New Pre-calculus Sequence Starting Fall 2016

Math 100 – College Algebra: Starting in Fall 2016, this course will continue to be offered but will no longer lead to Math 103, Calculus. Math 100 will be College Algebra for STEM, a transfer course that will satisfy general education requirements. Math 100 will remain the recommended preparation for students taking Math 112 (Business Calculus).

Math 102 – Trigonometry (and Analytic Geometry): This course will be offered in its current format through Winter 2017. This will give students who are enrolled in Math 100 in Spring 2016 and Summer 2016 the opportunity to finish the "old" pre-calculus sequence (Math 100 + Math 102). Math 102 will not be offered in Spring 2017. If students do not complete the "old" pre-calculus sequence (Math 100 + Math 102) by Winter 2017, they will need to enroll in Math 110 or Math 110A/110B to complete pre-calculus.

Math 110A – Pre-calculus I: Starting in Fall 2016, this course is the first in a two-course Pre-calculus sequence. The Math 110A course will be 3 lecture units and 0.5 lab units for 4.5 weekly contact hours with the instructor. This course will include both algebra and trigonometry topics.

Math 110B – Pre-calculus II: Offered starting in Winter 2017, this course will allow students who have taken Math 110A to complete the pre-calculus sequence. This course will be 3 lecture units and 0.5 lab units for 4.5 weekly contact hours with the instructor. This course will include both algebra and trigonometry topics.

Please note: The content in the "old" Math 100/102 pre-calculus sequence does not align with the new Math 110A/110B pre-calculus sequence. Students will **not** be able to switch mid-sequence.

Course Offerings leading to Calculus

Spring 2016	Summer 2016	Fall 2016*	Winter 2017*	Spring 2017*
Math 100	Math 100	Math 110A	Math 110A	Math 110A
Math 102	Math 102	Math 102	Math 110B	Math 110B
			Math 102	

^{*}Math 100 will continue to be offered as College Algebra for STEM; it will no longer be considered pre-calculus.