

Innovation Collaborative: Out-of-School Effective Practices

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Arts and Humanities Integration with STEM: A Landscape Survey of Informal Education Providers

The Innovation Collaborative serves as a national forum to foster creativity, innovation, and lifelong learning. This survey is a part of a national research project to broadly document if and how science, technology, engineering, arts, math and humanities (STEAM) intersections are being addressed in out-of-school or informal learning environments. Learn more [here](#).

Completing the survey should take approximately 15 minutes with all of your information ready to upload.

You can preview survey responses on the attached pdf document below. However, you will need to enter your final responses into the online survey itself. We will guide you through that process.

If you have any questions, contact Collaborative Executive Director Lucinda Presley at lpresley@innovationcollaborative.org.

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Contact Information. *This information will not be shared outside of the Collaborative's research group without your permission.*

First Name (1) _____

Last Name (2) _____

Title/Department (3) _____

Department (4) _____

Name of Institution or Organization (5)

Phone Number (6) _____

Email Address (7) _____

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Demographic Information

Number of Years in Current Role

- Less than 1 year (1)
 - 1-3 years (2)
 - 4-7 years (3)
 - 8-10 years (4)
 - More than 10 years (5)
-

Type of Institution/Organization

▼ Science Centers and Museums (1) ... Other (Please specify below) (16)

If you selected "Other" for Type of Institution/Organization, please specify below:

Population of community in which Organization/Institution is located

- Metropolitan (more than 500,000) (1)
 - Mid-size (50,000-500,000) (2)
 - Rural (10,000-50,000) (3)
 - Fewer than 50,000 (4)
 - Other: (5) _____
-

Institution/Organization Location

- Town/City/County (1) _____
 - State (2) _____
 - Zip Code (3) _____
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About the Learning Experience

If you have multiple learning experiences you'd like to submit, please pick the most representative experience to submit. You can explain about the other experiences below in Additional Information.

Title

What is the title of the learning experience that you will be describing here?



About the activity.

Give us a description of the learning experience and its goals. (1-3 sentences)



Why Is It Effective?

Using your choices in What Makes It Effective above, describe how each of the thinking skills you choice to promotes creative and innovative thinking in integrating STEM (sciences, technology, and math) with the arts or humanities. (3 setences)



Partnerships

Please include information about any partnerships.

Ages

What age ranges or grade levels are you targeting?

- Pre-School (5 years and younger) (1)
 - Elementary (grades K-5/5-11 years) (2)
 - Middle Levels (grades 6-8/11-14 years) (3)
 - High School (grades 9-12/14-18 years) (4)
-

STEM Disciplines

Indicate which disciplines at the intersections of STEM (Sciences, Technology, Engineering, and Math) disciplines are integrated in your learning experience.

Science (1)

Technology (e.g., the CREATION of technology: Computer Science and Computational Thinking) (2)

Engineering (3)

Math (4)



Arts and Humanities Disciplines

Indicate which Arts and/or Humanities disciplines are integrated with STEM in your learning experience

- Literacy (Reading, Writing, or Communication) (1)
 - Journalism (2)
 - History (3)
 - Economics (4)
 - Government (5)
 - Philosophy (6)
 - Social Justice (7)
 - Civic Engagement (8)
 - Visual Arts (9)
 - Music (10)
 - Dance (11)
 - Theater (12)
 - Media Arts (e.g, graphic design, "artworks that depend on a technological component to function") (13)
-

Other Disciplines

Indicate other areas that may be integrated in your learning experience

Use of Technology (i.e., Digitized Content, such as graphics, text, audio, or visual that can be transmitted electronically) (1)

Social/Emotional Learning (e.g., Persistence, Resilience, Teamwork, Empathy, etc.) (2)

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Background Information Regarding your Learning Experiences

Type of Activity

What is the format of your learning experience? (Ex.: A two-hour evening event at a library, an artistic residency, a full-day special event at a museum, a semester or year- long after school program, a one-week summer camp, a competition, a pop-up activity on the science center floor where visitors might engage for just 20 minutes) (1-3 sentences)

Duration of Learning Experience

How long are the youth engaged in the learning experience?

- One Visit/Experience (1)
- Several Visits in One Month (2)
- Regularly over One Semester (3)
- Regularly over One Year (4)
- Other: (5) _____

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Evaluation of Learning Experiences



Measuring Outcomes

Did you evaluate the learning experience? If yes, what did the data show? (1-2 sentences)

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Creative and Innovative Thinking Skills

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To submit your information, please click submit below.
Prior to submitting your information, you may re-enter this survey at any time, after 30 days,
your submission will automatically submit.

Submit (1)

End of Block: Default Question Block
