

Criminal Justice Transcript

00:00:03:16 - 00:00:20:17

Reeanna Baetz

The criminal justice program has two different classes, the investigations program and the law enforcement program. The law enforcement is basic structure of law enforcement. Criminal investigations is more like crime scene stuff. And if you do both, you leave the program with a total of 16 credits through LCC.

00:00:21:01 - 00:00:44:10

Masyah Watts

I chose the law enforcement program because when I go to college, I was thinking about studying criminal justice. So I knew that this would give me a great head start in my future career or whatever I choose to do. We do a lot of hands on activities in this classroom. We learn defensive tactics like strikes and kicks. We learn how to speed cuff or different techniques of handcuffing in general.

00:00:44:18 - 00:00:49:05

Masyah Watts

We do a lot of group presentations and chapter work. We do a few quizzes.

00:00:49:05 - 00:01:03:10

Reeanna Baetz

Typically, we do exercises once or twice a week. In my class investigations class, we do two times a week. We do running, we do pushups, we do sit ups, you do jumping jacks, all as a team together. It is very active. It's very useful as well.

00:01:03:12 - 00:01:21:01

Masyah Watts

We have our own handcuffs, but usually we use training cuffs. We have blue guns, we have a duty bolt, we have patrol cars that we use when we go out on campus or down to the training house. You can only drive it if you have a license. And there's two of them, the white car and the blue car.

00:01:21:07 - 00:01:37:06

Reeanna Baetz

I also think it's very important for kids to know that it is not as scary as you think. It is. So much more fun you get in that classroom and you make a lot of new friends. When you're in a class that has about all the same interests, you really become really close enough to You can even call them family or hang out outside of school.

00:01:37:13 - 00:01:42:15

Reeanna Baetz

Even the teachers. They're very welcoming here as well.