UCI School of Medicine

iTEACH Curriculum Map

iTEACH (Technology-Enhanced, Activity-Coordinated, Humanistic) Curriculum

Month	MS1			MS2			MS3*	MS4*
July							CFIII & Radiology	Emergency Medicine
	MS1 Orientation			General Principles of Pathology & Pharmacology			Internal Medicine	ICU Selective
August	Normal Human Structure & Function Anatomy & Embryology Histology Physiology	Basic Biological	CLINICAL THREADS Clinical Foundations I Ultrasound Simulation Clinical Skills Center	CLINICAL THREADS				
September		Principles Cardiovascular & Hematologic		Disease & Therapeutics: Blood & Inflammation Infection & Host Response Pathology Pharmacology Medical Microbiology MESH		Clinical Foundations II Ultrasound Simulation Clinical Skills Center	OB/Gyn	Sub-I Selective
October		GI, Endocrine & Reproductive					Family Medicine	Electives
November	MESH	Pulmonary & Renal		Disease & Therapeutics Pathology Pharmacology MESH	Cardiovascular	Patient and Community Engagement 2	Intersession	Interviews
December		Acid-Base, Exercise Physiology & Special Senses			Pulmonary Renal & Urogenital		Pediatrics	
	Winter Break			Winter Break			Winter Break	Winter Break
January	Mind & Brain Neuroscience		Clinical Foundations I (incl. Epi/Biostat)	Disease & Therapeutics	GI, Endocrine & Gynecologic	Clinical Foundations II Ultrasound	Surgery	
February	Anatomy & l Behaviora	Embryology I Science	Ultrasound Simulation Clinical Skills Center Patient and Community Engagement 1	Pathology Pharmacology Behavioral Science MESH	Neurologic & Psychiatric	Simulation Clinical Skills Center Patient and Community Engagement 2		Electives
March	ME:				Musculoskeletal		Psychiatry	
War en	Spring Break			Spring Break				
April	Molecular Basis of Medicine Biochemistry & Molecular Biology Medical Genetics Immunology MESH		Clinical Foundations I Ultrasound Simulation Clinical Skills Center Patient and Community Engagement 1	USMLE Step 1 Study			Neurology	Clinical Foundations IV Electives
Мау							Electives	
June				*MS3 year begins in May			*MS4 year begins in May	