

116TH CONGRESS 1ST SESSION

H. R. 3308

To amend the American Innovation and Competitiveness Act and the National Science Foundation Act of 2002 to incorporate art and design into certain STEM education programs.

IN THE HOUSE OF REPRESENTATIVES

June 18, 2019

Ms. Bonamici (for herself, Mr. Langevin, and Ms. Stefanik) introduced the following bill; which was referred to the Committee on Science, Space, and Technology, and in addition to the Committee on Education and Labor, for a period to be subsequently determined by the Speaker, in each case for consideration of such provisions as fall within the jurisdiction of the committee concerned

A BILL

To amend the American Innovation and Competitiveness Act and the National Science Foundation Act of 2002 to incorporate art and design into certain STEM education programs.

- 1 Be it enacted by the Senate and House of Representa-
- 2 tives of the United States of America in Congress assembled,
- 3 SECTION 1. SHORT TITLE.
- 4 This Act may be cited as the "Building STEAM Edu-
- 5 cation Act of 2019".

1	SEC. 2. INCORPORATION OF ART AND DESIGN INTO CER-
2	TAIN STEM EDUCATION PROGRAMS.
3	(a) STEM Education Advisory Panel Consider-
4	ATIONS.—Section 303(c)(2) of the American Innovation
5	and Competitiveness Act (42 U.S.C. 6621 note) is amend-
6	ed—
7	(1) in subparagraph (H), by striking "and" at
8	the end;
9	(2) in subparagraph (I), by striking the period
10	and inserting "; and; and
11	(3) by adding at the end the following:
12	"(J) ways to integrate art and design in
13	STEM education programs to promote innova-
14	tion.".
15	(b) National Science Foundation Mathematics
16	AND SCIENCE EDUCATION PROGRAM.—Section 9(a) of the
17	National Science Foundation Authorization Act of 2002
18	(42 U.S.C. 1862n(a)) is amended—
19	(1) in paragraph (3)—
20	(A) in subparagraph (M), by striking
21	"and" at the end;
22	(B) by redesignating subparagraph (N) as
23	subparagraph (O); and
24	(C) after subparagraph (M), by inserting
25	the following new subparagraph:

1	"(N) developing science, technology, engi-
2	neering, and mathematics educational cur-
3	riculum that incorporates art and design to pro-
4	mote creativity and innovation; and"; and
5	(2) in paragraph (10)(A)—
6	(A) in clause (xi), by striking "and" at the
7	end;
8	(B) in clause (xii), by striking the period
9	and inserting "; and"; and
10	(C) after clause (xii), by inserting the fol-
11	lowing new clause:
12	"(xiii) have a component that includes
13	the integration of art and design principles
14	and processes.".