This form is to notify MAT candidates of the content competency areas that are required for the Virginia Teaching Licensure and assist you in completing these requirements.

Student Information				
(Last Name)	(First Name)	(Student ID)		
Bachelor's Degree:				

Guidelines	Helpful Contact Info	
1. Candidates should have completed <b>a bachelor's degree</b> with a major in music, or a degree in a related field with courses similar to that required for a bachelor's degree in music.	contentcompevals@liberty.edu	
2. Candidates must document a minimum of 42 semester hours of music content courses spread throughout the four areas below.	gate2@liberty.edu	
3. Courses from a Bachelor's and/or Post-baccalaureate degree, including CLEP/DANTES, can satisfy the competencies.	gate3@liberty.edu	
4. Every subject in each area requires at least one course in order to be considered complete. One course may be used for more than one competency; however the credit hours may only be counted once towards the overall total.  *Duplicate content may not be used to fulfill Content Competencies.	educ@liberty.edu	
5. Any Incomplete Competencies displayed in this must be completed <b>prior to student teaching</b> .	PH: 1-800-424-9595	
6. Passing Praxis II scores must be submitted with the Gate 3 packet prior to student teaching.		

Competency	Course # and Title	Institution	Credit Hours	Met		
Basic Music Knowledge (18 hours)	Basic Music Knowledge (18 hours)					
Music Theory, History, Literature (must have all three)						
Musical Performance (18 hours)						
Primary Performance Medium (voice or keyboard)						
Secondary Performance Medium (voice or keyboard)						
Teaching, Rehearsing, and Conducting Ensembles						
Electives (6 hours) from the two areas above (Basic Music Knowledge/Musical Performance)			_			

	Total Hours:	0
Note: All courses must have a prefix that matches the discipline	Required Hours:	42
of the competency.	Status	INCOMPLETE
***Grade Requirements: All content competencies must receive a	Evaluator	
	Date	
final grade of C or higher.	Update	