LEGISLATIVE EDUCATION STUDY COMMITTEE
BILL ANALYSIS
54th Legislature, 1st Session, 2019

Bill Number SB542		**Sponsor** Ramos	
Tracking Number .213680.1		**Committee Referrals** SEC/SFC	
Short Title Southwest NM School STEM Programming			
		Original Date	2/15/19
Analyst Terrazas		**Last Updated**	

BILL SUMMARY

Synopsis of Bill

Senate Bill 542 (SB542) appropriates $1,361,140 to the Public Education Department (PED) to provide real-world and hands-on training for students in the fields of science, technology, engineering, arts, and mathematics (STEAM) in southwest New Mexico.

FISCAL IMPACT

The bill appropriates $1,361,140 from the general fund to PED for expenditure in FY20. Any unexpended or unencumbered balance remaining at the end of FY20 shall revert to the general fund.

SUBSTANTIVE ISSUES

According to the University of San Diego, STEAM is an educational initiative created by the Rhode Island School of Design that adds the arts to the original science, technology, engineering and math (STEM). STEAM advocates indicate STEM alone misses several key components that many employers, educators, and parents have voiced as critical for children to meet the needs of the 21st century economy. The addition of the arts to the STEM framework incorporates the practices of modeling, developing explanations, and engaging in critique, and evaluation or argumentation, which have often been underemphasized in the context of math and science education.

TECHNICAL ISSUES

Although the short title of the bill refers to STEM programming, the appropriation carried in the bill indicates it would go to STEAM programming.

SOURCES OF INFORMATION
- LESC Files

DT/mc/mhg