

The Implications of a STEAM-based Art Curriculum on Students with EBD

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This presentation will explore the impact of STEAM-based lessons in the art room on students with emotional or behavioral disorders (EBD). STEAM (formerly STEM) refers to an initiative which advocates teaching Science, Technology, Engineering, the Arts, and Math in an inter-related way as they occur in real life, rather than as completely separate subjects. Come learn more about STEAM (especially technology) in the art room, positive changes that implementing such a curriculum can have on special needs students, and what art teachers can do to foster engagement and internal motivation from students.

Bio:

Hanna Lee is an art educator who has worked with students of all abilities in the past five years as an elementary school art teacher and art therapist. She received her Masters degree in Art Education with an Emphasis in Special Populations from Moore College of Art & Design in 2016 where she conducted her thesis on the benefits of a STEAM-based art curriculum on students with emotional or behavioral disabilities. She is currently working at Center for Creative Works in Philadelphia, PA, USA teaching art to adults with intellectual or developmental disorders