

Master of Arts in Teaching Secondary Education

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	n		
(Look Norma)		(First Name)		(Charlent ID)	
(Last Name) Bachelor's Degree:		(First Name)		(Student ID)	
	buchelor 3 Degree.				
Guidelines				Helpful Contact Info	
1. Candidates should have completed a bachelor's degree with a major in theatre arts, or a degree in a related field with courses similar to that required for a bachelor's degree in theatre arts.				contentcompevals@liberty.edu	
2. Candidates must document a minimum of 33 semester hours of theatre arts content courses spread throughout the five 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 prior to student te			eaching.	PH: 1-800-424-9595	
6. Passing Praxis II scores must be submitted with the Gate 3 packet prior to student teachi			aching.		
Bachelor's De	egree in Theatre Arts: Yes 🔲 🛚	No 🗆			
	Competency	Course # and Title	Institution	Credit Hours	Met
Directing (6 hours)					
Technical Theatre (9 hours)					
Cultural Context and Theatre History (3 hours)					
Performance (6 hours)					
Dramatic Literature (9 hours)					
			Tabalita		
Note: All courses must have a prefix that matches the		Total Hours: 0 Required Hours: 33			
discipline of the competency. *Please see incompletes listed above.			Statu		
		bove.	Evaluato		
	***Grade Requirements: All content competencies must receive a final		Dat		
grade of C or higher.		Updat	te		