

AUTOMOTIVE BODY AND FENDER REPAIR, ASSOCIATE IN SCIENCE

The Automotive Body and Fender Repair Associate in Science degree program at Oxnard College prepares students to enter the automotive repair industry as entry-level technicians and provides continuous skills improvement training for employed technicians in the field. The program emphasizes hands-on training in body, fender, collision repair, painting, and automotive graphics so that students have the skills necessary to gain employment in the industry.

Course ID	Title	Units/Hours
Required Core Courses		22
AB R001	Introduction to Automotive Body and Fender Repair	
AB R002	Intermediate Auto Body and Fender Repair	
AB R003	Introduction to Estimating Auto Body Damage	
AB R004	Advanced Auto Body Collision and Damage Repair	
AB R005A	Auto Body Painting and Refinishing I	
AB R005B	Auto Body Painting and Refinishing II	
Complete a minimum of one of the following:		2-6
AB R007A	Automotive Graphics	
AB R007B	Advanced Automotive Graphics	
AT R110	Introduction to Automotive Technology	
AT R115	Automotive Electrical Systems	
Total Required Major Units		24-28
Oxnard College General Education Pattern		29
Double-Counted Units		0
Free Electives Required		3-7
Total Units Required for A.S. Degree		60

To complete the Associate Degree, students must meet requirements in the major, general education, competency, units, scholarship, and residency. Refer to Education Pathways - Earn an Associate Degree and the A.A. or A.S. Degree in Specific Majors sections of this catalog.

Year 1		Units/Hours
Fall Semester		
AB R001	Introduction to Automotive Body and Fender Repair	4
AB R005A	Auto Body Painting and Refinishing I	2
GE Area D1	English Composition (choose ENGL R101 or ENGL R101H)	4
GE Area D2/Math competency	(choose one course to meet Math competency)	4-6
Recommended:	ENGL R101 support course (ENGL R101S or ENGL R101E)	2
Units/Hours		16-18
Spring Semester		
AB R002	Intermediate Auto Body and Fender Repair	4
AB R005B	Auto Body Painting and Refinishing II	4
Auto Body Elective (AB R007A or AT R110 or AT R115)		2-6
GE Area A1	Biological Science (choose one course)	3-5
GE Area E2	Physical Education/Kinesiology (choose one activity course)	1
Units/Hours		14-20

Year 2

Fall Semester

AB R003	Introduction to Estimating Auto Body Damage	4
GE Area A2	Physical Science (choose one course)	3-5
GE Area B1	American History/Institutions (choose one course)	3
GE Area C1	Fine/Performing Arts (choose one course)	3
Free Elective (choose one course, 3 units minimum)		3

Units/Hours 16-18

Spring Semester

AB R004	Advanced Auto Body Collision and Damage Repair	4
GE Area B2	Social and Behavioral Sciences (choose one course)	3
GE Area C2	Humanities (choose one course)	3
GE Area E1	Health Education (choose one course)	3
Free Elective (choose one course)		1-3

Units/Hours 14-16

Total Units/Hours 60-72

Upon successful completion of this program, students will be able to:

- Identify and recognize environmental safety rules and regulations, in the following areas: shop safety, personal safety, hazardous material safety, air bag safety, respirator safety, welding safety, and power tool and equipment safety.
- Demonstrate and classify areas of a vehicle needing repairs, including estimating the costs of repair and formulating proper procedures of repair.
- Demonstrate and recognize steps required to repair vehicles in the auto body industry in the following areas: cosmetic repairs, painting spot repair, painting a panel repair, painting a complete car, non-structural body repairs, structural body repair, and fine detailing of a vehicle
- Identify different types of collision damage and use best practices in selecting the appropriate repair process.
- Develop extensive repair skills through practice to qualify for the certification tests such as ASE and I-Car for the Auto Body and Paint career.