

Agriculture Education I Class

Roland-Story High School

Course Syllabus and Outline

This class is based upon the following Units of Instruction:

1. The Circles of Agriculture. 4 weeks
2. Agriculture Communications. 4 weeks
3. Sciences in Agriculture. 6 weeks
4. Wood Shop. 3 weeks

Objectives of the units:

- Explore educational and personal growth opportunities available through FFA membership.
- Compare types of dress and the role professional dress plays in success.
- Develop and keep an Agriscience Notebook to record and store information.
- Research top commodities produced in the US and determine costs of food to consumers.
- Investigate the career opportunities available in agriculture.
- Develop a Supervised Agricultural Experience (SAE) implementation plan.
- Work collaboratively to complete team building challenges.
- Use proper parliamentary procedures to voice an opinion.
- Develop and present a group presentation about agricultural careers to an audience.
- Follow written procedures to complete a laboratory exercise.
- Conduct an inquiry lab.
- Write a lab report based on findings of the inquiry lab.
- Classify objects based on their physical characteristics.
- Use a dichotomous key to identify trees.
- Perform tests to determine water quality using the factors of temperature, pH, turbidity, dissolved oxygen, and total dissolved solids.
- Design an experiment.
- Develop a model and poster depicting the ecosystem.

Grading of Class

Grading is based on quality of work done in a timely fashion.

97% and above = A+
93 to 97% = A
90 to 92% = A-
87 to 90% = B+
83 to 87% = B
80 to 83% = B-
77 to 80% = C+
73 to 77% = C
70 to 73% = C-
67 to 70% = D+
63 to 67% = D
60 to 63% = D-
< 60% = F

Graded Items include: daily work, class participation, quizzes, labs, tests, reports, projects, educational trip activities, reflective statements, etc.

Unit assignments include:

- Reading and study guides
- Vocabulary exercises – crossword puzzles, flash cards, bingo
- Presentations – evaluation of presentation skills and subject matter
- Research
- Design of projects
- Educational trips
- Guest Speakers
- Quizzes and tests