



The Bachelor of Arts in Mathematics For Catalog Years 2012-2013

(For the Education Option, see the specific 4-year plan)
(For Earlier Catalogs see a Math Advisor)

THIS IS A SAMPLE PROGRAM. EACH STUDENT SHOULD CONSULT A DEPARTMENT ADVISOR TO PREPARE A PROGRAM THAT FITS HIS/HER INDIVIDUAL BACKGROUND AND ACADEMIC NEEDS.

<u>Fall Semester</u>		<u>Spring Semester</u>	
Freshman Year			
MATH 122A & B or 125	5/3	MATH 129	3
ENGL 101 or 103H or 107 or 109H	3	CSC 127A or ISTA 130	4
Tier I INDV (150)	3	ENGL 102 or 104H or 108	3
Second Language	4	Tier I TRAD (160)	3
Elective (First Year Colloquium)	<u>1</u>	Second Language	<u>4</u>
Total	16/14	Total	17
Sophomore Year			
MATH 215	3	MATH 323	3
MATH 223	4	MATH 355	3
Tier I NATS (170)	3	Tier I NATS (170 diff letter)	3
Tier I TRAD (160 diff letter)	3	Tier I INDV (150 diff letter)	3
Tier II Arts	<u>3</u>	Tier II I & S	<u>3</u>
Total	16	Total	15
Junior Year			
400-level Math Course*	3	400-level Math Course*	3
Minor Course [†]	3	Minor Courses	6
Tier II Humanities	3	Tier II Natural Science	3
Elective Courses	<u>6</u>	Elective Course	<u>3</u>
Total	15	Total	15
Senior Year			
400-level Math Course*	3	400-level Math Course*	3
400-level Math Course*	3	Minor Courses	6
Minor Courses	6	400-level Math Course*	
Elective Course	<u>2/4</u>	or Elective Course	<u>3</u>
Total	14/16	Total	12

This degree program requires at least 120 total credits, including 42 upper-division credits (300-400 level)

* See a Mathematics Faculty Advisor regarding the scheduling of these courses. Selection of 400-level courses will depend on the option chosen and course offerings. Contact the Math Center at mcenter@math.arizona.edu if you do not know who your faculty advisor is.

[†] To declare your minor, contact an advisor from the appropriate department.

NOTE:

Fourth-semester proficiency in a second language is required for the BA degree.

One Tier I or Tier II course may fulfill the Diversity requirement.

See an advisor if you have questions regarding the Mid-Career Writing Assessment requirement.