Academic Pathway to:



Theatre Technical Production

Associate in Arts For more information contact: **Evelyn Ward**

Code: 1142

Length: 60 Credits

warde@chipola.edu

850-718-2257

F	RI	ES	Н٨	IΑ	Ν	Υ	ΕÆ	۱R
---	----	----	----	----	---	---	----	----

1st Semester		Sem. Hrs.	2nd Semester		Sem. Hrs.
ENC 1101	English Composition I	3	ENC 1102	English Composition II	3
XXX XXXX ¹	MATHEMATICS CORE	3	PSY 2012	General Psychology	3
TPA 2600	Stage Management	3	XXX XXXX ¹	MATHEMATICS	3
THE 1000	Theatre Appreciation	3	TPA 1201	Stagecraft I	3
TPA 1201	Introduction to Theatre Production	3	XXX XXXX ¹	NATURAL SCIENCE	3
SLS 1401	Career and Life Planning	1	TPA 1340	Drafting for Theatre	3
SLS 1101	Orientation	1			
TOTAL		17-18	TOTAL		18
SUMMER		Sem. Hrs.			Sem. Hrs.
TPA 1990	Tech Theatre Prod AS Review I	3	TPA 2991	Tech Theatre Prod AS Review II	3

SOPHOMORE YEAR

TOTAL

1st Semester		Sem. Hrs	2nd Semester		Sem. Hrs.
XXX XXXX ¹	GORDON RULE WRITING	3	XXX XXXX ¹	GORDON RULE WRITING	3
XXX XXXX ¹	NATURAL SCIENCE CORE w/Lab	4	SPN1121 ³	Elementary Spanish II	3-4
SPN1120 ³	Elementary Spanish I	3-4	XXX XXXX ^{1,2}	GENERAL EDUCATION REQUIRED COURSE	3
TPA 1220	Introduction to Stage Lighting	3	TPA 1211	Stagecraft II	3
TPA 2212	Introduction Stage Audio	3	TPA 2000	Introduction to Theatrical Design	3
XXX XXXX ¹	SOCIAL SCIENCE	3		·	
TOTAL		19-20	TOTAL		15-16

TOTAL

While academic advisors, faculty and staff provide significant academic planning and related assistance to students, completion of all degree requirements, and the process of monitoring progress to that end, is ultimately the responsibility of the student.

¹ See General Education Requirements in the Current Chipola College Catalog.

² Students enrolled in AA, AS, or BS degree programs must complete the State of Florida's Civic Literacy requirement as outlined in section 1007.25(4), Florida Statutes (F.S.). See catalog or contact an Academic Advisor for more information.

³ If student has taken 2 credits of Foreign Language in high school SPN 1120 and SPN 1121 are not required.