

HR 3321

STEM to STEAM Act of 2019

Congress: 116 (2019–2021, Ended)

Chamber: House

Policy Area: Science, Technology, Communications

Introduced: Jun 18, 2019

Current Status: Referred to the Subcommittee on Research and Technology.

Latest Action: Referred to the Subcommittee on Research and Technology. (Jun 18, 2019)

Official Text: <https://www.congress.gov/bill/116th-congress/house-bill/3321>

Sponsor

Name: Rep. Langevin, James R. [D-RI-2]

Party: Democratic • **State:** RI • **Chamber:** House

Cosponsors (2 total)

Cosponsor	Party / State	Role	Date Joined
Rep. Bonamici, Suzanne [D-OR-1]	D · OR		Jun 18, 2019
Rep. Stefanik, Elise M. [R-NY-21]	R · NY		Jun 18, 2019

Committee Activity

Committee	Chamber	Activity	Date
Science, Space, and Technology Committee	House	Referred to	Jun 18, 2019

Subjects & Policy Tags

Policy Area:

Science, Technology, Communications

Related Bills

No related bills are listed.

Summary (as of Jun 18, 2019)

STEM to STEAM Act of 2019

This bill includes (1) among the purposes for which the National Science Foundation shall award competitive, merit-reviewed grants the support of the integration of art and design in STEM (science, technology, engineering, and mathematics) educational programs; and (2) among activities supported by such grants the design and testing of programming that integrates art and design in STEM education in order to promote creativity and innovation.

Actions Timeline

- **Jun 18, 2019:** Introduced in House
- **Jun 18, 2019:** Referred to the House Committee on Science, Space, and Technology.
- **Jun 18, 2019:** Referred to the Subcommittee on Research and Technology.