Data Bytes: ESSA Funding Initiatives for STEM

Since 2009, STEM Reports, published by Catapult X, has conducted annual surveys of the STEM education marketplace, asking educators about their current and planned STEM investments and initiatives. This series of data bytes gives the education community and supporting organizations quick facts to spark program development and planning.

ESSA's Title IV-A authorizes activities that support a well-rounded education, including STEM and computer science, supporting safe and healthy students, and ensuring the effective use of technology. The graphs here underscore educators' current and near-term plans for STEM.

District Technology Implementation for STEM in 1-3 years	Current	1-3 School Year Plan	Not Planned
Robotics	61.0%	21.7%	17.3%
Makerspaces	43.7%	26.8%	29.5%
Games for STEM learning	43.7%	26.8%	29.5%
Simulations for STEM learning	30.7%	36.2%	33.1%
Virtual reality / augmented reality for STEM	24.8%	28.0%	47.2%
Adaptive learning technology for STEM students with disabilities	15.4%	33.9%	50.8%
Virtual & remote laboratories to augment or replace hands-on labs	14.2%	33.1%	52.8%

Highlighted data points are indicators of higher potential growth and market opportunities.

N=254

District STEM Initiatives in 1-3 years	Current	1-3 School Year Plan	Not Planned
Elementary STEM education	60.8%	25.4%	13.8%
Informal education programs for STEM	42.7%	25.7%	31.6%
STEM plus arts	33.8%	24.8%	41.4%
Programs specific to girls and STEM	30.4%	17.9%	51.7%
ELL support for science and STEM at all grade levels	27.5%	23.5%	49.0%
Equity PD for science/STEM educators	25.9%	35.0%	39.1%
Pre-school STEM education	25.0%	15.6%	59.4%
STEM programs to address identity and interest (5D)	24.0%	27.0%	49.0%
Internships for STEM, science, health/medical careers	23.7%	35.6%	40.8%
Adaptive technology specific to STEM	19.7%	28.6%	51.7%
STEM specialty schools	11.4%	10.9%	77.7%

 $Highlighted\ data\ points\ are\ indicators\ of\ higher\ potential\ growth\ and\ market\ opportunities.$

N=202

Fueled by data-driven marketing, Catapult X partners with STEM education companies to launch products and build brands that resonate with the hearts and minds of educators.



