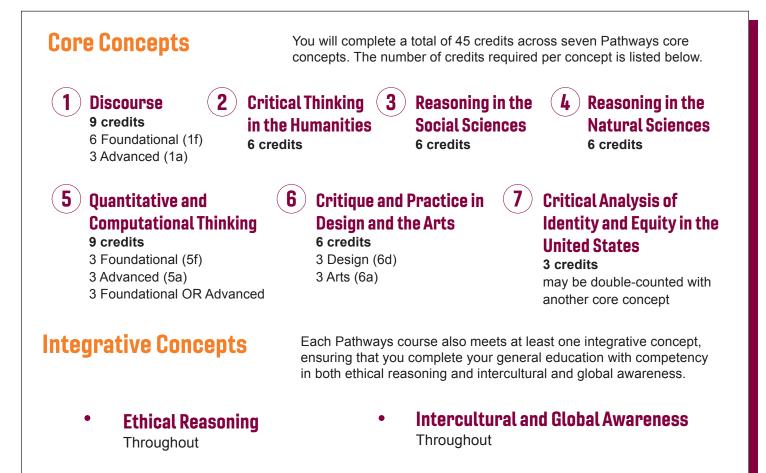


Career and Technical Education

Pathways is the General Education Curriculum at Virginia Tech.

As a central component of the undergraduate experience, the Pathways curriculum will allow you to examine the world from multiple perspectives and integrate your knowledge across various disciplines. Along with the coursework required for your major, you will complete credits from nine Pathways concepts (seven core concepts and two integrative concepts).



Pathways Requirements for Your Major

Some Pathways requirements are met through your in-major classes, and those not satisfied within your major can be fulfilled by a Pathways minor!

Which general education requirements are satisfied by your major?

- Discourse (1f & 1a)
- Reasoning in the Social Sciences (3)
- 6 credits of Quantitative and Computational Thinking (5f & 5a)
- Critique and Practice in Design (6d)
- Critical Analysis of Identity & Equity in the US (7)

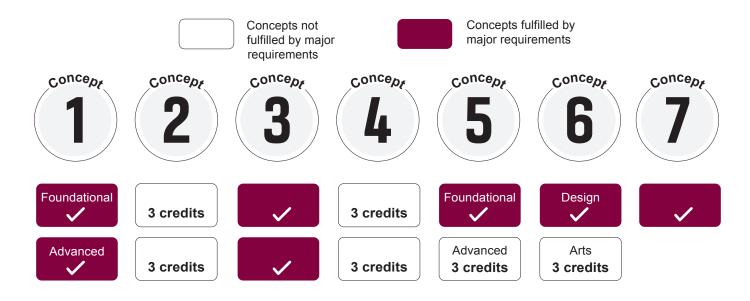
But what about your other requirements?

- Critical Thinking in the Humanities (2)
- Reasoning in the Natural Sciences (4)
- 3 credits of Quantitative and Computational Thinking (5a)
- Critique and Practice in the Arts (6a)

How to Choose a Pathways Minor for Your Major

Wondering how a Pathways minor can complement your major? The chart below maps out which credits are met within your major.* See the section below for Pathways minors that can help you fill in the gaps.

*Based on 2024-25 program requirements. Requirements may vary by student's date of entry and degree option. Consult with your advisor as needed.





Explore Minors that may be a Good Fit for Your Major

The Pathways minors listed below offer the most opportunity to fulfill the concepts not met within your major. Explore the minors below of find all Pathways minors at **pathways.prov.vt.edu/minors/showcase**.

- <u>Appalachian Cultures and Environments</u>
- <u>Design+Technology+Creative Expression</u>
- Ecological Cities
- Innovation
- Pathways to Sustainability
- Philosophy, Politics, and Economics
- <u>Tech for Humanity</u>
- Visual Arts and Society