## REQUIREMENTS FOR INITIAL SCHOOL SPECIALIST LICENSE (READING SPECIALIST, LIBRARY MEDIA SPECIALIST, SCHOOL COUNSELOR)

- \* Graduate degree
- \* Completion of graduate-level school specialist program
- \* 3.25 GPA on graduate coursework in program
- \* Library Specialist and Reading Specialist need currently valid professional teaching license.
- \* School Counselor needs currently valid professional teaching license or Parallel Pathways program.
- \* Successful completion of assessment (5311-Library Media cut score 153 or 5302-Reading Specialist–cut score 165 or 5421-Professional School Counselor-cut score 156)
- \* One year of recent accredited experience or at least 8 semester credit hours of recent credit



## RENEWAL OF INITIAL SCHOOL SPECIALIST LICENSE



Within 5 years of the date the initial license was first issued, may apply for renewal of the initial license by submitting an application for renewal.



within 5 years of the date the initial license was first issued, may renew by meeting initial requirements above, but assessments shall not have been taken more than 1 year before the date of application for initial license or may verify either 8 hours of recent credit or one year of recent experience or 120 PDC points.



## UPGRADE TO PROFESSIONAL SCHOOL SPECIALIST LICENSE





- \* Verification of successful completion of an approved school specialist performance assessment while employed in an accredited school.
- \* At least one year of recent accredited experience or at least 8 semester hours of recent credit

**Does not** complete school specialist performance assessment during 4 years of accredited experience, must:

\* complete minimum of 6 semester hours with 3.25+ GPA earned through FHSU and addressing deficiencies related to the performance assessment; AND \* complete an unpaid internship of at least 12 weeks

RECOMMENDATION: Apply for Initial School Specialist License when eligible. If don't meet requirements to upgrade to Professional License, don't renew the license until you do.