

This worksheet is a guideline for this major. Please meet with a counselor to review your educational plan, transfer goals, and graduation requirements.  
**Major Requirements**

Take 18-20 Units from below

Need	In Progress	Complete	UNITS	COURSE #	EQUIVALENT/SUBSTITUTE
			3 – 5 each	ART 005, 006, 007, 008, 009, ACS 010, CHIN 030, 040, DRAMA 015, 016, 030, 070, EDUC 040 ENGL 100, 111, 127, 128, 129, 132, 133, 205, 220, 221, 230, 231, FRNCH 060, 061, 062, HUMAN 019, 020, 022, 024, 030, ITAL 060, 061 JOURN 100, 110, MUSIC 010, 012, 015 PHIL 100, 110, 122, 133, 142, RA 010, 015 SIGN 067, 068, 072 SPAN 050, 051, 052, 053	

18 – 20 units required for the major

**General Education Requirements and Course Recommendations**

Need	In Progress	Complete	UNITS	AREA	REQUIRED	RECOMMENDED COURSE	EQUIVALENT/ALTERNATE
			3	A	1	ASTRO 010, BIOSC 005, 007, 008, 010, ENGIN 010, PHYS 015, PHYSC 005	
			3	B	1	ADJUS 110, 160, ANTHR 001, 004, 005, 006, 007, CHDEV 010, 020, ECON 005, 010, 011, EDUC-040, ENGL-110, 136, HIST 029, 030, 031, 033, 034, 035, 038, 039, 040, 055, 061, POLSC 010, 020, 040, 043, 050, 060, 133, PSYCH 010, 011, SOCIO 015, 016, SOCS 045, 110, SPCH 120	
			3	C	1	ART 005, 006, 007, 008, 009, 016, 017, 018, 035, DRAMA 015, 016, 025, 070, 072, ENGL 124, 127, 128, 129, 133, 150, 205, 210, 211, 230, 231, HUMAN 019, 020, 021, 022, 024, 030, 035, 050, JOURN 100, 110, MUSIC 010, 012, 015, PHIL 100, 120, 122, 130, 132, 133, 140, 142, 150, 151, POLSC 133, SPCH-110, 130	
			3	D i.	1	ENGL 100	
			3 - 7	D ii	1	MATH 026, 029, 030 or higher, ETEC 009, PTEC 009	
			3	E	1	ADJUS 160, CHDEV 050, DRAMA 015, 030, 072, ENGL 110, 127, 128, 129, 133, 135, 136, 210, 211, HIST 046, 047, 052, 055, 061, SOCS 045, 110, 135, 150, SPCH 150	

18-22 Units of General Education

**Recommended Electives**

Need	In Progress	Complete	UNITS	COURSE #	COURSE NAME	EQUIVALENT/SUBSTITUTE
<b>Select a minimum of 18 - 24 Units:</b>						
			3	Engl 220 or 221		
			3 – 4		Transfer level math	

18 - 24 units of elective courses needed to meet the 60 degree applicable unit requirement