



A Proclamation by the Governor

WHEREAS, science, technology, engineering, arts, and mathematics (STEAM) is a cross-discipline, integrated approach to learning that inspires the use of creativity, critical thinking, and innovation to solve real-world problems; and

WHEREAS, STEAM education provides engaging, hands-on learning experiences to students; and

WHEREAS, the creativity and innovation fostered by a high-quality STEAM education are in high demand and are essential to grow Nevada's core and emerging industries, including gaming, entertainment, information technology and security, game design, advanced manufacturing and autonomous systems; and

WHEREAS, a diverse, talented workforce is critical for Nevada to compete in today's interconnected, global economy; and

WHEREAS, businesses and organizations statewide have come together to develop and provide professional learning opportunities to Nevada teachers to explore and share best practices in STEAM education; and

WHEREAS, Nevada strives to be a leader in innovative technology and preparing its students for the future by equipping them with the tools needed for success; and

WHEREAS, providing teachers with STEAM professional skills is an important part of ensuring Nevada's students are on a pathway to success;

NOW, THEREFORE, I, BRIAN SANDOVAL, GOVERNOR OF THE STATE OF NEVADA, do hereby proclaim February 24, 2018 as

NEVADA STEAM DAY



In Witness Whereof, I have hereunto set my hand and caused the Great Seal of the State of Nevada to be affixed at the State Capitol in Carson City, this 29th day of January, 2018.

By the Governor:

Governor

Barbara K. Cegarske
Secretary of State

By

Deputy