AG 256 Course Outline as of Fall 1981

CATALOG INFORMATION

Dept and Nbr: AG 256 Title: BASIC WINE VITICULT

Full Title: Basic Wine Grape Viticulture

Last Reviewed: 10/23/2006

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	3.00	17.5	Lecture Scheduled	52.50
Minimum	3.00	Lab Scheduled	0	17.5	Lab Scheduled	0
		Contact DHR	0		Contact DHR	0
		Contact Total	3.00		Contact Total	52.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 105.00 Total Student Learning Hours: 157.50

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly:

Catalog Description:

Basic knowledge and skills required to establish a wine grape vineyard in Sonoma County.

Prerequisites/Corequisites:

Recommended Preparation:

Limits on Enrollment:

Schedule of Classes Information:

Description: Basic knowledge & skills required for wine grape production on the North Coast.

(Grade or P/NP)

Prerequisites/Corequisites: Recommended:

Limits on Enrollment:

Transfer Credit:

Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION: AS Degree: Effective: Inactive: Area **Transfer Area CSU GE:** Effective: **Inactive: Transfer Area IGETC:** Effective: **Inactive: CSU Transfer:** Effective: **Inactive: UC Transfer:** Effective: Inactive: CID: **Certificate/Major Applicable:** Not Certificate/Major Applicable **COURSE CONTENT Outcomes and Objectives: Topics and Scope: Assignment: 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. Writing None 0 - 0% **Problem Solving:** Assessment tools, other than exams, that demonstrate competence in computational or noncomputational problem solving skills. Problem solving None 0 - 0% **Skill Demonstrations:** All skill-based and physical demonstrations used for assessment purposes including skill performance exams. **Skill Demonstrations** None 0 - 0%

Performance exams.

None

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

None

Other Category 0 - 0%

Representative Textbooks and Materials:

Exams: All forms of formal testing, other than skill