#### Curriculum Committee Approvals: April 29th

### New Credit Courses:

- BUSN 86 (Management Principles- 3 Units, 3 Units Lecture) O, 1X, DE, CSU T. Strongly Recommended: BUSN 40 with a minimum grade of C. TOP Code: 0506.00- Business Management\*. SAM Code: C. Discipline: Business or Management. (Start Date: Spring 2020)
- BUSN 87 (Organizational Management and Leadership- 3 Units, 3 Units Lecture) O, 1X, DE, CSU T. Strongly Recommended: BUSN 40 with a minimum grade of C. TOP Code: 0506.00-Business Management\*. SAM Code: C. Discipline: Business or Management. (Start Date: Spring 2020)
- CIS 7 (Introduction to Programming Concepts and Methodologies- 3 Units, 2.5 Units Lecture, .5 Units Lab) O, 1X, DE, AA/AS GE: Communications and Analytical Thinking, C-ID# ITIS 130.
  Strongly Recommended: CIS 50. TOP Code: 0707.10- Computer Programming\*. SAM Code: D. Discipline: Computer Information Systems. (Start Date: Spring 2020)
- CIS 11 (Data Visualization Tools- 3 Units, 3 Units Lecture) O, 1X, DE, CSU T. Strongly Recommended: CIS 54 with a minimum grade of C. TOP Code: 0702.00- Computer Information Systems\*. SAM Code: C. Discipline: Computer Information Systems. (Start Date: Spring 2020)
- CIS 44 (IT Fundamentals+ 2 Units, 2 Units Lecture) O, 1X, DE, CSU T. TOP Code: 0702.00-Computer Information Systems\*. SAM Code: C. Discipline: Computer Information Systems. (Start Date: Spring 2020)
- FST 24 (CO 2E Wildland Incident Operations for Company Officers-2.5 Units, 2.5 Units Lecture) O, 1X, CSU T. Prerequisite: Must be a current fire fighter and meet educational requirements for Firefighter 1 and Firefighter 2 certifications. TOP Code: 2133.00- Fire Technology\*. SAM Code: B. Discipline: Fire Technology. (Start Date: Spring 2020)
- **FST 25 (Instructor 1**-2.5 Units, 2.5 Units Lecture) O, 1X, CSU T. Prerequisite: Must be a current fire fighter and meet educational requirements for Firefighter 1 and Firefighter 2 certifications. TOP Code: 2133.00- Fire Technology\*. SAM Code: B. Discipline: Fire Technology. (Start Date: Spring 2020)
- HUMN 2 (Introduction to Film Studies- 3 Units, 3 Units Lecture) O, 1X, AA/AS GE: Humanities, CSU T/GE: C1- Arts & C2-Humanities, UC T, IGETC: 3A- Arts & 3B Humanities. TOP Code: 1599.00- Other Humanities. SAM Code: E. Discipline: Humanities. (Start Date: Fall 2020)
- THEA 55 (Movement for the Actor- 1 Unit, 1 Unit Lecture) GR, 1X, CSU T. TOP Code: 1007.00-Dramatic Arts. SAM Code: E. Discipline: Drama/ Theater Arts. (Start Date: Spring 2020)

#### New Noncredit Courses:

• NCIS 244 (IT Fundamentals+-36 Hours, 36 Hours Lecture) P/NP, DE, Workforce Preparation. TOP Code: 0702.00 – Computer Information Systems\*. SAM Code: C. Discipline: Vocational (Short-Term): Noncredit. (Start Date: Spring 2020)

### Modified Courses:

- DANC 6A (Choreography For The Stage A- 2 Units, 2 Units Lab) O, 1X, CSU T/GE: E, UC T.
  Strongly Recommended: DANC 5A with a minimum grade of C or DANC 5B with a minimum grade of C. TOP Code: 1008.00 Dance. SAM Code: E. Discipline: Dance. (Start Date: Spring 2020)
- DANC 6B (Choreography For The Stage B- 2 Units, 2 Units Lab) O, 1X, CSU T/GE: E, UC T. Strongly Recommended: DANC 5A with a minimum grade of C or DANC 5B with a minimum grade of C. TOP Code: 1008.00 Dance. SAM Code: E. Discipline: Dance. (Start Date: Spring 2020)
- FST 20 (CO 2A Human Resource Management for Company Officers-2.5 Units, 2.5 Units Lecture) O, 1X, CSU T. Prerequisite: Must be a current fire fighter and meet educational requirements for Firefighter 1 and Firefighter 2 certifications. TOP Code: 2133.00- Fire Technology\*. SAM Code: C. Discipline: Fire Technology. (Start Date: Spring 2020)

- FST 21 (CO 2B General Administrative Functions for Company Officers-1.5 Units, 1.5 Units Lecture) O, 1X, CSU T. Prerequisite: Must be a current fire fighter and meet educational requirements for Firefighter 1 and Firefighter 2 certifications. TOP Code: 2133.00- Fire Technology\*. SAM Code: C. Discipline: Fire Technology. (Start Date: Spring 2020)
- FST 22 (CO 2C Fire Inspections and Investigation for Company Officers-2.5 Units, 2.5 Units Lecture) O, 1X, CSU T. Prerequisite: Must be a current fire fighter and meet educational requirements for Firefighter 1 and Firefighter 2 certifications. TOP Code: 2133.00- Fire Technology\*. SAM Code: C. Discipline: Fire Technology. (Start Date: Spring 2020)
- FST 23 (CO 2D All-Risk Command Operations for Company Offers-2.5 Units, 2.5 Units Lecture) O, 1X, CSU T. Prerequisite: Must be a current fire fighter and meet educational requirements for Firefighter 1 and Firefighter 2 certifications. TOP Code: 2133.00- Fire Technology\*. SAM Code: B. Discipline: Fire Technology. (Start Date: Spring 2020)
- KIN DV1 (Springboard Diving- 1-2 Unit, 1-2 Unit Lab) O, 1X, LPC GE AA/AS: Kinesiology, CSU T/GE: E, UC T. Strongly Recommended: KIN SW1 with a minimum grade of C. TOP Code: 0835.00 Physical Education. SAM Code: E. Discipline: Physical Education. (Start Date: Spring 2020)
- KIN LG (Lifeguarding—1.5 Units, 1 Unit Lecture, .5 Units Lab) O, 1X, LPC GE AA/AS:
   Kinesiology, CSU T/ GE: E, UC T. Strongly Recommended: KIN SWF1 with a minimum grade of
   C. TOP Code: 0835.70- Aquatics and Lifesaving\*. SAM Code: C. Discipline: Kinesiology. (Start
   Date: Spring 2020)
- MUS 38 (Applied Lessons- 1 Unit, 1 Unit Lab) O, 4X, LPC AA/AS: Humanities, CSU T, UC T, C-ID# MUS 160. Corequisite: MUS 8A or MUS 8B or MUS 10A or MUS 10B or MUS 12 or MUS 14 or MUS 15 or MUS 16 or MUS 44 or MUS 45 or MUS 46A or MUS 46B or MUS 48. TOP Code: 1004.00- Music. SAM Code: E. Discipline: Music. (Start Date: Spring 2020)

# GE/Transfer Pathways:

- BUSN 86: Management Principles- CSU T
- BUSN 87: Organizational Management and Leadership- CSU T
- CIS 7: Introduction to Programming Concepts and Methodologies- AA/AS GE: Communications and Analytical Thinking
- CIS 11: Data Visualization Tools- CSU T
- CIS 44: IT Fundamentals+- CSU T
- FST 21: CO 2B General Administrative Functions for Company Officers- CSU T
- FST 23: CO 2D All-Risk Command Operations for Company Offers- CSU T
- FST 24: CO 2E Wildland Incident Operations for Company Officers- CSU T
- FST 25: Instructor 1- CSU T
- HUMN 2: Introduction to Film Studies- AA/AS GE: Humanities, CSU T
- THEA 55: Movement for the Actor- CSU T

### Requisites:

- BUSN 86: Management Principles- Strongly Recommended: BUSN 40 with a minimum grade of C.
- **BUSN 87: Organizational Management and Leadership** Strongly Recommended: BUSN 40 with a minimum grade of C.
- CIS 7: Introduction to Programming Concepts and Methodologies- Strongly Recommended: CIS 50.
- CIS 11: Data Visualization Tools- Strongly Recommended: CIS 54 with a minimum grade of C.
- DANC 6A: Choreography For The Stage A- Strongly Recommended: DANC 5A with a minimum grade of C or DANC 5B with a minimum grade of C.
- **DANC 6B: Choreography For The Stage B-** Strongly Recommended: DANC 5A with a minimum grade of C or DANC 5B with a minimum grade of C.
- **FST 20: CO 2A Human Resource Management for Company Officers-** Must be a current fire fighter and meet educational requirements for Firefighter 1 and Firefighter 2 certifications.

- FST 21: CO 2B General Administrative Functions for Company Officers- Must be a current fire fighter and meet educational requirements for Firefighter 1 and Firefighter 2 certifications.
- FST 22: CO 2C Fire Inspections and Investigation for Company Officers- Must be a current fire fighter and meet educational requirements for Firefighter 1 and Firefighter 2 certifications.
- FST 23: CO 2D All-Risk Command Operations for Company Offers- Must be a current fire fighter and meet educational requirements for Firefighter 1 and Firefighter 2 certifications.
- **FST 24: CO 2E Wildland Incident Operations for Company Officers-** Must be a current fire fighter and meet educational requirements for Firefighter 1 and Firefighter 2 certifications.
- **FST 25: Instructor 1-** Must be a current fire fighter and meet educational requirements for Firefighter 1 and Firefighter 2 certifications.
- KIN DV1: Springboard Diving- Strongly Recommended: KIN SW1 with a minimum grade of C.
- KIN LG: Lifeguarding- Strongly Recommended: KIN SWF1 with a minimum grade of C.
- MUS 38: Applied Lessons- Corequisite: MUS 8A or MUS 8B or MUS 10A or MUS 10B or MUS 12 or MUS 14 or MUS 15 or MUS 16 or MUS 44 or MUS 45 or MUS 46A or MUS 46B or MUS 48.

# • <u>Distance Education:</u>

- BUSN 86: Management Principles
- BUSN 87: Organizational Management and Leadership
- CIS 44: IT Fundamentals+
- CIS 7: Introduction to Programming Concepts and Methodologies
- CIS 11: Data Visualization Tools
- NCIS 244: IT Fundamentals+

### Discipline – Spring 2020:

- BUSN 86: Management Principles- Business or Management
- BUSN 87: Organizational Management and Leadership- Business or Management
- CIS 7: Introduction to Programming Concepts and Methodologies- Computer Information Systems
- CIS 11: Data Visualization Tools- Computer Information Systems
- CIS 44: IT Fundamentals+- Computer Information Systems
- FST 24: CO 2E Wildland Incident Operations for Company Officers- Fire Technology
- **FST 25: Instructor 1-**Fire Technology
- **HUMN 2: Introduction to Film Studies** Humanities
- KIN LG: Lifeguarding- Kinesiology
- NCIS 244: IT Fundamentals+- Vocational (Short-Term): Noncredit
- THEA 55: Movement for the Actor- Drama/ Theater Arts
- New Credit Programs: Fall 2020
  - Company Officer Certificate of Achievement (14 Units, Program Goal: CTE, TOP Code: 2133.00 Fire Technology\*, Start Date: Fall 2020)
  - **Film Studies AA** (18-20 Units in the Major/ 60 Units Total, Program Goal: Local- Transfer Preparation, TOP Code: 06012.0- Film Studies (including combined film/video\*, Start Date: Fall 2020)
  - Film Studies Certificate of Achievement (18-20 Units Total, Program Goal: Local- Community Needs, TOP Code: 06012.0- Film Studies (including combined film/video\*, Start Date: Fall 2020)
- Modified Credit Programs: Fall 2020
  - Radio Communications Certificate of Achievement (18 Units, Program Goal: CTE, TOP Code: 0604.10- Radio\*, Start Date: Fall 2020)
- Course Deactivations: Fall 2019
  - CIS 46: Game Programming: 2D and 3D
  - CIS 63: Advanced Project Management
  - CS 46: Game Programming: 2D and 3D