

Senate File 356 - Introduced

SENATE FILE 356

BY MATHIS

A BILL FOR

1 An Act relating to the development and administration of Iowa
2 innovation learning spaces by the science, technology,
3 engineering, and mathematics collaborative initiative at the
4 university of northern Iowa.

5 BE IT ENACTED BY THE GENERAL ASSEMBLY OF THE STATE OF IOWA:

1 Section 1. Section 268.7, subsection 3, Code 2015, is
2 amended by adding the following new paragraph:

3 NEW PARAGRAPH. *d.* Iowa innovation learning spaces that
4 are developed and maintained for local community members,
5 including but not limited to children, students, inventors,
6 entrepreneurs, and artists, to gather and share skills and
7 knowledge relating to science, technology, engineering,
8 applied arts, and mathematics. The initiative may partner
9 with employers, educators, community leaders, and political
10 subdivisions to create and support Iowa innovation learning
11 spaces. Iowa innovation learning spaces may include but are
12 not limited to resources facilitating interactive science
13 education for Iowa's children; environments cultivated
14 as learning spaces where children and adults gain skills
15 and knowledge from area professionals; community centers
16 that foster inventions; skill-sharing activities for local
17 community members; inter-generational projects; demonstrations,
18 workshops, and classes for adults; career camps for students
19 and adults; summer camps and classes primarily for young
20 children; and efforts that encourage prototype and concept
21 development activities relating to new business ventures.

22 EXPLANATION

23 The inclusion of this explanation does not constitute agreement with
24 the explanation's substance by the members of the general assembly.

25 This bill directs the science, technology, engineering,
26 and mathematics collaborative initiative established at the
27 university of northern Iowa, subject to an appropriation of
28 funds by the general assembly, to administer Iowa innovation
29 learning spaces, developed and maintained for local community
30 members, including but not limited to children, students,
31 inventors, entrepreneurs, and artists, to gather and share
32 skills and knowledge relating to science, technology,
33 engineering, applied arts, and mathematics. The initiative
34 may partner with employers, educators, community leaders, and
35 political subdivisions to create and support Iowa innovation

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10 children; and efforts that encourage prototype and concept
11 development activities relating to new business ventures.