Here are our MATH learning goals:

- 1. Employ the methodologies used in mathematics, including calculation, proof, discovery of new mathematics, and application.
- 2. Understand basic content and principles in each of the broad divisions within mathematics: discrete (algebra and combinatorics), continuous (calculus and analysis), and geometric (linear algebra and topology).
- 3. Master at least one field of mathematics to a depth beyond that typical of a single advanced undergraduate course in the topic.
- 4. Understand the motivation and aesthetics underlying mathematics, including the historical and cultural context in which it was developed.
- 5. Communicate mathematical ideas in written papers, oral presentations, and group discussions. Possess the ability to argue mathematical proof validity in both written and oral work.

MATH Course	1	2	3	4	5
115	Х	Х		Х	Х
120	Х	Х			
130	Х	Х		Х	Х
215	Х	Х		Х	Х
230	Х	Х		Х	Х
240	Х	Х		Х	Х
260	Х	Х		Х	Х
270	Х	Х		Х	Х
280	Х	Х		Х	Х
290	Х	Х		Х	Х
310	Х	Х		Х	
320	Х	Х		Х	Х
340	Х	Х		Х	Х
350	Х	Х		Х	Х
365	X	Х		Х	Х
420	Х	Х	X	Х	Х
450	X	X	X	X	Х
497	X		X	X	X

Here is the MATH curriculum map (497 is the capstone course):

Here are our CSCI learning goals, revised as of 4/4/2017:

- 1. Create and demonstrate software that correctly solves realistic problems with openended scope.
- 2. Create, apply, and understand multiple levels of algorithmic and data abstraction to manage the complexity of hardware and software.
- 3. Employ mathematical ideas in a computing context.
- 4. Use empirical methods to analyze computational systems and models.
- 5. Employ written and oral communication in both technical and nontechnical settings.

6. Understand the social and ethical context of computing.

CSCI Course	1	2	3	4	5	6
150	Х	X		Х		
151	Х	X	Х	Х		
230	Х	X	Х			
235	Х			Х	Х	
270	Х		Х	Х		Х
285	Х		Х	Х	Х	
320	Х	Х		Х	Х	
335	Х	Х	Х	Х	Х	Х
340	Х	Х		Х	Х	Х
352	Х	Х		Х	Х	Х
360	Х	X	Х			
365	Х	Х	Х		Х	
370	Х		Х	Х	Х	Х
380		X	Х		Х	
382		X	Х		Х	
410					Х	Х

Here is the CSCI Curriculum Map (410 is the capstone course):