Graduation Requirements 220 credits in specific subject requirements	CSU Requirements (Sac State, Cal Poly, Chico State)	<u>UC Requirements</u> (UCLA, Berkeley, UC Davis)
MUST have $\underline{\mathbf{D}}$ at the semester	MUST have $\underline{\mathbf{C}}$ or better at the semester	MUST have $\underline{\mathbf{C}}$ or better at the semester
English – 4 years (40 credits)	English – 4 years	English – 4 years
Math – 2 years (20 credits) Integrated Math I REQUIRED	Math – 3 years required, 4 recommended Integrated Math 3 REQUIRED	Math – 3 years required, 4 recommended Integrated Math 3 REQUIRED
Social Science - 3 years (30 credits) World History - 10 credits US History - 10 credits Econ/Gov - 10 credits	Social Science - 2 years World History US History	Social Science – 2 years World History US History
Science – 2 years (20 credits) Biology 10 credits Physical 10 credits (Chem or E. Science)	Science – 2 years required, 3 recommended Biology Chemistry or Earth Science	Science – 2 years required, 3 recommended Biology Chemistry or Earth Science
<u>Language/Fine Art</u> - 1 year (10 credits) 1 year Foreign language <u>OR</u> Fine Arts – art, music, theater, phot	<u>Language</u> - 2 years required, 3 recommended Must be the same foreign language	<u>Language</u> - 2 years required, 3 recommended Must be the same foreign language
<u>P.E.</u> – 2 years (20 credits)	Visual/Performing Art – 1 year Theater arts, band, choir, photo, art Single Year Long Course	Visual/Performing Art – 1 year Theater arts, band, choir, photo, art Single Year Long Course
<u>Health</u> – 1 semester (5 credits)	<u>Electives</u> – 1 year college prep Any course that goes above the requirement (extra year of history, science, art, etc)	<u>Electives</u> – 1 year college prep Any course that goes above the requirement (extra year of history, science, art, etc)
Electives – (75 credits) Any class that does not fill one of the above requirements	GPA — Only use 10 th and 11 th grade GPA Minimum 2.5 to apply	GPA – Only use 10 th and 11 th grade GPA Minimum 3.0 to apply