

RECREATION MANAGEMENT, BACHELOR OF SCIENCE

Offered by Department of Kinesiology and Sport Sciences (<http://catalog.unk.edu/undergraduate/departments-programs/kinesiology-sport-sciences/>)

Code	Title	Credit Hours
General Studies		
<i>Foundational Requirements (LOPERs 1-4)</i>		12
Including:		
LOPER 2: Writing Skills		
ENG 101	Introduction to Academic Writing	
	or ENG 102 Special Topics in Academic Writing and Research	
<i>Broad Knowledge Requirements (LOPERs 5-8)</i>		12
<i>Dispositional Requirements (LOPERs 9-10)</i> ¹		6
<i>Wellness (LOPER 11)</i>		3
Including:		
PE 150	Healthy Wealthy and Wise	
BS Science-related course requirements		
Complete all required courses		0
Major Option		
Complete all required courses		36
Minor or 2nd Major		
Complete all required courses ²		24
Unrestricted electives		
Needed to complete 120 credit hours		27
Total Credit Hours		120

Major Option

Code	Title	Credit Hours
Recreation Management Requirements		
REC 150	Foundations of Recreation, Park and Leisure	3
REC 215	Introduction to Outdoor Recreation	3
REC 354	Programming in Sport, Recreation, and Events	3
REC 356	Special Topics (Approved by Advisor)	3
REC 375	Leadership in Recreation, Sport and Events	3
REC 422	Facilities in Recreation, Events and Sport	3
REC 477	Internship	12
PE 369	Remedial and Adaptive Physical Education	3
PE 430	Organization and Administration in Recreation, Sport and Events	3
Total Credit Hours		36

1

Designated courses with the appropriate content may be approved to satisfy one of the Broad Knowledge requirements plus LOPER 9 or Broad Knowledge plus LOPER 10. Courses may be approved to satisfy LOPER 9 or LOPER 10 alone. (Courses satisfying LOPER 9 or LOPER 10 alone must be 3 credit hours.) Students applying this option will need to take additional hours in other categories to meet the required GS hours.

2

A minor or second major is required for a complete degree program. The number of required electives needed to reach 120 total credit hours overall will depend upon the specific program chosen.