

## B.A. in Real Estate & the Built Environment Four Year Academic Plan

Year 1	Fall	Spring
<b>Benchmark 1 Requirements</b>		
RDEV250/ARCH271	RDEV250/ARCH271 (DSSP)	HISP200 (DSHU, SCIS, DVUP)*
HISP200	ENGL101 (FSAW)	General Education (FSAR)
	General Education (FSMA)	General Education (DSHU)*
	General Education (DSHS)*	General Education (DSSP)* Non-Major
<i>Must be completed by the end of two semesters</i>	Elective	Elective
	UNIV100 (1-credit)	
<b>Year 2</b>		
<b>Benchmark 2 Requirements</b>	RDEV270 or BMIN210	RDEV350
RDEV270 or BMIN210	URSP250 (DSSP, SCIS)* or URSP372 (DVUP)**	General Education (DSNL)*
RDEV350	General Education (DSNS)*	General Education (FSOC)
	General Education (DVUP/CC)	General Education (DSHS)
	Elective	General Education (SCIS or DVUP/CC if needed)
		** URSP372 (DVUP) in spring if URSP250 not taken
<b>Year 3</b>		
	RDEV450	RDEV410
	General Education (FSPW)	REBE Major Elective Course
	Elective	REBE Major Elective Course
	Elective	Elective
	Elective	Elective
<b>Year 4</b>		
	RDEV440/ARCH270** or Elective	RDEV415
	RDEV47X	REBE Major Elective Course
	Elective	RDEV445 or Elective**
	Elective	Elective
	Elective	Elective
		**RDEV445 (if RDEV440/ARCH270) not taken
Total Credits for Degree: 120 ; 30 credits must be upper level.		
*All students must complete two Distributive Studies courses that are approved for Big Questions courses. The Understanding Plural Societies and Cultural Competence courses may also fulfill Distributive Studies categories		
** Only one cognate course required per category: Urban Studies and Planning: Take URSP250 (DSSP, SCIS) (fall only) or URSP372 (DVUP) (spring only). Architecture/Design: Take ARCH270 (DSSP, SCIS) (fall only) or RDEV440 (fall only) or RDEV445 (spring only).		

## B.A. in Real Estate & the Built Environment

General Education Requirements				Architecture Requirements		
<b>Fundamental Studies (FS)</b>				<b>Year 1 Benchmark Requirements</b>		
<i>15 Credits / 5 Courses</i>	<i>Course</i>	<i>Credits</i>	<i>Grade</i>	RDEV250/ARCH271		
Academic Writing (FSAW)	ENGL101			HISP200		
Professional Writing (FSPW)						
Oral Communication (FSOC)				<b>Year 2 – Benchmark Requirements</b>		
Math (FSMA)				RDEV270 or BMGT210		
Analytic Reasoning (FSAR)				RDEV350		
<b>Distributive Studies (DS)</b>						
<i>25 Credits / 8 Courses</i>	<i>Course</i>	<i>Credits</i>	<i>Grade</i>			
Natural Science Lab (DSNL)						
Natural Sciences (DSNS)						
History/Social Sciences (DSHS)				<b>Major Requirements</b>		
History/Social Sciences (DSHS)				Students must earn a minimum of a C- in all major courses listed below		
Humanities (DSHU)	HISP200			Cumulative average of all major requirements must be at least a 2.0		
Humanities (DSHU)				<i>Requirements</i>	<i>Credits</i>	<i>Grade</i>
Scholarship in Practice (DSSP)	RDEV250			RDEV250/ARCH271	3	
Scholarship in Practice (DSSP) *non-major				RDEV350	3	
				RDEV450	3	
<b>Big Questions (SCIS)</b>				RDEV410	3	
<i>6 Credits / 2 Courses</i>	<i>Course</i>	<i>Credits</i>	<i>Grade</i>	RDEV415	3	
Big Questions (SCIS)	HISP200			RDEV47X	3	
Big Questions (SCIS)				RDEV270 or BMIN210	3	
<b>Diversity (DV)</b>				HISP200	3	
<i>6 Credits / 2 Courses</i>	<i>Course</i>	<i>Credits</i>	<i>Grade</i>	URSP250 or URSP372	3	
Understanding Plural Soc (DVUP)	HISP200			ARCH270 or RDEV440 or RDEV445	3	
Understanding Plural Soc (DVUP) or Cultural Competency (DVCC)				REBE Major Elective	3	
<b>Experiential Learning – Optional</b>				REBE Major Elective	3	
0-3 credits / 0-1 courses	<i>Course</i>	<i>Credits</i>	<i>Grade</i>	REBE Major Elective	3	
<b>University Requirements for Graduation:</b>						
<input type="checkbox"/> Must earn a minimum of 120 credits to complete a degree.						
<input type="checkbox"/> At least 30 credits must be earned at UMD						
<input type="checkbox"/> 15 of the final 30 credits must be earned at the 300-400 level						
<input type="checkbox"/> 12 upper level major credits must be earned at UMD						
<b>REBE Requirements for Graduation</b>						
<input type="checkbox"/> At least 15 upper-level credits (400 level)						
<input type="checkbox"/> UNIV100 or equivalent (if applicable)						