

Date of Hearing: April 13, 2026

ASSEMBLY COMMITTEE ON RULES
Blanca Pacheco, Chair
SCR 132 (Ochoa Bogh) – As Introduced February 20, 2026

SENATE VOTE: 35-0

SUBJECT: California STEAM Robotics Day.

SUMMARY: Proclaims March 22, 2026, as California STEAM Robotics Day to observe and celebrate the advancements and innovations made in California and for the pursuit of STEAM careers. Specifically, **this resolution** makes the following legislative findings:

- 1) American pupils deserve access to a high-quality education in science, technology, engineering, arts, and mathematics (STEAM) for their future, California’s future, and the nation’s future.
- 2) There is a strong need to recognize California’s STEAM leadership in technological advancement, innovation technology, and robotics because it is vital in promoting the 21st century skills of teamwork, problem solving, and technological literacy.
- 3) Increased investments in STEAM and robotics ensure that California’s pupils have more opportunities to secure jobs in the fields of engineering, biotechnology, computer programming, artificial intelligence, animatronics, and robotics in California.
- 4) Immersive STEAM learning spaces are designed to engage pupils of all backgrounds, ages, and skill levels in career-focused, experiential education aligned with high-demand industries.
- 5) For Inspiration and Recognition of Science and Technology (FIRST) is the world’s leading youth-serving nonprofit advancing STEAM education. The vision of FIRST is to transform our culture by creating a world where science and technology are celebrated and where young people dream of becoming science and technology leaders.
- 6) The month of March coincides with multiple robotics competitions held by FIRST.

FISCAL EFFECT: This resolution is keyed non-fiscal by Legislative Counsel.

REGISTERED SUPPORT / OPPOSITION:

Support

None on file

Opposition

None on file

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