

## **Department of Planning and Budget**

### **2019 Fiscal Impact Statement**

**1. Bill Number:** HB2780

<b>House of Origin</b>	<input checked="" type="checkbox"/> Introduced	<input type="checkbox"/> Substitute	<input type="checkbox"/> Engrossed
<b>Second House</b>	<input type="checkbox"/> In Committee	<input type="checkbox"/> Substitute	<input type="checkbox"/> Enrolled

**2. Patron:** Ayala

**3. Committee:** Appropriations

**4. Title:** STEAM programs; establishes STEAM Education Fund.

**5. Summary:** Establishes the Science, Technology, Engineering, Arts, and Mathematics (STEAM) Education Fund and grants program for the purpose of awarding grants in amounts not to exceed \$50,000 per school year to any public elementary or secondary school in the Commonwealth at which at least 25 percent of students qualify for free or reduced lunch and that provides an academic class, curriculum, or activity focused on a STEAM discipline.

**6. Budget Amendment Necessary:** Yes, Item 128.

**7. Fiscal Impact Estimates:** Preliminary. See Item 8.

**8. Fiscal Implications:** The additional state cost for the STEAM Education Program cannot be determined, as any cost is dependent on the amount of funding appropriated by the General Assembly for such grants.

The Department of Education estimates an additional state cost of \$50,000 to support a wage employee to develop program guidelines and procedures and to administer the program.

**9. Specific Agency or Political Subdivisions Affected:** Department of Education, local school divisions

**10. Technical Amendment Necessary:** Yes, consideration might be given to changing the start date of this program to January 1, 2020, instead of January 1, 2019 (line 45). The provisions of this legislation will not go into effect until July 1, 2019, and the Department of Education will need several months to develop the program's guidelines and procedures.

**11. Other Comments:** None