



# Well-Rounded Access Program

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## WRAP

# Grant Highlights



Oregon Department of Education

- 5 years
- \$9.8 million
- STEAM and the Arts

## Two Areas of Focus



### Arts-Specific Content

Dance  
Media Arts  
Music  
Theater  
Visual Arts  
Arts-Integration

### STEAM Pedagogy

Project-Based Learning  
Place-Based Learning  
Inquiry-Based Learning  
Cross-Content Instruction

# Grant Intent & Requirements



- The program should increase course access to well rounded courses
- The program should complement, rather than duplicate, existing efforts
- Any student in the state should have the opportunity to request access to courses

# Well-Rounded Access is Equity Focused



- Increase Availability to Rural Schools
- Increase Access to Students:
  - Race/Ethnicity
  - Gender
  - Socioeconomic Status
  - Students Experiencing Disability
  - Emergent Bilingual

# Well-Rounded Learning in Oregon



- Moves **beyond the course subjects** that students take
- Teaches **essential knowledge and skills** to live, learn, work, create, and contribute
- Ensures each and **every student is known, heard, and supported**
- Focuses on the **whole student, their community, the learning experiences** they are given, the **knowledge and skills they learn** and the **beliefs and attributes that they develop**
- Focuses on developing a **hands-on, collaborative, and integrated educational environment rooted in inquiry and discovery**

# Needs Assessment: Statewide and Collective Wins and Successes



- Strong partnerships with arts organizations and schools across the state (e.g. Young Audiences, Lane Arts Council, Arts Center East, Arts in Education of the Gorge, and Umpqua Valley Arts)
- Resurgence of arts content in schools after initial shutdowns from the pandemic
- Arts access expansion projects (e.g. Studio to School)
- Incredible work happening with the STEM/STEAM Hubs across the state, including the Rural STEAM Network
- Many different funding options targeted for STEM/STEAM education, including ESSER III Set-Aside
- Oregon STEM Strategic Planning & Oregon STEM Non-Profit
- Increased participation in STEAM and Arts related summer programming
- 97.1% of students in rural high schools attend a school with a standalone arts course
- 83% of students in rural high schools attend a school with a Computer Science course



# Needs Assessment Course Access Findings



## Needs Assessment Arts Access Findings

- 45% of elementary students in rural communities attend a school without a standalone course in any arts discipline compared to 26% in towns, 10% in suburbs, and 20% of elementary students in cities.

## Needs Assessment STEAM Access Findings

- 17% of high school students in rural communities attend a school without computer science courses compared to 3% of high school students in cities. 39% of high school students in rural communities attend a school without an engineering and technology course compared to 10% of high school students in cities.



# Needs Assessment: Areas of Growth



## **Sustainable Funding and Availability of Resources**

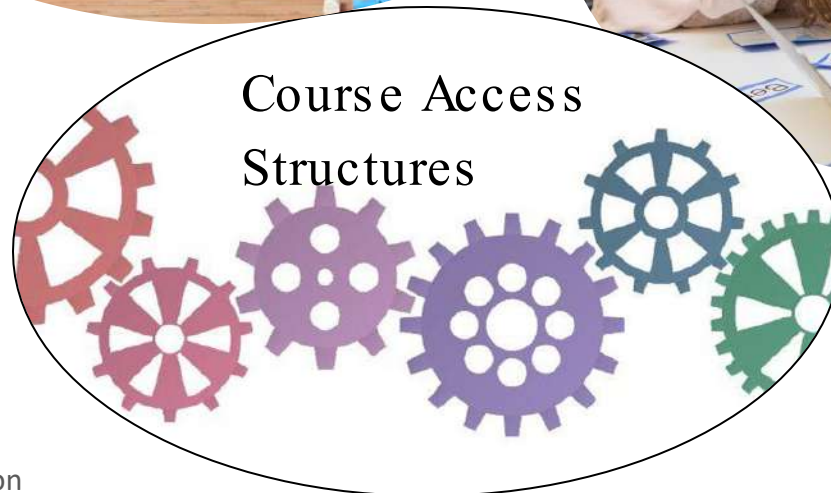
- Material Resources
- Staff Capacity
- Community Resources

## **Course Access Barriers for Underserved and Underrepresented Students**

- Staff Bias and Gatekeeping
- Course Scheduling
- Cost of Courses
- Location and Time
- Students Feeling Unsafe or Unwelcome in the Course

# Categories of Activities

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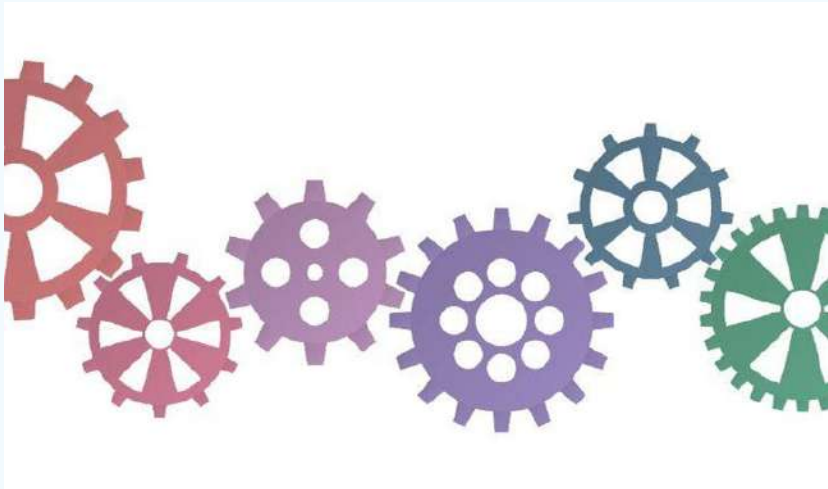


# Course Development



- Expansion of 9th Grade Computer Science Course
- Expansion of STEAM-based High School Physics, Chemistry, and Biology Courses
- Elementary STEAM Content on Oregon Open Learning
- K-5 Arts & Care/Connection Series of Courses
- Native Arts Lesson Plans
- Middle School/High School Arts Content on Oregon Open Learning
- Arts Instructional Materials Curation

# Course Access Structures



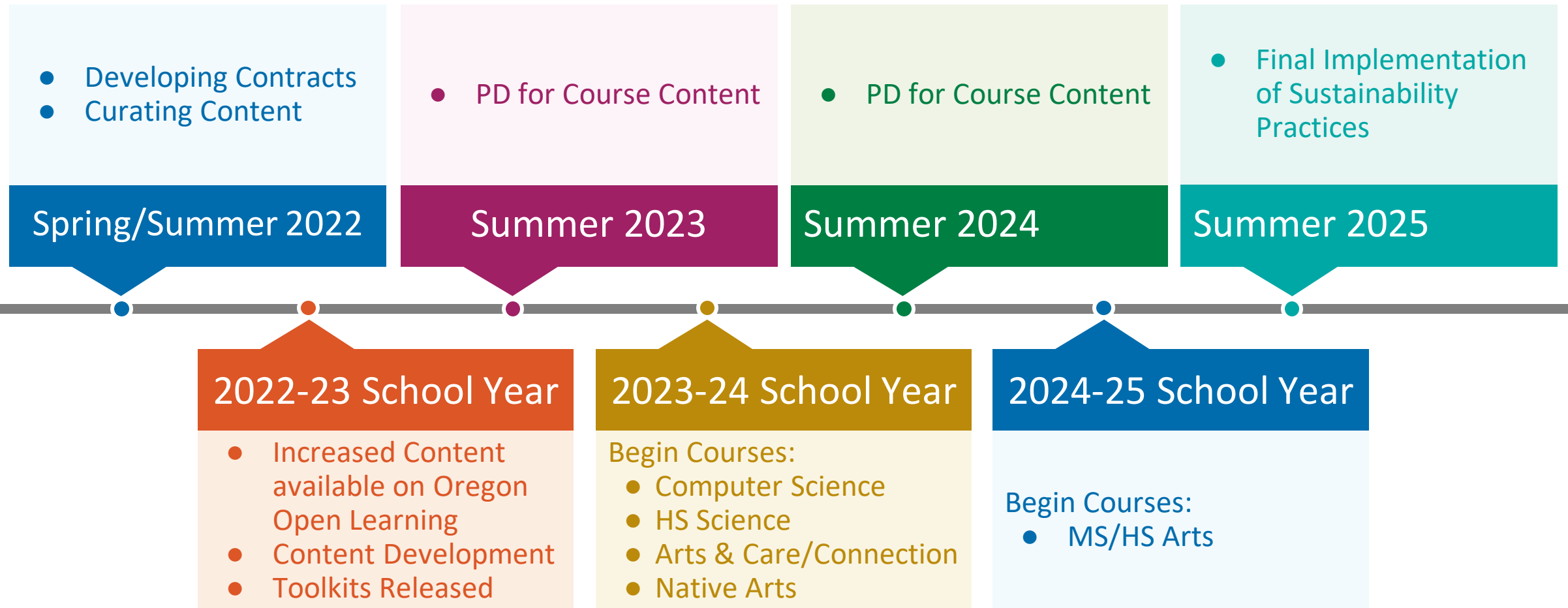
- Oregon Open Learning
- Oregon Digital Learning
- Accessibility to accurate data
- Implement data practices that address the whole child
- Provide professional development for content

# Communication



- Social Media Templates/Content
- Arts and STEAM Toolkits/Best Practice Guidance and Training Series
- Funding Resources
- Share Student Work
- Connect 1:1 with schools that have no access
- Newsletter
- Internal ODE learning sessions
- Conference presentations (e.g. COSA)

# Timeline





# Staying Informed

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[WRAP  
Newsletter](#)



[Arts  
Newsletter](#)



[Website](#)



[Group Email](#)



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# Questions

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- What would make the courses more accessible for your schools?
- What are some practices that your schools are already implementing to sustain high-quality arts and STEAM education that might benefit others?
- Would anyone like to help develop the Arts and STEAM Best Practices Toolkit?

Electronic version:

<https://forms.gle/ZMNBHhjrugGbmuz7A>