

Phoenix Art Museum

STE(A)M TOUR

Science, Technology, Engineering, Art & Math

DESCRIPTION

This 60-minute tour serves to bridge the gap between the arts and sciences. Students will use critical thinking skills to make meaning of works of art with a similar approach scientists use to solve problems—close observation, open discussion and analysis, and drawing conclusions. They will see that ART is an integral part of STEAM (science, technology, engineering, art, and math), as they learn how artists use the other components to visualize and create their work, and how we use those components to understand it.

GOALS

- To understand that science, technology, engineering, math, and *art* are intertwined.
- To gain an increased understanding of how artists apply STEAM concepts in the creation and composition of works of art through creative problem-solving and experimentation.
- To use scientific inquiry strategies to think critically about works of art. By making observations, generating questions, and discussing the “evidence,” students will form hypotheses, test them through conversation, and draw conclusions that interpret works of art.
- To discover the shared vocabulary of scientific, mathematics, and art terminology as it relates to STEAM.

RATIONALE

Our current and next generation of innovators will be those who can think creatively to bring us advancements in science and technology—integrating arts and the sciences. Engagement with the arts inspires new ways to see, feel, and understand our world, leading to new ways to express ideas and solve problems; essentially connecting human experience to the sciences. This tour allows practice of problem-solving and critical thinking skills, while at the same time encouraging empathy and understanding of the people and the world we live in.