			3
MTH 1110 Finite Mathematics#	3	SCI 2233/lab Physical Science/lab	4
BIO 1100 Principles of Biology /Lab	4	ART 1133* or MUS 1131*	2
ART 1133* or MUS 1131*	2	AREA IV, Group 2	

General Studies: Early Childhood Education Majors (60 Hours)

Complete all 6 subrequirements

A: AREA I:	
ENG-1101 Comp and Modern English I ENG-1102 Comp and Modern English II	3 hours 3 hours
B. AREA II:	
Take the following courses. Special Note for Areas II/IV: Please refer to the section below labeled "General Studies Specifications" for requirements to consider when selecting courses in Areas II and IV.	
COM 2241 Fundamentals of Speech	3 hours
ART 1133 Visual Arts	2 hours
MUS 1131Music AppreciationENG 2205World Literature Before 1660	2 hours 3 hours
ENG 2206 World Literature After 1660	3 hours
	Should
C. AREA III:	
Group 1: Take BIO 1100/L100 General Biology w/Lab	3/1 hours
Take SCI 2233/L Physical Science w/Lab	3/1 hours
Group 2: Take MTH 1110 Finite Math	3 hours
 D. AREA IV: NOTE: Early Childhood Education majors are strongly encouraged to select POL 2241, GEO 2210, HIS 1111 and HIS 1112 from the list of approved courses in this area. 	
Group 1: Take three hours from the following: HIS 1101, HIS 1102, HS 1111, HIS 1112, HIS 1122 or HIS 1123	3 hours
Group 2: Take nine semester hours from the following: *ANT 2200, *ECO 2251, *ECO 2252, *GEO 2210, HIS 1101, HIS 1102, HIS 1111, HIS 1112, HIS 1122, HIS 1123, IDS 2200, *POL 2260, POL 2241, PSY 2200, PSY 2210 or ,Td (21(C)-3(275,)]TJ ()T	9 hours
	J / / /

Education Major/Early Childhood Education (36 hours)

Take the following courses:

EDU 3310	The Professional Educator	3 hours
EDU 4400	Classroom Management	3 hours
EDU 4471	Curriculum & Instruction Design	3 hours
EDU 4499	Technology Across the Curriculum	3 hours
PSY 3303	Educational Psychology	3 hours
PSY 3346	Educational Assessment	3 hours
RED 4481	Language & Literacy Learning	3 hours
SPE 3340	Diverse Learners	3 hours
ECE 4454	Internship Seminar	3 hours
ECE 4474	Internship	9 2 >> BDC TD[(E)s3gd) CHAUSS (C) 30(40) B(U
RED 4	4481	