

This program roadmap represents one possible pathway to complete the program. **Please see a counselor** to create an education plan that is customized to meet your needs. This roadmap is not a guarantee of course availability or financial aid applicability. For counseling appointments call 916.608.6510.

## FIRST YEAR

### Semester 1:

**9 units**

CAT.	COURSE	TITLE	GE AREA
Req	ECE 300	Introduction to Principle Practices in Early Childhood Education	3
Req	ECE 312 or PSYC 372	Child Development or Child Development	3
Req	ECE 314	Child, Family & Community	3

### Semester 2:

**10 units**

Req	ECE 320*	Curriculum and Interactions in Early Childhood Education	4
Req	ECE 356	Programs for School Age Children	3
Req	ECE 415	Children's Health, Safety and Nutrition or	3

## SECOND YEAR

### Semester 3:

**10 units**

CAT.	COURSE	TITLE	GE AREA
Req	ECE 321*	Advanced Practicum in Early Childhood Education	4
Req	ECE 430	Culture & Diversity in Early Childhood Education	3
Req	ART 430 or See List	Art and Children or See List	3

\* This course has a prerequisite or corequisite course.

#### Art List:

- ECE 363: Music and Movement with Young Children (3 units)
- ENGLT 370: Children and Literature (3 units)
- MUSM 370: Music for Children (3 units)

#### Notes:

- Upon completion of this certificate and with appropriate documented experience, the student exceeds the minimum requirements for employment as a teacher in privately funded before-and-after school child care programs. These requirements are outlined in Title 22 (Department of Social Services) regulations for child care licensing.

### EXPLANATION OF CATEGORIES

Req	Required Core	A course that is required for this degree
GE	General Education	A course that fulfills a specific general education requirement for this degree, which can be replaced with another course that meets the same requirement
Elec	Elective	A degree-applicable course that is part of a degree roadmap to ensure that there is a total of at least 60 units, which is a requirement for an associate degree