Unit DR9F 04 (3FP5) **Prepare game for complex dishes**

This Unit has the following element:

Element 1 (3FP5.1) **Prepare game for complex dishes**

Candidate Name:

Assessment Centre:

I have completed the requirements of this Unit.

Candidate signature: _____ **Date:** _____

I can confirm the candidate has completed all requirements of this Unit.

Assessor signature: _____ **Date:** _____

Assessor counter signature:
(where applicable) _____ **Date:** _____

IV signature: _____ **Date:** _____

IV counter signature:
(where applicable) _____ **Date:** _____

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Unit Summary

This Unit is about preparing game for complex dishes, for example:

- sautéed pigeon
- braised venison
- braised rabbit
- braised hare

The preparation methods are:

- skinning
- plucking
- washing
- seasoning
- marinading
- trimming
- cutting (portion and dice)
- stuffing/filling
- chining
- tunnelling (bones)
- drawing
- ballontine

The game covered by the Unit are:

- in fur
- in feather

The typical day-to-day activities you might carry out for this Unit include:

- selecting and checking the game
- selecting tools and equipment
- preparing the game in a way that maintains its quality
- storing game not for immediate use

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Element 1 (3FP5.1) Prepare game for complex dishes

What you must do (circled numbers must be observed)		Assessor initials/date
①	Select the type and quantity of **game** needed for the dish	
②	Check the **game** to make sure it meets quality standards	
③	Select and use tools and equipment correctly	
④	**Prepare** the **game** to maintain its quality and meet the requirements of the dish	
⑤	Safely store any prepared **game** not for immediate use	

What you must cover (minimum requirement for observation in italic and bold) Evidence for the remaining points may be assessed through questioning or witness testimony	**Activity/Evidence** (insert tick or supplementary reference)					
	1	**2**	**3**	**4**	**5**	**6**
***Game**, **both** required from the following:*						
in fur						
in feather						
***Prepare by**, at least **six** required from the following:*						
skinning						
plucking						
washing						
seasoning						
marinading						
trimming						
cutting: ♦ portion ♦ dice						
stuffing/filling						
tunnelling (bones)						
chining						
drawing						
ballontine						

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Element 1 (3FP5.1) Prepare game for complex dishes

Candidate name:		Assessor initials/date
No	**Activity**	
1		
2		
3		
4		
5		
6		

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What you must know for the Unit	
For the whole Unit	
K1	How to select the correct type, quality and quantity of game to meet dish requirements
K2	How to control portions and minimise waste
K3	The approximate yields of prepared game
K4	What quality points to look for in fresh game: ♦ in feather ♦ in fur
K5	What you should do if there are problems with the game or other ingredients
K6	What the correct tools and equipment are and the reasons for using them when carrying out the following preparation methods: ♦ skinning ♦ plucking ♦ washing ♦ seasoning ♦ marinading ♦ trimming ♦ cutting (portion and dice) ♦ stuffing and filling ♦ tunnelling (bones) ♦ chining ♦ drawing ♦ hanging ♦ ballontine
K7	How to carry out the following preparation methods correctly: ♦ skinning ♦ plucking ♦ washing ♦ seasoning ♦ marinading ♦ trimming ♦ cutting (portion and dice) ♦ stuffing and filling ♦ tunnelling (bones) ♦ chining ♦ drawing ♦ hanging ♦ ballontine
K8	The main characteristics of different types of game
K9	The current trends in relation to preparing complex game dishes
K10	How to store prepared game
K11	Healthy eating options when preparing game for complex dishes

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Knowledge evidence retained

Assessor signature: _____ **Date:** _____

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Candidate name:		Assessor initials/date
Ref	**Supplementary evidence**	
A		
B		
C		
D		
E		
F		
G		
H		

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Assessor Feedback

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