

Slippery Rock University of Pennsylvania – Curriculum Guide
Minor in Dance

MINOR REQUIREMENTS (27 credits)				
✓	<i>Course</i>	<i>Title</i>	<i>Cr</i>	<i>Gr</i>
Core Requirements (21 credits)				
	DANC100	Introduction to Dance	3	
	DANC101	Wellness for Dancers	1	
	DANC105	Dance Fundamentals	1	
	DANC200	Dance Composition I ★	3	
	DANC223	Introduction to Creative Dance	1	
	DANC224	Improvisation	2	
	DANC305	Society and Social Dance	3	
	DANC323	Teaching of Dance ★	3	
	DANC326	Dance Kinesiology	3	
	DANC350	Field Experience (taken w/ 323) ★	1	
Modern Dance Requirement (2 credits)				
	DANC220	Modern Dance II ★	2	
Ballet Requirement (2 credits)				
	DANC221	Ballet II ★	2	
Jazz Requirement (2 credits)				
	DANC222	Jazz Dance II ★	2	

Minor Requirements:

- Students must complete at least 6 credit hours in their minor from SRU
- A minimum of 9 credit hours must be upper division (an upper division course includes any 3 credit course that requires a pre-requisite)
- A minor shall be no fewer than 15 credits.
- A minor requires at least 4 additional credits that are outside the student's major.

IMPORTANT CURRICULUM GUIDE NOTES

This Curriculum Guide is provided to help SRU students and prospective students better understand their intended minor curriculum. Enrolled SRU students should note that the My Rock Audit may place already-earned and/or in progress courses in different, yet valid, curriculum categories. Enrolled SRU students should use the My Rock Audit Report and materials and information provided by their faculty advisors to ensure accurate progress towards degree completion. *The information on this guide is current as of the date below. Students are responsible for curriculum requirements at the time of enrollment at the University.*

★ Indicates this course may have a prerequisite. Refer to Undergraduate Online Catalog.

QPA REQUIREMENT
2.5 or higher Minor QPA

Student's Name: _____

Advisor's Name: _____

Date: _____



MINOR IN DANCE
 Effective Fall 2006 to present
 Enrollment Services
 Revised 3/2010