

# ANTHROPOLOGY – Culture, Language, & Society

# FOUR ♦ YEAR PLAN

Minimum total units required for B.A. Degree: 120 ▪ (Units required for Major: 52)

▪ Additional courses may be needed to meet requirements in English and/or Math prior to completing GE requirements: A2 & B4

This form is designed to be used in partnership with GE and Major advisors - modifications may be necessary to meet the unique needs of each student. Seek assistance each semester to stay on track and graduate!

\*Reference ANTHROPOLOGY MAJOR REQUIREMENTS SHEET FOR CULTURE, LANGUAGE, & SOCIETY CONCENTRATION complete list of courses

<b>YEAR 1</b>	Sem. 1	ANTH 2 (GE D)	GE A1	GE B1	GE C2	GE A2	15 UNITS	
	Sem. 2	ANTH 3 (GE D)	STAT 1 (GE B4)	GE C1	GE E (FYS)	Elective	15 UNITS	
<b>YEAR 2</b>	Sem. 3	ANTH 1 (GE B2)	ANTH 1A (B3)	ANTH 4 (GE A3)	ENGL 20	GE D (AI GOVT)	Elective	16 UNITS
	Sem. 4	ANTH 146	ANTH 162	GE C	GE B5-UD	Elective/ENGL 109	15 UNITS	
<b>YEAR 3</b>	Sem. 5	ANTH 151/ 155/157	ANTH 111/112/113/114/122	ANTH Theoretical Perspectives	Elective	Elective	15 UNITS	
	Sem. 6	ANTH Breadth Req.	ANTH Methods	ANTH Gen. Elect.	GE D – UD+ (AI US History)	Elective	15 UNITS	
<b>YEAR 4</b>	Sem. 7	ANTH Breadth Req.	ANTH Gen. Elect.	GE C-UD*	FL	Elective	15 UNITS	
	Sem. 8	ANTH 191 Practicum	ANTH Gen. Elect.	FL	Elective	Elective (2 units)	14 UNITS	

## KEY:

- Major requirements
- GE/graduation requirements
- Electives

- UD** Upper Division  
**+** Race & Ethnicity  
**\*** Writing Intensive (Complete WPJ or substitute ENGL 109W/M for elective in Semester 5 before enrolling)  
**FL** If requirement was not met in high school or through testing, substitute two semesters of Foreign Language for electives  
**AI** American Institutions GE Requirement

- NOTES:**  
**GE/Major Overlaps:** majors can overlap up to 9 units between major and GE by taking Anthropology courses that fulfill both requirements.  
 Examples: ANTH 143 (D1B), ANTH 147 (D1B), ANTH 166 (C4), ANTH 170\* (C4)  
 ANTH majors must take a statistics course

**TOTAL = 120 UNITS**



SACRAMENTO  
STATE