## PROGRAM: AA S CRIMINAL JUSTICE - POLICE

Division: Business, Behavioral/Social Sciences, Public & Human Services CLA-201 (914) 606-6795

Curriculum
Code: 0340
64 Credits

## **Curriculum Chair**

Professor David Wedlick CLA-24

Telephone: (914) 606-6792

Reviewed By:	
Date:	
Approved By Chairperson/Dean:	

Course #	SEMESTER 1	Credits	✓
ENG 101	Composition & Literature 1	3	
CJ 101	Introduction to Criminal Justice Systems in the United States	3	
POLSC 102 POLSC 107	American Government and Issues or State and Local Government	3	
	Mathematics	3-4	
	Liberal Arts Elective-	3	
	PE (sport)-	1	

Course #	SEMESTER 2	Credits	✓
ENG 102	Composition & Literature 2	3	
CJ 111	Introduction to Criminology	3	
PSYCH 101	General Psychology	3	
POL 120	Police Organization & Management <sup>1</sup>	3	
PEH 116A	Community 1st Aid-CPR	1	
	Mathematics or Science-	3-4	

Course #	SEMESTER 3	Credits	✓
COMM 109	Speech Communication	3	
POL 203	Principles of Investigation	3	
POL 111 POL 211	Intro to Substantive Criminal Law or Basic Criminal Law & Procedures	3	
	Criminal Justice Elective *(See Notes Below)	3	
	Science <sup>2</sup> -	3	

Course #	SEMESTER 4	Credits	✓
POL 212	Police Supervision <sup>1</sup>	3	
CJ 221	Seminar on Criminal Justice Problems <sup>4</sup>	3	
	Criminal Justice Elective-*(See Notes Below)	3	
	General Elective, as needed to 64 credits.		
	Elective-	3	
	Elective-	3	
	Elective-	3	

Bold italic items are Core Requirements.

## NOTES:

Criminal Justice Internship I & II – prerequisite 40 credits GPA 3.0

\*Criminal Justice Electives select any 2 of the following courses:

POL 120, POL 201, CJ 120, CJ 230, CJ 235, SEC 111, COR 103B, COR 111, COR 121, COR 125, POL 205, and CJ 202

<sup>&</sup>lt;sup>1</sup> Police Organization and Management must be taken before Police Supervision

<sup>&</sup>lt;sup>2</sup> Police Supervision – Prerequisite 28 credits earned

<sup>&</sup>lt;sup>2</sup> Forensic Science recommended

<sup>&</sup>lt;sup>4</sup> Seminar on Criminal Justice Problems- Prerequisite 45 credits or Curriculum Chair approval