

HONORS SCHOLAR PROGRAM

Name: _____ First Year of Enrollment: _____
HPU e-mail: _____ Alternate e-mail: _____
Cell phone: _____ Local address: _____

HONORS SCHOLAR REQUIREMENTS

YEAR 1 = 13 credits

- _____ EXP 1101-02 – President’s Seminar (1 cr.)
- _____ HNR 1100 Level – Humanistic Inquiry (**Fall**) [_____]
- _____ HNR 1100L – Humanistic Inquiry Lab (**Fall**)
- _____ HNR 1200 Level – Social Scientific Inquiry (**Spring**) [_____]
- _____ HNR 1300 Level – Quantitative Reasoning [_____]

YEAR 2* = 8 credits

- _____ HNR 2400 Level – Scientific Reasoning [_____]
- _____ HNR 2500 Level – Aesthetic Inquiry [_____]

**These requirements should be completed by the end of Year 2.*

** In some cases, students may elect to take a Scholar Seminar during sophomore year.*

YEAR 3 = 8 credits

- _____ HNR 3600 Level – Scholar Seminar [_____]
- _____ HNR 3700 – Methods, Proposal, and Planning (**Fall**, 2 cr.)
- _____ HNR 3800 – Qualifying Signature Project (**Spring**, 2 cr.)

YEAR 4 = 8 credits

- _____ HNR 3600 Level – Scholar Seminar [_____]
- _____ HNR 4900 – Life, Work, and the Liberal Arts (**Fall**) 2 cr.

WORLD LANGUAGE = 4 credits

- _____ 4 Credits at or above 1020 level**. [_____]

**Options for the World Language requirement:

- One world language course at 1020 level or at placement (whichever is higher); or
- Study abroad in a country with a home language other than English and with one course in the home language; or
- Participation in an approved language-intensive program; or
- Students who place at or above the 1020 level in a world language may elect to take EDU 1020: American Sign Language II (note EDU 1010 is a prerequisite) OR CSC 1710: Introduction to Programming.

39 TOTAL HOURS REQUIRED

General Notes:

- Students with majors that require prerequisites should enroll in foundational course and prerequisites as needed.
- Where applicable, students can take honors sections. (i.e. BIO-1500/1501)
- Courses with specific semesters (FALL) or (SPRING) must be taken during the specified semester.