Course Syllabus
Agricultural Science I
Mr. Henke

Description: This course is an introductory course in animal science, agricultural mechanics, careers, leadership, and supervised agricultural experience. Agriculture encompasses the food, fiber, conservation, and natural resource system, employing over 20% of the nation’s workforce. An understanding of careers, leadership, and basic principles in the animal industry provides a sound background for agricultural industry.

Approximate Percentages:

<table>
<thead>
<tr>
<th>Component</th>
<th>Percentage</th>
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<tbody>
<tr>
<td>Worksheets</td>
<td>60%</td>
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<tr>
<td>Quizzes</td>
<td>60%</td>
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<tr>
<td>Tests</td>
<td>10%</td>
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<tr>
<td>FFA Creed</td>
<td>10%</td>
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<tr>
<td>Daily</td>
<td>30%</td>
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</tbody>
</table>

These percentages are approximate and the instructor reserves the right change as needed.

Academic Dishonesty: Cheating of any sorts will not be tolerated. Offenders will receive a zero for that assignment and will be referred to the office for further punishment according to the BTEC Handbook.

Class Requirements: I will not require you to be a member of FFA, but I do strongly encourage you to become a member because the excellent opportunities FFA has to offer. I do require that every student in the class will have to memorize and recite the FFA Creed for a grade. Each student will be assigned a notebook to keep all notes, handouts, and tests in. These notebooks should be kept in the Ag Classroom, unless homework is assigned then they can be taken home.

Course Outline:
- Careers
- FFA
- Leadership
- Creed Speaking
- Supervised Agricultural Experience Programs
- Introduction to Animal Production
- Agricultural Recordbook
- Introduction to Animal Reproduction
- Introduction to Animal Nutrition
Introduction to Animal Products
➢ Agricultural Mechanization
➢ Agricultural Business

Other Activities:
➢ Maintain Notebooks
➢ Article Reviews
➢ Record Book Checks
➢ FFA Activities
➢ Speaking Contests
➢ Career Development Events
➢ SAE Visits

Computers:

Each member of the class will be assigned a computer with a number. It is your responsibility to report any problems with that computer. When the computers are used, no food or drink are allowed around them and you are to only use your assigned computer. At the end of class, all computers must be put into their proper slots, plugged in, and the power cord pushed in behind the computer so the computer is not sitting on it or hanging out the front. The mouse must have the cord wrapped around it and placed on the bottom shelf.

When using the computers, you are not allowed to play games. If you are caught playing games, your privileges will be revoked. If you inflict willful damage upon the computers, you will be sent to the office.

If you ever have any questions about an assignment, a grade, or anything else feel free to ask in class or before school, or during my seventh hour planning period.