

# **Supervised Agriculture Experience Definitions**

Supervised Agricultural Experience (SAE) is required of all students enrolled in agriculture science and technology education programs. SAE provides experiential learning activities that will help students learn more about agriculture and can lead to establishment in an agricultural career. Types of SAE experiences:

**Placement** – Placements programs involve the placement of students on farms and ranches, in agricultural businesses, in school laboratories or in community facilities to provide a “learning by doing” environment. This is done outside of normal classroom hours and may be paid or non-paid. Students keep records as to hours worked, type of work activities performed and wages. Examples of placement SAE include: working after school at a feed/farm supply store, placement in a florist shop, veterinarian offices, working on Saturdays at a riding stable, working in the school greenhouse after school and on weekends and holidays or placement on a general livestock farm.

**Exploratory** – This type of SAE is appropriate for Junior High agricultural students but is not restricted just to beginning students. This SAE activity is designed primarily to help students become literate about the agriculture industry and/or become aware of the possible careers in agriculture. Examples of exploratory SAE activities might include: observing and/ or assisting a florist, interviewing an agricultural loan officer in a bank, preparing a scrapbook on the work of a veterinarian, growing plants in the school greenhouse, assisting on a farm for a day, attending an agricultural career day at the university, breed association field day, or preparation of a research report on food science careers. Establishment of an Agri-Science fair project would be an appropriate activity.

**Improvement** – Improvement activities include a series of learning activities that improves the value or appearance of the place of employment, home, school, or community; the efficiency of an enterprise or business, or the living condition of the family. It may or may not be related to other SAE activities. Examples of improvement activities include: landscaping the home, building or reorganizing a farm shop, computerizing the records of an agricultural business, overhauling a piece of equipment, renovation of the home or farm building, or renovating and restocking a pond.

**Entrepreneurship** – The student plans, implements, operates and assumes financial risks in a farming activity or agricultural business. In entrepreneurship programs, the students own the materials and other requires inputs and keep financial records to determine return to investments. An SAE Entrepreneurship program provides students the opportunity to develop the necessary skills to become established in their own business or gain employment. Entrepreneurship programs can be developed in agricultural sales and services, forestry, marketing, horticulture, agricultural mechanics, agricultural processing and other areas of agriculture in addition to production agriculture.

**Science/Research** – agriculture has become more scientific, there is a new to conduct research to discover new knowledge.

**Experimental** – An extensive activity where the student plans and conducts a major agricultural experiment using the scientific process. The purpose of the experiment is to provide students “hands-on” experience in verifying, learning or demonstrating scientific principles in agriculture, discovering new knowledge, and using the scientific process. In an experimental SAE, there is a hypothesis, a control group, and variables are manipulated. Examples of experimental SAE activities include: comparing the effect of various planting media on plant growth and determining the impact of different level of protein on animal growth.