## West Texas A&M University **Advising Services Degree Checklist** 2015-2016 (For assistance completing this form, contact Advising Services at 806-651-5300)

NAME:

WT ID:

DATE:

## **UNDECLARED (999) Advising Services**

Student Success Center (CC 110) 806-651-5300

CORE CURRICULUM COURSES: 42 HOURS +	HRS		
Communication (Code 10)	-		-
ENGL 1301 Introduction to Academic Writing and Argumentation	3		
COMM 1315, 1318, or 1321	3		
Mathematics (Code 20)			
MATH 1314*, 1316*, 1324*, 1325*, 1332*/**, 1350*/**, 2412*, Of 2413* (extra MATH hour moves to Code 90)	3		
Life and Physical Sciences (Code 30)			
Take two courses from (extra lab hours move to Code 90): ◆   ANSC 1319; BIOL 1406 or 1408, 1407* or 1409*, 1411, 1413; CHEM 1405* or 1411*, 1412*; GEOL 1401 or 1403, 1402, 1404; PHYS 1401*, 1402*, 1411, 1412, 2425*, 2426*; PSES 1301, 1307	6		
Language, Philosophy and Culture (Code 40)			
ANTH 2351, ENGL 2321*, 2326*, 2331*, 2341*, 2343*; HIST 2311, 2323, 2372; PHIL 1301, 2374; SPAN 2311*, 2312*/***, 2313*, or 2315* Choose 1	3		
Creative Arts (Code 50)			
ARTS 1303, ARTS 1304; DANC 2303; HUMA 1315; MUSI 1306 or 1208 and 1209* (extra MUSI hour moves to Code 90); Or THRE 1310 Choose 1	3		
American History (Code 60)			1
HIST 1301, 1302, 2301, 2381 Choose 2	6		
Government/Political Science (Code 70)			
POSC 2305 and 2306	6		
Social and Behavioral Sciences (80)		1	
AGBE 2317*; COMM 2377; CRIJ 1301; ECON 2301, 2302; PSYC 2301; SOCI 1301 Choose 1	3		
Component Area Option (Code 90)	-		
Take six hours from: ♦ AGRI 2300; BIOL lab hours (from Code 30); BUSI 1304; CHEM			
lab hours (from Code 30); CIDM 1301 or 1315; CS 1301; ENGL 1101 (pending approval), 1302*, 2311*; FIN 1307, GEOL	6		
lab hours (from Code 30); IDS 1071 (1-3 hours); extra MATH			
hours (from Code 20); extra MUSI hour (from Code 50); PHIL 2303; PHYS lab hours (from Code 30)			
BACHELOR OF ARTS REQUIREMENTS: 12 HOURS	OP'		J
Six hours of foreign language.	(6-8)		
Six hours chosen from art, English, history, modern languages, music, philosophy and theatre.	6		

## FOR UNDECIDED MAJORS (999)

Six hours chosen from biology, chemistry, geology,	1	
geosciences, mathematics, physics and natural sciences.	6	
Six hours chosen from agricultural business and economics; agriculture; animal science; anthropology; biology; biotechnology; chemistry; civil engineering; communication disorders; communication studies; computer information and decision management; computer science; criminal justice; economics; engineering; engineering technology; English (ENGL 2311, 2372, 3304, 3305, 4304 and 4305); environmental science; geography; geology; geosciences; history; integrated pest management; mass communications; mathematics; mathematics and physical science; mechanical engineering; nursing; physics; plant, soil and environmental science; political science; psychology; sociology; and sports and exercise sciences.	6	
ELECTIVES (BY ADVISEMENT)—SEE NOTE +		
ELECTIVES (ADVANCED)		
ELECTIVES (ANY LEVEL)		
MINIMUM HOURS REQUIRED FOR A DEGREE	120	

requirements when options are available.

\*\* While MATH 1332 and 1350 will fulfill core math requirements, they will NOT prepare students for higher-level math courses such as Plane Trigonometry (MATH 1316) or Pre-Calculus (MATH 2412). \*\*\*\* Or an equivalent course (second year, second semester) in a foreign language.

NOTE: At least 39 hours of advanced work (3000- or 4000-level courses) for which tuition is paid must be earned at WTAMU, and 30 of the final 36 hours counted toward the degree must be earned at WTAMU. A maximum of six hours in religion (RELI) and six hours in physical education (PHED) can be counted toward a degree.

Note: This is NOT a degree plan. After completing 30 hours, students are encouraged to request an official degree plan in the office of the appropriate dean (depending on which major is chosen). Students who have completed 45 hours will not be allowed to progress without requesting a degree plan. If you have questions, please contact Advising Services, located in the Classroom Center, Room 110, or call 651-5300.