

CATALOG INFORMATION

Dept and Nbr: CUL 200.5

Title: MEAT COOKERY 2

Full Title: Meat Cookery 2

Last Reviewed: 6/18/2001

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	0.50	Lecture Scheduled	1.50	4	Lecture Scheduled	6.00
Minimum	0.50	Lab Scheduled	2.00	4	Lab Scheduled	8.00
		Contact DHR	0		Contact DHR	0
		Contact Total	3.50		Contact Total	14.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 12.00

Total Student Learning Hours: 26.00

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

Repeatability: 39 - Total 2 Times

Also Listed As:

Formerly: CULT 200.5

Catalog Description:
Professional chef presents theory, demonstrates techniques and supervises and critiques student preparation of a variety of meat dishes including lamb, veal, and game. Students practice a variety of cooking techniques as they apply to meat and will prepare accompanying sauces and side dishes.

Prerequisites/Corequisites:

Recommended Preparation:

Limits on Enrollment:

Schedule of Classes Information:
Description: Professional Chef presents theory, demonstrates techniques, and supervises and critiques student preparation of a variety of meat dishes including lamb, veal, and game. Students practice a variety of cooking techniques as they apply to meat and will prepare accompanying sauces and side dishes. (Grade or P/NP)
Prerequisites/Corequisites:

Recommended:
Limits on Enrollment:
Transfer Credit:
Repeatability: Total 2 Times

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	Area	Effective:	Inactive:
CSU GE:	Transfer Area	Effective:	Inactive:
IGETC:	Transfer Area	Effective:	Inactive:
CSU Transfer:		Effective:	Inactive:
UC Transfer:		Effective:	Inactive:

CID:

Certificate/Major Applicable:

Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:

The student will:

1. Fabricate a variety of types of meat and game using proper tools and techniques.
2. Utilize sanitation techniques to safely prepare meat dishes.
3. Recognize and use proper cooking techniques to prepare a variety of recipes.
4. Prepare sauces to accompany meat and game dishes.
5. Prepare a variety of vegetable and starch side dishes.
6. Practice presentation techniques.

Topics and Scope:

1. Through lecture and demonstration, the student will be instructed in the proper handling, fabricating, and cooking techniques for a variety of meat and game items.
2. Recipes will be presented, discussed, and prepared.
3. Topics will include:
 - a. characteristics of domesticated lamb, veal and wild game.
 - b. methods used to evaluate quality of lamb, veal and wild game.
 - c. proper use of knives
 - d. proper ways to butcher lamb and veal and wild game animals
 - e. moist heat techniques
 - f. dry heat techniques
 - g. combination cooking techniques
 - h. choosing the correct sauce to accompany particular types of lamb, veal and wild game.
 - i. choosing the correct side dishes to accompany particular types of

- lamb, veal and wild game.
- j. methods used to evaluate the quality of the finished product
4. Presentation techniques will be utilized.
 5. Students will taste and critique all recipes prepared.

Assignment:

1. Practical laboratory work on various cooking techniques.
2. Evaluate and critique recipes.

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

None, This is a degree applicable course but assessment tools based on writing are not included because problem solving assessments and skill demonstrations are more appropriate for this course.

Writing
0 - 0%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Lab work.

Problem solving
10 - 25%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Preparation and evaluation of cooked recipes

Skill Demonstrations
60 - 80%

Exams: All forms of formal testing, other than skill performance exams.

None

Exams
0 - 0%

Other: Includes any assessment tools that do not logically fit into the above categories.

Attendance/Participation

Other Category
10 - 25%

Representative Textbooks and Materials:

Instructor prepared recipes and handouts.