

Intro to ag notes: (sae program)

[Technology](#), [Development](#)



Intro to Ag Notes: (SAE Program) SAE are a great way to get classroom credit, and FFA awards for doing things like exploring careers, earning money and having fun. An SAE (Supervised Agriculture Experience) is a practical application of classroom concepts designed to provide “real world” experience and develop skills in agriculturally related career areas. A program consists of planned activities conducted outside of class time designed to gain hands-on experience and develop skills in agricultural career areas that interest you. Rewards: -provides an opportunity -allows students to gain experience -earn money -improve communication skills -develop management skills -earn FFA proficiency awards and advance degree Exploratory- experiencing “big picture” of agriculture and its many related careers. Research/Experimentation- You conduct research using the scientific process. A science-based industry and there are limitless opportunities for research-based SAEs. Placement- You work for someone, either pay for the experience. SAE is located in agribusiness, school labs, farms and ranches or in community facilities. Ownership- Make your own business, has to be a agricultural related business producing and marketing livestock, crops, nursery plants or forest products, lawn care. Processing products, repair, design or fabricating. Supplementary Activities- a specific skill learned outside of normal class time that is involved with agriculture skills and knowledge. Improvement Activities- a series of learning activities that improve that efficiency, value, use or appearance of the place of employment, home, school or community. Agricultural Clusters: Agronomist Florist Landscape Animal behavior Agricultural Aviator Ferrier Pet shop owner Management & Financial Careers: Agricultural Consultant Agricultural

Economist Agricultural Extension Agent Agricultural Educator Agricultural Loan Officer Farm Appraiser International Agriculture Specialist Marketing, Merchandising & Sales Careers: -Agricultural Sales Representative - Agricultural Inspector -Commodity Broker -Landscape Contactor Marketing, Merchandising & Sale Careers: -Agricultural Sales Representative - Agricultural Inspector -Commodity Broker -Landscape Contractor Science and Engineering Careers: -Land Surveyor -Agronomist -Veterinarian -Geneticists - Landscape Architect -Animal Nutritionist Social Services Careers: -Career Counselor -Conservation Officer -Naturalist -Park Manager -Youth 4-H Leader Education and Communication Careers: -Agriculture Instructor -Cooperative Extension Office -Graphic Designer -Journalist -Marketing Manager -Farm News Director

Identify Steps of SAE: All programs should be carefully planned with educational experiences relating to classroom instruction.

1. Identify career interest in agriculture
2. Review the job responsibilities
3. Complete the SAE program resource inventory
4. Identify any SAE programs of Interest
5. Determine what experiences will be complete in each phase
6. Develop a long-range plan for the SAE program
7. Develop the first-year (annual) plan/
8. Re-plan on a regular basis.

Annual SAE Program Plan: An annual program plan consists of a calendar, a description of ownership projects, a description of placement projects, a budget, a description of improvement projects, and supplementary skills. Prepare a description of ownership project that includes:

1. Size/ Shape
2. Location
3. Nature of Business or enterprise
4. Partners involved
5. Methods of marketing
6. Facilities needed
7. Months involved in the SAE

A description of placement projects should include:

1. Location
2. Beginning and ending dates
3. Project

pay schedule 4. Prepare a tentative budget with income and receipts

Improvement Projects: Improvement Projects are activities that improve the appearance, convenience, efficiency, safety, or value of a home, farm, ranch, agribusiness, or other agricultural facility. 1. Students will not receive a wage or profit. 2. Students will benefit by learning new skills