

Funding Sources for Arts Integration and STEAM

This resource guide is designed to help educators and leaders identify and procure various sources available to fund arts integration initiatives and professional development. This includes both federal funds through ESSA (Every Student Succeeds Act, 2015) and private grants.

The Case for Funding Arts Integration and STEAM

Arts Integration is an approach to teaching and learning through which content standards are taught and assessed equitably in and through the arts¹. With over 30 years worth of research, multiple studies have shown arts integration to positively impact student achievement. Key findings in a recent research study conducted by the Wallace Foundation indicate that the average student could go from the 50th to the 54th percentile as the result of arts integration in his or her school.

STEAM is an educational approach to learning that uses Science, Technology, Engineering, the Arts and Mathematics as access points for guiding student inquiry, dialogue, and critical thinking. The end results are students who take thoughtful risks, engage in experiential learning, persist in problem-solving, embrace collaboration, and work through the creative process².

With the passage of the Every Student Succeeds Act (ESSA) in 2015, **federal funds are now available to support the implementation of both arts integration and STEAM** in schools through at least 12 sources within the law³.

In the new ESSA law, the arts and music are included in a

ESSA HIGHLIGHTS

The U.S. Department of Education lists the following as being highlights of the ESSA law:

- **Advances equity** by upholding critical protections for America's disadvantaged and high-need students.
- Requires that all students be taught to **high academic standards** that will prepare them to succeed in college and careers.
- Ensures that vital information is provided to educators, families, students, and communities through annual statewide assessments that **measure students' progress** toward those high standards.
- Sustains and **expands investments** in increasing access to high-quality **preschool**.
- Maintains an expectation that there will be **accountability** and action to **effect positive change** in our lower-performing schools, where groups of students are not making progress, and where graduation rates are low over extended periods of time.

¹ Source: <https://educationcloset.com/what-is-arts-integration-in-schools/>

² Source: <https://educationcloset.com/steam/what-is-steam/>

³ Source: <https://www.wallacefoundation.org/knowledge-center/pages/essa-arts-evidence-review-report.aspx>

definition of a “well-rounded education,” which has replaced the current term “core academic subjects.” This term, “well-rounded education,” including the arts and music, is clear throughout the bill, and ensures that federal funds are used to support educational opportunities through a variety of subjects. Those subjects include English, language arts, writing, science, technology, engineering, mathematics, foreign languages, civics and government, economics, arts, history, geography, computer science, music, career and technical education, health, physical education, and any other subject determined by state or local governments.

Having the arts included in the definition of a “well-rounded education” creates **eligibility for funding under ESSA, including Title I, II and IV funds and grants**. Additionally, the bill includes a new program, Assistance for Arts Education. This replaces the current Arts in Education program⁴. This \$20 million grant program will promote arts education for disadvantaged students, by providing professional development for arts teachers, developing arts-based educational programming, and building partnerships to ensure that all students have access to a “well-rounded education,” including the arts.

The bill also includes support to schools that provide a well-rounded education through programs that integrate academic subject areas, including the arts, into STEM. This solidifies the place of STEAM in our schools.

Using ESSA funding for Arts Integration and STEAM

There are at least **44 different types of Arts Integration efforts** which could qualify for funding under ESSA. However, in order to access those funding streams, **districts must show evidence** that the efforts they propose can improve student outcomes⁵.

We highly suggest leveraging the [ArtsEd Search](#) research hub, as well as the [What Works Clearinghouse](#) to find the evidence you need to support your requests.

According to the landmark [study from the Wallace Foundation](#), “several components of arts-integration efforts can qualify for ESSA funds, including professional development for teachers, support for English learners, arts integration courses, procurement of instructional materials and broader school-improvement efforts”.

⁴ Source: https://www.ecs.org/wp-content/uploads/ESSA-Mapping-Opportunities-for-the-Arts_FINAL-1.pdf

⁵ Source: <https://www.wallacefoundation.org/knowledge-center/pages/essa-arts-evidence-review-report.aspx>

The following is a table of the recommended funding streams which could be used to support arts integration and STEAM:

| REFERENCED TITLE FUND SOURCE | ELIGIBLE ACTIVITY & EVIDENCE |
|--|---|
| <p>Title I, Sec. 1003: School Improvement</p> | <p>Professional development to help teachers use arts integration strategies to improve instruction.</p> <p><i>Sample Research as Evidence:</i> Transforming Teaching through Arts Integration</p> |
| <p>Title II, Part A: Supporting Effective Instruction</p> | <p>Teacher professional development activities (including activities for arts educators) to support their use of arts integration strategies.</p> <p><i>Sample Research as Evidence:</i> Five Years of Integrating Science and Dance</p> |
| <p>Title IV, Part A: Student Support and Academic Enrichment Grants</p> | <p>Courses or instructional programs that incorporate arts and academic subject instruction to provide students with a well-rounded education.</p> <p><i>Sample Research as Evidence:</i> Noncognitive Factors in an Elementary School-wide Arts Integrated Model</p> |
| <p>Title IV, Part F: National Activities Subpart 4—Awards for Academic Enrichment</p> | <p>“Arts in education” courses and professional learning programs for art educators.</p> <p><i>Sample Research as Evidence:</i> Teacher Learning in Arts Integrated Professional Development</p> |

Additional Funding Sources

If you are not successful in utilizing ESSA funds for arts integration or STEAM efforts, there are a variety of private sources as funding streams. In addition to local and state level grants, here is a list of other outstanding opportunities:

Fund for Teachers Grant

Description: This grant is specifically designed for K-12 Teachers who need professional development. These grants are designed by the teacher applicant and can range from \$5,000-10,000.

McCarthy Dressman Teacher Development Grants

Description: This is perfect if you're looking to try out some new teaching strategies, like Arts Integration and STEAM. These grants are available for up to \$10,000/year for up to 3 years. This would be a great chance to apply for those larger learning opportunities, like our [Arts Integration Certification Program](#).

Donors Choose PD Grants

Description: We all love the Donor's Choose platform for crowdfunding our classroom needs. But did you know that they also offer a way to get your professional development crowdfunded? You can now create a [Professional Development Project](#) and specify what trainings you need, why and how much it costs. Then put it out there just like you would a regular Donor's Choose project.

Utilizing The Institute for Arts Integration and STEAM (IAS)

Once you've identified and procured funding for your arts integration or STEAM initiative, now it's time to put your plan into action.

[The Institute for Arts Integration and STEAM](#) (IAS) has been a worldwide leader in high-quality arts integration and STEAM professional development and resources for over 10 years. Here's how we can support you:

Professional Development

We have professional development opportunities for educators at every stage of their arts integration or STEAM journey. Each of these PD options is available online to provide equitable access to educators from all over the globe. These include:

- **Membership at the Institute** (provides access to all courses, conferences, workshops, resource library and curriculum)
- **Annual arts integration and STEAM Online Conferences**
- **Arts Integration Certification** (Levels 1 and 2)

These professional development opportunities are **fully accredited** through IACET and the CEU hours may often be used for re-licensure or salary advancement.

Curriculum Supplements

If you are seeking to use arts integration or STEAM as an intervention or as a supplement to your curriculum, we provide a full K-12 arts integration curriculum supplement.

This curriculum contains over 300 lessons, powerpoints, assessments and student resources. We've designed this to ensure a **direct connection to Common Core, TEKS, Next Generation Science and National Arts Standards.**

Questions about this document or funding sources?

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