Master of Science - Mathematics Education, M.S.

The Master of Science in Mathematics Education (MS-MEd) is designed for individuals interested in strengthening their understanding of mathematics, statistics, and educational theory and practice in order to enrich their own teaching of mathematics and statistics. Completion of the program will also qualify individuals to teach concurrent enrollment courses and to teach at some community colleges and universities. For college-level academic concurrent enrollment (dual-credit) courses, the Utah Valley University Mathematics Department requires that instructors have a master's or doctoral degree with 18 graduate hours in mathematics or statistics. However, the MS-MEd does not lead to a teaching license. The program is flexible to serve the needs of in-service teachers.

Matriculation Requirements

1. Admission to the Graduate Program.
2. A bachelor's degree from a regionally accredited institution, equivalent undergraduate coursework to the Mathematics Endorsement 4, and at least two years of teaching experience.
3. A passing score on the Entrance Exam or MATH 6000 Mathematics Core Review.

Program Requirements

Code	Title	Credit Hours
Total Credit Hours		**30**
Discipline Core Requirements		**30 Credits**
STAT 6010	Theory of Statistics I	3
MATH 6100	Topics in Geometry and Topology	3
MATH 6210	Real Analysis	3
MATH 6310	Modern Algebra	3
MATH 6330	Advanced Linear Algebra	3
EDUC 6100	Research Methodology	3
EDUC 6320	21st Century Instruction and Assessment	3
EDUC 6490	Masters Project	3
Complete one of the following courses for a total of 3 credits		3
STAT 6020	Theory of Statistics II (3)	
MATH 6410	Topics in Ordinary Differential Equations (3)	
MATH 6610	Numerical Methods and Modeling (3)	
MATH 6620	Topics in Numerical Analysis (3)	
MATH 6700	Applications of Mathematics (3)	
Complete one of the following courses for a total of 3 credits		3
EDUC 6300	Curriculum Design (3)	
EDUC 6411	Instructional Coaching (3)	

Graduation Requirements

1. Completion of a minimum of 30 credits.
2. Overall grade point average of 3.0 (B) or above.
3. Residency hours -- minimum of 21 credit hours through course attendance at UVU.
4. Courses and project requirements must be finished within a five-year period. No courses will apply toward graduation which are older than five years.
5. Individual grade of C or higher in all coursework applied toward the degree.

Graduation Plan

This graduation plan is a sample plan and is intended to be a guide. Your specific plan may differ based on your Math and English placement and/or transfer credits applied. You are encouraged to meet with an advisor and set up an individualized graduation plan in Wolverine Track (http://www.uvu.edu/wolverinetrack/).

First Year		Credit Hours
Semester 1		**Credit Hours**
MATH 6210	Real Analysis	3
	Credit Hours	**3**
Semester 2		
MATH 6310	Modern Algebra	3
EDUC 6320	21st Century Instruction and Assessment	3
	Credit Hours	**6**
Semester 3		
EDUC 6100	Research Methodology	3
	Credit Hours	**3**
Second Year		
Semester 4		
MATH 6100	Topics in Geometry and Topology	3
EDUC 6490	Masters Project	3
	Credit Hours	**6**
Semester 5		
MATH 6330	Advanced Linear Algebra	3
EDUC XXXX		3
	Credit Hours	**6**
Third Year		
Semester 6		
STAT 6010	Theory of Statistics I	3
	Credit Hours	**3**
Semester 7		
MATH XXXX		3
	Credit Hours	**3**
	Total Credit Hours	**30**

Program Learning Outcomes

1. Offer improved math instruction based on a solid foundation of graduate mathematics content and best practices for teaching strategies and technologies.
2. Implement problem-based, technology-intensive and student focused instruction by achieving the necessary breadth of expertise, skills, and professional disposition.
3. Teach mathematical concepts more effectively to secondary students from varied backgrounds and with diverse goals, from the broader, deeper, and more advanced perspectives provided by their course and project work.
4. Solve problems arising from a variety of other disciplines using mathematical methods of formulation, computation, and analysis.
5. Design learning environments and curricula that can be immediately incorporated in classroom lessons, based on the expert knowledge they have gained.