

HOUSTON CHRISTIAN UNIVERSITY DEGREE PROGRAM PLAN
BACHELOR OF MUSIC EDUCATION (BME)
VOCAL / KEYBOARD MAJOR

NAME: _____ H# _____ DATE: _____

CATALOG YEAR: 2023/2024

Candidates for a single major undergraduate baccalaureate degree must complete a total of at least 64 credit hours along with the following requirements:

- No fewer than 30 semester hours of upper / advanced level (3000 or 4000) courses.
- No more than 6 credit hours of kinesiology activity courses or other student activity hours will count toward the hour requirement.
- Complete the Liberal Arts Core Requirements (certain majors may have their own prescribed Liberal Arts Core Requirements; you advisor in your major.)
- Complete a minimum of 30 hours or 25% of the required hours, whichever is greater, of residency including at least 12 advanced credit hours in the major.
- If completing a MINOR, at least 9 upper level hours of RESIDENCY will be included in the MINOR w/grade of C or higher in all courses.

Once admitted and enrolled at HCU, each student MUST:

- Receive prior approval for any courses taken at another college once an undergraduate student has enrolled at HCU. No more than 18 semester hours total will be accepted for transfer credit.)
- File a degree plan with the Office of Academic Records before 64 credit hours have been completed.
- File a graduation application at least (1) semester before anticipated date of graduation.

LIBERAL ARTS CORE REQUIREMENTS:

COURSES	Hours	COURSES	Hours	COURSES	Hours
*ENGL 1313 Composition and Literature I	3	Natural Science & Lab	4	COMM 1323 Rhetoric and Public Speaking	3
*ENGL 1323 Composition and Literature II	3	PSYC 1313 General Psychology	3	CLAS 1343 Ancient Rhetoric for Modern People	3
ENGL 2315 or 2325 Great Works of Literature I or II	3	HIST 2311 Western Civilization I	3	GOVT 2313 American and Texas Government	3
*MATH 1305 Math for Critical Thinking or higher	3	PHIL 1313 Introduction to Philosophy	3	HISTORY: Choose 1 from HIST 2312, HIST 2313 or HIST 2323	3
*PHIL 1305 Logic and Quantitative Reading					