



Texas Lutheran University Degree Plan

Bachelor of Arts in Mathematics

Student Name: _____ ID#: _____

Prospective Graduation Date: _____ Catalog Year: 2023-24

General Education	
Take the following Foundation requirements (15 hrs):	
Basic Quantitative Literacy	
√	MATH130 College Math or higher
Critical Reading	
	FREX134 Exploring the Arts & Sciences
Engaging Faith Traditions	
	THEO133 Intro to Theology
Modern Language	
	Foreign language at 131 level or higher*
Written Communication	
	COMP131 Composition I
	COMP132 Composition II

* The language requirement can also be met by a study abroad program lasting 4 weeks.

Take the following Distribution requirements (27 hrs):	
Arts 6 hrs	
Humanities 12 hrs (no more than 2 courses/discipline)	
Natural Sciences & Math 6 hrs	
√	MATH 241 Calculus I
Social Sciences 6 hrs	

Complete the following Competencies :			
3 Critical Thinking Courses (T)			
3 Engaged Citizenship Courses (Z)			
2 Communication Courses (C)			
1 Ethics Course (E)			

Mathematics (33 hrs)	
	MATH 234 Intro to Advanced Mathematics
	MATH 241 Calculus I
	MATH 242 Calculus II
	MATH 331 Elementary Linear Algebra
	MATH 334 Differential Equations
	MATH 335 or 432 Intro to Abstract Alg or Real Analy
	MATH 343 Calculus III
	MATH 437 Senior Research & Capstone
6 additional upper division hrs in math; or STAT 375 and 3 additional upper division hours in math	
	MATH upper division
	MATH upper division
Or	
	MATH upper division
	STAT 375 Applied Statistics

Supporting Coursework (24 hrs)	
STAT 374, ISYS 133 or 232, and 15 hrs in one discipline other than mathematics	
	STAT 374 Statistics
	ISYS 133 or ISYS 232
	Elective
	Elective
	Elective
	Elective
	Elective

Electives or minor to total 124 hrs			

Reflective Modules (3)	

IMPORTANT: An overall GPA of 2.0 and a major/minor GPA of 2.0 is required for graduation. All degrees require a minimum of 124 hours. It is the responsibility of the student to fulfill all degree requirements.

Student: _____ Advisor: _____ Dept Chair: _____

Registrar: _____ Date: _____