

PHYSICS BS RECOMMENDED SCHEDULE

**Lower division requirements are the same across the Physics BS and BA*

If you are placed in **MATH 2A/3A**, take courses in this sequence:

Freshman Year

Fall	Winter	Spring
PHYS 8	PHYS 21	PHYS 22
MATH 2A/3A	MATH 2B/3B	MATH 4A
Science Elective	Science Elective	PHYS 29
GE	GE	GE

Sophomore Year

Fall	Winter	Spring
PHYS 23	PHYS 24	PHYS 25
MATH 6A	MATH 4B	MATH 6B
PHYS 20AL	PHYS 20BL	PHYS 20CL

If you are placed in **MATH 2B/3B**, take courses in this sequence:

Freshman Year

Fall	Winter	Spring
PHYS 8	PHYS 21	PHYS 22
MATH 2B/3B	MATH 4A	MATH 6A
Science Elective	Science Elective	PHYS 29
GE	GE	GE

Sophomore Year

Fall	Winter	Spring
PHYS 23	PHYS 24	PHYS 25
MATH 4B	MATH 6B	GE
PHYS 20AL	PHYS 20BL	PHYS 20CL

If you are placed in **MATH 4A**, take courses in this sequence:

Freshman Year

Fall	Winter	Spring
PHYS 21	PHYS 22	PHYS 23
MATH 4A	MATH 6A	MATH 4B
Science Elective	Science Elective	PHYS 29
GE	GE	GE

Sophomore Year

Fall	Winter	Spring
PHYS 24	PHYS 25	PHYS 100A
MATH 6B	GE	GE
PHYS 20AL	PHYS 20BL	PHYS 20CL

A student's upper-division (UD) course schedule will be determined based on the chosen concentration. For guidance on UD courses, set up an appointment with an academic advisor.

Notes:

- It is highly recommended that you take courses in differential and integral calculus prior to matriculation.
- Math Placement information can be found [here](#). The Math Placement Exam will determine your math placement if you do not have prior math credit.
- PHYS 8 is strongly recommended unless you received a score of 5 on the AP Calculus BC exam.
- The recommended math sequence is as follows: MATH 3A > 3B > 4A > 6A > 4B > 6B.
- Some courses are only offered during certain quarters. You can reference the [Teaching Assignments](#) for updated offerings.
- PHYS 29 is only offered Winter and Spring and is a prerequisite for lower division PHYS labs.
- Science Electives that apply towards the major: ASTRO 1, 2, CHEM 1A or 2A, 1B or 2B, EARTH 2, 9, 11, 20, EEMB 22 or W22 or MCDB 20, PSTAT 10