



Law Enforcement and Justice Administration- B.S. at Western Illinois University (WIU)

Earn college credit while in high school by taking advantage of dual credit and/or Advanced Placement (AP) options.

FIRST YEAR			
✓ First Semester			Hours
	ENG 103*	Composition I	3
	CSD 100, 101 or ENG 111	The College Experience, Career Planning or College Study Skills	2
	MAT 101 or MAT 208	Topics in Math or Introductory Statistics	3-4
	CRJ 101	Introduction to Criminal Justice	3
	IAI LIFE SCIENCE	Select from General Education link below	3-4
	CRJ 250	Criminalistics I	3
Semester Total			17-19

✓ Second Semester			Hours
	ENG 104*	Composition II	3
	IAI FINE ARTS	Select from General Education link below	3
	COM 100	Oral Communication	3
	PSY 102	Intro Psychology	3
	CRJ 110	Traffic Accident Investigation	3
Semester Total			15

WIU Requirements: All courses with an asterisk* require a grade of "C" or better.

Minimum 2.25 GPA and 64 hours for completion.

SECOND YEAR			
✓ First Semester			Hours
	IAI SOCIAL SCIENCE	Select from General Education link below	3
	IAI HUMANITIES	Select from General Education link below	3
	IAI PHYSICAL SCIENCE	Select from the General Education link below (at least one science must include lab)	3-4
	CRJ 201*	Criminal Investigation	3
	CRJ 107	Criminal Law I	3
Semester Total			15-16

✓ Second Semester			Hours
	IAI HUMANITIES/ FINE ARTS	Select from General Education link below	3
	IAI SOCIAL SCIENCE	Select from General Education link below	3
	CRJ 207	Criminal Law II	3
	CRJ 211	Introduction to Corrections	3
	CRJ 209	Juvenile Delinq/Juv Justice	3
Semester Total			15

Recommended Social Sciences:

- SOC 170
- PLS 140
- GEO 202
- SOC 283

Recommended Humanities:

- PHL 200
- HIS 220
- HIS 222

Link to General Education (IAI) course options:

kish.edu/AAdegree

This is only a guide. Please contact transfer institution for current information and consult with the Kishwaukee College Academic Advising Office. Please refer to college website and/or catalog for any changes to curriculum for your program of study.