

Details Of An Exploratory Supervised Agricultural Experience (SAE)

An Introduction to Exploratory project types, a great SAE opportunity for all students in agricultural education!

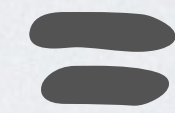
Resources For An Exploratory SAE

The key is your investment of time in an environment where you can learn something new about agriculture, food systems and/or natural resources.



Step 1: Prepare An SAE Plan

A **Lesson Plan** is a common educational tool used by teachers to define educational goals and how to measure success



An **SAE Plan** assists you in managing your project and is used by supervisors to evaluate your progress

Your SAE Plan Should Include:

1. A short summary of the project, area of interest, planned starting/ending dates, invested time and other general information about your planned experience
2. Details of your planned investment of time
3. Who will supervise your project?
4. How will you measure your results? Potentially what you learned in this experience.




Step 2: Document Your Experience



Documenting your Exploratory SAE in your AET record book involves:

Journal



Record your time in areas such as class, AET experiences, FFA activities/competitions, and community service.

A. Recording "Journal Entries," detailing your time invested in your exploratory SAE



A. Documenting Time In Your Journal

All SAE projects require time outside of normal class time. Examples of time-related entries include:

1. Training or educational activities
2. Mock or trial entrepreneurship experience, where the experience is not for profit and you have no money at risk; it is only for the experience
3. Preparing for FFA competitions
4. Career exploration



Step 3: Reflect On Your Learning Experience

Your efforts could potentially include:

- Meeting with your supervisor to review your efforts
- Meeting with your teacher to review your SAE records grade and your SAE plan
- Reviewing your experience and seeking to gain more responsibilities or how this experience can develop a new project

