

**CUL 200.10 Course Outline as of Spring 2002****CATALOG INFORMATION**

Dept and Nbr: CUL 200.10 Title: ENTREES - GAME COOKERY

Full Title: Entrees - Game Cookery

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: CULT200.10

**Catalog Description:**

Professional chef presents theory, demonstrates techniques, and supervises and critiques student preparation of a variety of game dishes including pheasant, venison, rabbit and small game birds. Students apply a variety of cooking techniques as they apply to game 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 game dishes including pheasant, venison, rabbit and small game birds. Students apply a variety of cooking techniques as they apply to game 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:**

<b>AS Degree:</b>	<b>Area</b>	Effective:	Inactive:
<b>CSU GE:</b>	<b>Transfer Area</b>	Effective:	Inactive:
<b>IGETC:</b>	<b>Transfer Area</b>	Effective:	Inactive:
<b>CSU Transfer:</b>		Effective:	Inactive:
<b>UC Transfer:</b>		Effective:	Inactive:

**CID:**

**Certificate/Major Applicable:**

Certificate Applicable Course

## **COURSE CONTENT**

**Outcomes and Objectives:**

The student will:

1. Fabricate a variety of types of game using proper tools and techniques.
2. Utilize sanitation techniques to prepare game dishes safely.
3. Recognize and use proper cooking techniques to prepare a variety of recipes.
4. Prepare sauces to accompany 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 game items.
2. Recipes will be presented, discussed, and prepared.
3. Topics will include:
  - a. characteristics of wild and domesticated game animals
  - b. methods used to evaluate quality of wild and domesticated game animals
  - c. proper use of knives
  - d. proper ways to butcher wild and domesticated game animals
  - e. moist heat techniques
  - f. dry heat techniques
  - g. combination cooking techniques
  - h. choosing the correct sauce to accompany particular types of wild and domesticated game

- i. choosing the correct side dishes to accompany particular types of wild and domesticated 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.