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# HOUSE CONCURRENT RESOLUTION

URGING THE DEPARTMENT OF EDUCATION TO ADOPT A STEAM CURRICULUM  
BY IMPLEMENTING ARTS-BASED COURSES INTO THE EXISTING STEM  
CURRICULUM.

1           WHEREAS, many of Hawaii's public schools have implemented  
2 courses in science, technology, engineering, and math, also  
3 known as the STEM fields, in their curriculum; and  
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5           WHEREAS, many curriculums are designed to solely focus on  
6 outcome-based results and potential economic impact, which may  
7 compromise innovation and creativity when applied to the STEM  
8 fields; and  
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10          WHEREAS, studies suggest that including arts education in  
11 STEM-based curriculums can improve and enhance the curriculum,  
12 and assist students in creatively solving problems in the STEM  
13 fields; and  
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15          WHEREAS, arts education is not confined to traditional  
16 methods of teaching art, such as instructing students in how to  
17 paint, create pottery, or build crafts; and  
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19          WHEREAS, arts education can include the use of artistic  
20 expression to teach other subjects, such as using music to teach  
21 social sciences, poetry to teach languages, or art history to  
22 teach math; and  
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24          WHEREAS, in Hawaii, arts education can include visual arts,  
25 music, theatre, dance, Hawaiian and Polynesian studies, Hawaiian  
26 language, native Hawaiian culture, native Hawaiian traditional  
27 and customary practices, and physical education; and  
28



# H.C.R. NO. 168

1 WHEREAS, the Hawaii Department of Education website states  
 2 that adding arts into the STEM environment provides powerful  
 3 pathways for learning and is a natural component of the  
 4 engineering design process; and

5  
 6 WHEREAS, some Hawaii schools have already taken steps to  
 7 add arts education into STEM-based curriculums, thus adopting  
 8 the acronym, STEAM; and

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 10 WHEREAS, STEAM curriculums function on the goal of  
 11 instilling the belief that every individual should contribute to  
 12 personal and global successes, or the common good, in ways that  
 13 are personally meaningful and fulfilling and to the best of  
 14 their individual capabilities; and

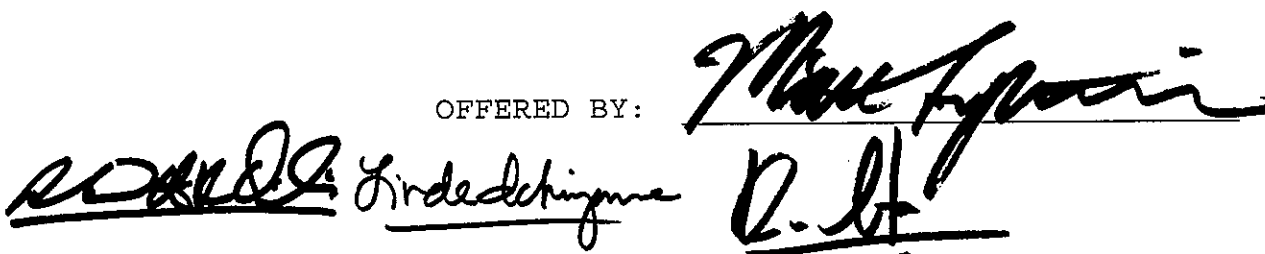
15  
 16 WHEREAS, if the goal of curriculum development is to  
 17 facilitate a more creative, future-oriented, and progressive  
 18 world, the State would benefit from less outcome-driven thinking  
 19 and a movement toward the inclusion of arts education in  
 20 curriculums; now, therefore,

21  
 22 BE IT RESOLVED by the House of Representatives of the  
 23 Twenty-eighth Legislature of the State of Hawaii, Regular  
 24 Session of 2016, the Senate concurring, that the Department of  
 25 Education is requested to adopt a STEAM curriculum by  
 26 implementing arts-based courses into the existing STEM  
 27 curriculum; and

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 29 BE IT FURTHER RESOLVED that the Department of Education is  
 30 requested to encourage middle schools and high schools to  
 31 incorporate arts education into at least twenty per cent of  
 32 their curriculum; and

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 34 BE IT FURTHER RESOLVED that certified copies of this  
 35 Concurrent Resolution be transmitted to the Governor,  
 36 Superintendent of Education, and Chairperson of the Board of  
 37 Education.

OFFERED BY:

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 MAR 11 2016