

Early Childhood: Early Childhood Early Childhood Special Education, B.S.

[Please see the Courses section of this catalog for complete course descriptions.](#)

First Year – 31-32 Hours			
Meet with Academic Advisor two times each semester.			
<i>Fall Semester:</i>	Hrs	<i>Spring Semester:</i>	Hrs
POLS 1010 (Behavioral and Social Sciences)	3	EDUC 2010	3
MATH 2160 (Mathematics)	3	FAH: Literature	3
ENGL 1010 or 1011	3-4	ENGL 1020 or HIST 2100	3
FAH: Thought, Values and Beliefs	3	Natural Sciences with Lab	4
ANTH 1200 or GEOG 1030 or REL 2110 (Non-Western Culture)	3	PSY 1010 or 2410 or SOC 2150 or SOCW 2100 (Behavioral and Social Sciences)	3
	15-16		16
Second Year – 31-32 Hours			
Using MyMocsDegree, create course plan for your remaining degree requirements.			
<i>Fall Semester:</i>	Hrs	<i>Spring Semester:</i>	Hrs
ECHD 2430/2430L	3	ENGL 2280	3
EDUC 3150	3	ECHD 2460	3
ECHD 3470	2	EDUC 3170	3
ART 1110 or 3010 or MUS 1110 or THSP 1110 (FAH: Visual and Performing Arts)	3	EDUC 2100/2100L	3
Statistics	3	HIST 2010 or 2020 (FAH: Hist Understanding)	3
Elective	2-3		
	16-17		15
Third Year – 30 Hours			
Participate in study abroad, leadership opportunities, service learning, civic engagement, internships, research projects, and other learning opportunities.			
<i>Fall Semester:</i>	Hrs	<i>Spring Semester:</i>	Hrs
EDUC 3090	3	EDUC 3500	3
EDUC 3180	3	EDUC 3230	3
EDUC 3220	3	EDUC 3190	3
USTU 3200	3	ECHD 3450	3
Natural Science without Lab	3	USTU 3110	3
	15		15
Fourth Year – 27 Hours			
Complete your Graduation application with the Records Office.			
<i>Fall Semester:</i>	Hrs	<i>Spring Semester:</i>	Hrs
ECHD 4460	3	EDUC 4405 (Residency)	10
EDUC 4350	3	EDUC 4420	2
EDUC 4170	3		
EDUC 4320 (Residency)	6		
	15		12

Completed:			
Graduation Requirements:	Hrs	Degree Requirements:	Hrs
120 Total Hours		22-23 General Education Hours	
39 Upper Division (3000-4000) Hours		95 Program (Major) Hours	
30 Hours at UTC		Minor (<i>Not Required</i>)	
60 Hours at 4-year Institution		2-3 Elective Hours	
		Foreign Language (<i>Not Required</i>)	