



VETERINARY SCIENCE

AT
CAPE
TECH

NEW FOR 2024-2025

ABOUT THE PROGRAM

Veterinary Sciences includes theory and practical applications in anatomy and physiology, veterinary terminology, restraint of animals, surgical assisting, CPR, First Aid, emergency procedures, nutrition, diagnostic imaging, parasitology, hematology, preventive medicine, office procedures, and grooming. Graduates of the Veterinary Sciences program will possess the skills and competencies required for Level One Veterinary Assistant employment at an animal hospital as well as a foundation for pursuing post-secondary education. Upon completion of this course plus 300 hours in the field, students can receive certification as a Certified Veterinary Assistant - Level One. All curriculum is competency-based evaluating hands-on performance until mastery. Through the partnership with various community partners and veterinary offices, students will focus on work-ready skills and experiences through work-based learning and apprenticeships.

STUDENTS WILL

- Learn in a state of the art classroom outfitted to replicate a veterinary office.
- Gain the knowledge and entry level skills necessary to care for animals.
- Prepare students to work in a veterinary hospital, kennel, groom shop, animal laboratory, or pet retail facility.
- Utilize hands-on opportunities to include not only theory but also practical application and laboratory work.
- Prepare students to perform general office and inventory work including operating computers, maintaining equipment and facilities, grooming and handling animals, and performing laboratory examining room work.
- Explore a wide range of job opportunities within the field through internships, field trips, and other interactions with professionals within the industry.

CAREER PATHWAYS

VETERINARY ASSISTANT // VETERINARY TECHNICIAN // KENNEL ASSISTANT // GROOMER // ANIMAL LABORATORY ASSISTANT // STABLE HAND // PET PRODUCT RETAIL FACILITY // ANIMAL CARE PROVIDER // ZOOLOGIST // INPATIENT TECH ASSISTANT // RESEARCH ANIMAL ATTENDANT