Well-Rounded Access Program (WRAP)

In October 2020, the Oregon Department of Education (ODE) received a 5-year $9.8 Million grant to increase access to well-rounded courses, with a focus on STEAM (Science, Technology, Engineering, Arts, and Math), specifically the integration of arts into STEAM. Through this opportunity, ODE has created the Well-Rounded Access Program (WRAP).

During the initial planning phase for this project, the WRAP team identified an increased need for arts-specific access that would be required prior to successful integration of arts into STEAM, as well as varied understanding of the definition of STEAM. As such, the WRAP team clarified the scope of this work to include increasing access to arts specific content (dance, media arts, music, theater, visual arts, and arts integration) as well as increasing the use and understanding of STEAM pedagogy (place-based, project-based, inquiry-based learning, and cross-content instruction). In addition, the WRAP underwent a robust Needs Assessment process to identify the areas most needing support in increasing access to well-rounded learning. Within this process, three areas of support were identified: Course Development, Course Access Structures, and Communication.

Course Development:

The WRAP will develop content in the following areas:
- Expansion of 9th Grade Computer Science Course
- Expansion of STEAM-based High School Physics, Chemistry, and Biology Courses
- K-5 Arts & Care/ Connection Series of Courses
- Native Arts Lesson Plans
- Arts Instructional Materials Curation
- Elementary STEAM Content on Oregon Open Learning

Course Access Structures:

During initial engagement sessions, it became clear that making content available does not necessarily make content accessible. The following activities have been developed to support the accessibility of well-rounded courses:
- Oregon Open Learning
- Oregon Digital Learning
- Accessibility to accurate data
- Implement data practices that address the whole child
- Provide Professional Development for content

Communication:

Finally, the WRAP determined that communications held a critical role with increasing access, and has proposed the following activities:
- 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
- Middle/High School Engagement
- Newsletter
- Internal ODE Learning Sessions
- Conference Presentations

If you would like more information, contact us at ODE.WRCoursesGrant@ode.state.or.us.