



# Intro to Ag. Mechanics



**Agricultural  
Experience  
Tracker**



**Google Classroom  
avhjcy**



**Grades**

## About this class...

**Weld'come! Never held a tool before??** No problem! This is the perfect place to start! In this class, **you will learn** how to safely & properly use hand tools & power tools, plumb, use and identify electrical wiring, measure, build wood projects, weld, and much more!

In this class, you will be challenged to step outside your comfort zone, improve your skills and learn something new.

### Text:

- *Agricultural Mechanics: Fundamentals and Applications* by Ray V. Herren
- *Agricultural Mechanics: Fundamentals and Applications* by Elmer L. Cooper



## Mr. Cronkright

**Email:** [ccronkright@husd1.com](mailto:ccronkright@husd1.com)

OR [ccronkright@husd.net](mailto:ccronkright@husd.net)

**Room:** AG 1

**Office Hours:** Lunch by appointment

## Grading

This should not be a surprise, but **grades are important!** Be sure you keep up with all of your assignments. **If you have any trouble, please email me or see me at lunch.** I want you all to succeed and grades shouldn't be scary or holding you back.

**To see the most up-dated grades, check your Synergy.**

**AET: 15%**

**Tests: 15%**

**Participation: 10%**

**Classwork: 15%**

**FFA: 10%**

**Projects: 20%**

**SAE: 15%**



## EXPECTATIONS & RULES

- **Come to class prepared and on time.** This means have your computer, a notebook, appropriate clothes, something to write with and an open mind
- **No phone use during class or shop** unless permitted explicitly by the teacher for a particular task. This class follows the school's policy on electronics and disciplinary actions thereof.
- **Cheating is not tolerated.** Not only will it result in a zero on your assignment, but it will only set you up for failure in the future You get out what you put in. If you need help, ask Mr. Cronk!
- **Respect is a 2-way street.** Please be respectful of your teacher, classmates, facilities & yourself!
- You will be given 3 late-work passes & 3 bathroom passes per quarter. **Plan your bathroom breaks around passing periods.** If you save your passes, they will be extra credit!
- Food & drink are allowed only if kept clean. Leaving a mess will result in losing this privilege.
- Have a willingness to work and a positive attitude

## LATE WORK POLICY

It is an important life skill to be organized, and part of that is keeping up with what is happening in your classes. In this class, you will be required to write down all activities/homework due in this class. If you miss a day, it is **your responsibility** to get caught up.

- For excused absences, you will have an equivalent number of days to make it up. It is your responsibility to check with the teacher and communicate before and after your absence.
- If you will have an extended absence, please come talk to me as soon as possible (not last minute, unless the situation is last minute) and I will start working to prepare everything you'll need until you return.
- Anything you miss will be available on Google Classroom via our Class Planner Google Slide document. If you need clarification on what an assignment or activity is, please ask and I'll be happy to help.



# Class & Shop Materials



To be prepared for class, you will need to have the following:

## SCHOOL SUPPLIES

- Pens
- Pencils
- Binder
- Notebook
- Safety Glasses
- Planner
- Chromebook
- Computer charger
- Open Mind



## SHOP DRESS CODE:

We will be in the shop more than we will be in the classroom. Because of this, it is very important that you come dressed for shop, or have clothes you can change into.

### Safety Glasses

Must be **ANSI Z87+**



### Hair Ties

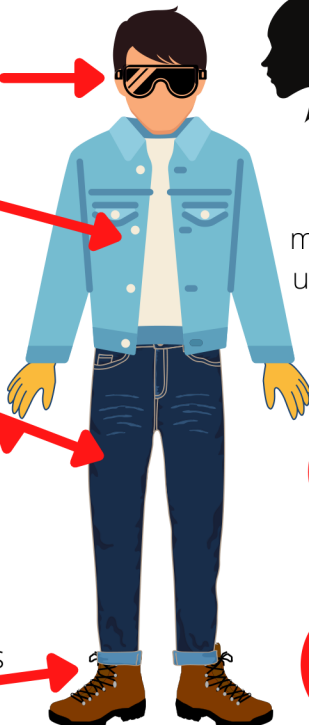
Long hair must be kept up and back.

### Protective Clothing

Long sleeve or jacket  
Long Pants (No holes)

Protective  
Gloves

Close-toed shoes  
or Boots



## SHOP EQUIPMENT

### • Safety glasses

- Students are welcome to use a shop pair of safety glasses, otherwise, you may provide your own. They **MUST** be **Z87+** to be used in the shop.

### • Rags (cut up an old t-shirt that you don't use any more...you know which one)

### • 1 box of **latex or nitrile gloves**

### • Welding helmet, jacket and gloves **are provided**, but students are **welcome to bring their own** equipment from home.

### • **Combination lock** – the combination must be recorded with your teacher.

- If purchasing a lock poses a financial challenge, please let me know.

## NOT ALL CLOTHING IS CREATED EQUAL

### • **Your clothing must be natural fiber**

- Cotton or Wool
- **NOT synthetic** — these materials will melt under heat and can react with certain chemicals
- Polyester • Rayon • Spandex • Elastic

### Close-Toed Shoes

- Make sure they're natural fiber – like leather, cotton, hemp, etc.
- Sandals, Crocs, or mesh-top shoes are not allowed.

Running shoes  
are not  
acceptable  
footwear in  
the shop!



# FINANCES



If you are in an agriculture class at Holtville High School, **you are a member of the Holtville FFA Chapter! Welcome to the family!** FFA is a national organization that seeks to develop leadership and professionalism in students through agricultural education. You do not have to be a farmer or even want to work in agriculture to be a part of FFA. Ag education has many valuable lessons you can take with you wherever you go in life. With that said, your involvement in our FFA activities is also a part of your grade in this class. FFA counts for 10% of your total grade (that's the difference between an A or B, or a C or D! Each student is **REQUIRED** to participate in **5 FFA activities every quarter**, to meet this grade requirement. We will have many opportunities for you to have fun and get involved! The top 25 students with the most FFA credits will go to an end-of-the-year party.

**\*\* After 5 activities, each is extra credit!**

## DISCIPLINARY ACTIONS

The shop is a privilege, not a right. You have to earn the privilege of using it, and it can be taken away from an individual or even an entire class if deemed necessary by the teacher. When you are in shop, you are responsible for the safety of yourself and others, as well as the cleanliness of your workstation and the shop as a whole. If the shop does not stay orderly and workable, it will be closed off. Please do not let this happen; I love working with students in shop and teaching life-long lessons and skills. And it's much more fun than copying chapters out of a textbook.

However, **if this poses a financial burden, please contact me.** Students are responsible for funding and marketing (selling) your project to recoup the costs. The cost of shop materials used will be deducted from the sale price, the remaining profit will be for you to keep! If you have a tight budget, you may use materials that have been donated to our program to build a little-to-no-cost project. Again, we do not want money to stand in the way of your success in this program or class. The rest of the HHS staff and I are committed to seeing you succeed. We ask that you supply your own equipment, as listed in this syllabus.

## SAE SUPERVISED AGRICULTURAL EXPERIENCES

SAE Projects are projects for students to explore interests in the field of agriculture. These can take many forms, depending on the student's interests.

### Traditional SAEs include:

- Livestock Projects (animals)
- Shop Projects (Wood, welding, metal work, mechanics)

### Other types of SAEs

Photography, agriscience projects, plant systems, employment and placements related to agriculture (farming, ranching, nursery, school enterprises and cooperatives).

Like FFA, **SAE is 15% of your total grade** in this class. This grade is made up of a several components:

- Entry into an according event - Mid-Winter Fair or Agriscience Fair
- Progress made in project (in- and outside of class)

## 3 Strikes Rule:

Working in the shop can be a lot of fun, but rules must be followed at all times. Violating shop rules multiple times will result loss of shop privileges and/or removal from class.

**1. VERBAL WARNING**

**2. PHONE CALL HOME**

**3. SENT TO OFFICE**