 1: 2%

Post Test Results Math K.G.2-Shapes
- Children scoring a 4: 96%
- Children scoring a 3: 4%
- Children scoring a 2: 2%
- Children scoring a 1: 2%
Results of The STEAM Project

Pretest/Post Test Math

Pretest Math K.G.3 2D-3D Shapes
- Children scoring a 4: 32%
- Children scoring a 3: 19%
- Children scoring a 2: 4%
- Children scoring a 1: 4%

Post Test Math K.G.3 2D-3D Shapes
- Children scoring a 4: 94%
- Children scoring a 3: 6%
- Children scoring a 2: 4%
- Children scoring a 1: 4%
Results of The STEAM Project
Pretest/Post Test Math

Pretest Math K.M.D.2
Compare Objects
- Children scoring a 4: 34%
- Children scoring a 3: 11%
- Children scoring a 2: 25%
- Children scoring a 1: 30%

Post Test Math K.M.D.2
Compare Objects
- Children scoring a 4: 96%
- Children scoring a 3: 4%
- Children scoring a 2: 11%
- Children scoring a 1: 30%
Results of The STEAM Project
Pretest/Post Test Visual Art

Pre Test Art- VA-1
Creating Art

- Children scoring a 4: 94%
- Children scoring a 3: 6%
- Children scoring a 2: 4%
- Children scoring a 1: 0%

Post Test Art-VA-1
Creating Art

- Children scoring a 4: 96%
- Children scoring a 3: 4%
- Children scoring a 2: 0%
- Children scoring a 1: 0%
Results of The STEAM Project
Pretest/Post Test Visual Art

Pretest Results Art-VA-6 Making Connections
- Children scoring a 4: 25%
- Children scoring a 3: 30%
- Children scoring a 2: 43%
- Children scoring a 1: 2%

Post Test Art-VA-6 Making Connections
- Children scoring a 4: 96%
- Children scoring a 3: 4%
- Children scoring a 2: 0%
- Children scoring a 1: 0%
Results of The STEAM Project

- The students growth from STEAM lessons increased from:
  - 41% to 95% Mastery in math standards
  - 34% to 92% Mastery in science standards
  - 68% to 98% Mastery in art standards

- Survey results and observations show increased engagement and enjoyment in math and science.

- OTHER : Perceptions show that the STEAM Program could benefit non-art infused schools, but will not be as receptive.
Results of The STEAM Project
Student/Parent Survey
Engagement

- Child Engagement in Math
- Child Engagement in Science
- Child Engagement in Class STEAM lessons
- Child Engagement at Ocean STEAM lessons

Levels:
- Low
- Below Average
- Above Average
- Advanced
Results of The STEAM Project
Student/Parent Survey

Enjoyment

- Child Enjoyment in Math
- Child Enjoyment in Science
- Child Enjoyment in Class STEAM lessons
- Child Enjoyment at Ocean STEAM lessons
Maybe…

So STEAM is the answer, right?

Maybe…
Study Number 2

STEAM Survey of Art Teachers

• What do art teachers think about STEAM?
• Great right?
• No, not everyone!
• At the NAEA Conference, some were in tears about STEAM.
• So I engaged in a survey.

>Not for everyone<
STEAM Survey of Art Teachers

• 64 art teachers were surveyed via social media
• 50% thought STEAM could raise status of the arts
• 45% STEAM will do nothing for the arts
• 5% neutral

“...”

—Bette Fetter, Author of “Being Visual”
STEAM Survey of Art Teachers

Written responses were quite revealing.

- Adamant that the STEAM leaders be versed in the visual or performing arts.
- That appropriate training for art teachers and general practitioners is essential.
STEAM Survey of Art Teachers

More revealing data...

• The arts must be evaluated on the same level as the academic subjects.

• In order to be sustained ALL teachers have to believe in the concept.

• Must be lead by the arts so it is not just “fluff” or the after thought.
Key Factors to

1. Time
2. Training
3. Stakeholder Buy-In
4. Evaluation/Recognition
5. Sustainability