

MAM CS 2022-2023 Program Completion Tracking Sheet (47 hours)

Core Requirements (33 hours required)

		Hours	Completed	Anticipated Frequency
Biblical Literature		16 hours		
BC498	Graduate Research & Writing	1	<input type="checkbox"/>	Every Fall and Spring*
BL515	Hermeneutics	3	<input type="checkbox"/>	Every Fall and Spring*
BL511	Old Testament 1: Genesis to Esther	3	<input type="checkbox"/>	Every Fall*
BL512	Old Testament 2: Job to Malachi	3	<input type="checkbox"/>	Every Spring*
BL513	New Testament 1: Matthew to Acts	3	<input type="checkbox"/>	Every Fall*
BL514	New Testament 2: Romans to Rev.	3	<input type="checkbox"/>	Every Spring*
Spiritual Formation		2 hours		
SF501	Living in God's Presence	2	<input type="checkbox"/>	Every Fall and Spring
Intercultural Studies		3 hours		
IS504	Cultural and Diveristy Comp.	3	<input type="checkbox"/>	Every Spring
Theology		12 hours		
TH511	Prolegomena, Scripture, and God	3	<input type="checkbox"/>	Every Spring*
TH512	Anthro., Christology, and Pneuma.	3	<input type="checkbox"/>	Every Fall*
TH513	Soteriology, Eccl., and Escha.	3	<input type="checkbox"/>	Every Spring*
TH516	Christian Ethics	3	<input type="checkbox"/>	Every Spring

Concentration Requirements (14 hours required)

		Hours	Completed	Anticipated Frequency
Christian Studies		14 hours		
--5##	General Elective 1	<input type="checkbox"/>	<input type="checkbox"/>	
--5##	General Elective 2	<input type="checkbox"/>	<input type="checkbox"/>	
--5##	General Elective 3	<input type="checkbox"/>	<input type="checkbox"/>	
--5##	General Elective 4	<input type="checkbox"/>	<input type="checkbox"/>	
--591 (or MA505)	Internship I (any division)	2	<input type="checkbox"/>	Every Fall and Spring

Please see the Academic Catalogue for course descriptions and prerequisites

- BC498 must be taken within the first 2 semesters of your program
- BL515 and SF501 must be taken within the first 30 hours of your program
- Taking MA505 will also result in earning 3 elective credits

* Typically offered online every Fall, Spring, and Summer