Criminal Justice Minor 2021-2022

| Name: | ID#: | Anticipated Grad Date: _ | | |
|---|-----------------------|--------------------------|-------------|--------------|
| REQUIRED COURSES: 12 hours | <u>Cr Hrs.</u> | <u>Course</u> | <u>Term</u> | <u>Grade</u> |
| CRJ 101 Introduction to Criminal Justice | 3 | | | |
| Select three courses: | | | | |
| CRJ 205 Law Enforcement Systems & Practices | 3 | | | |
| CRJ 215 Substantive Criminal Law | | | | |
| CRJ 321 Intro to Crime Scene Investigation | 3 | | | |
| CRJ 325 Law of Criminal Procedure | | | | |
| CRJ 400 Criminology | 3 | | | |
| CRJ 405 Ethical Issues | 3 | | | |
| CRJ 450 Crime Scene to Courtroom | | | | |
| Elective Courses: 9 hours CRJ 210/SOC 210 Research Methods I:Design & Data | Collection 3 | | | |
| CRJ 220/PLS 220 Constitutional Law | | | | |
| CRJ 225 Deviant Behavior | | | | |
| CRJ 290/390/490* Special Topics Seminars | | | | |
| CRJ 305 Corrections | | | | |
| CRJ 310 Victimology | | | | |
| CRJ 315 Juvenile Justice System | | | | |
| CRJ 320 Legal Studies | | | | |
| CRJ 360 Police Academy | | | | |
| (The Academy covers many of the elective topics and would be an ap | propriate substitute) | | | |
| CRJ 469 Academic Internship. | 1-12 | | | |
| CRJ 489 Independent Study | 1-4 | | | |

A minimum of three courses must be at the 300/400 level. Courses must be beyond those chosen for one's declared major.

TOTAL HOURS REQUIRED MINIMUM 21 SEMESTER HOURS

GRADUATION REQUIREMENTS:

- Minimum 124 semester hours
- Minimum 124 semester nours
 Minimum cumulative GPA of at least 2.0 in all coursework at Brevard and minimum cumulative GPA of at least 2.0 in all courses required for major. Some majors may have more stringent requirements (see major requirements in catalog)
 Complete a minimum of 32 semester hours at Brevard and complete 50% of major and minor
- requirements at Brevard.
- Errors contained on the checklist do not release the student from meeting graduation

^{*}Special topics courses (CRJ 290/390/490) may be taken multiple times as their subject matter changes.