



PROGRAMS OF study



VETERINARY TECHNOLOGY

ASSOCIATE IN APPLIED SCIENCE

Granted initial accreditation by the American Veterinary Medical Association Committee on Veterinary Technology Education and Activities March 4, 2016.



Program Description

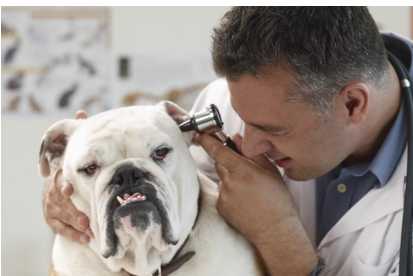
The Associate in Applied Science degree in Veterinary Technology prepares students with skills in animal healthcare and management, clinical techniques, science, communication, critical thinking and decision making. The program combines theoretical-based classroom learning with hands-on laboratory and field experience through external partnerships and clinical experiences ensuring a strong foundation in veterinary technology with both small and large animals. Throughout the program students acquire the foundation of knowledge, attitude and behaviors that are necessary to function as a veterinary technician as well as providing for the accomplishment of the Essential Skills as required by the accrediting body, the American Veterinary Medical Association's Committee on Veterinary Technician Education and Activities. Students who are successful in the program and who accomplish all of the required Essential Skills will be eligible to sit of the National Veterinary Technician Examination in order to acquire registration, certification or licensure.

Program Learning Outcomes

- Demonstrate effective written, oral and electronic-based communication skills in a veterinary setting
- Utilize appropriate medical terminology in professional client conversations
- Apply critical thinking and problem solving skills in the evaluation of animal health concerns
- Demonstrate proficiency in quantitative analysis relative to animal care and laboratory procedures
- Specify the roles of veterinary team members according to federal, state, and local laws
- Demonstrate a personal commitment to lifelong learning relative to the field of Veterinary Technology
- Describe ethical and responsible behavior relative to animal health care
- Implement standard operating procedures for the practice of care and handling of animals, public health and safety concerns, medical and surgical assisting, anesthesiology, diagnostic imaging and clinical laboratory
- Perform all proficiency skills assigned to the program by the American Veterinary Medical Association.

Program Requirements:

- After successful completion of Admissions Criteria, the Admissions Office will invite qualified applicants to interview with the Veterinary Technology faculty member.
- Each student is required to show proof of health insurance prior to registration.
- All students must maintain a 3.00 GPA in Veterinary courses to be eligible to take practica.



Career Opportunities

Graduates may find employment opportunities in veterinary hospitals, clinics, medical laboratories, and in various pet-related industries including research facilities, farm animal medicine, the pharmaceutical industry, and animal health product marketing and sales.

VETERINARY TECHNOLOGY, A.A.S. ASSOCIATE IN APPLIED SCIENCE

The sequencing of courses in this program begins in the fall semester and is based on acceptance into the Veterinary Technology degree.

Curriculum Requirements: 67 Credits	Credits	Grade	Semester taken/anticipated
First Year, Fall Semester (16 credits)			
VET 101 Introduction to Veterinary Technology	3		
BIO 124/125 Animal Anatomy and Physiology I w/Lab	4		
ENG 101 College Composition	3		
General Education, Core III	3		
General Education Core IV (MAT 127) College Algebra	3		
First Year, Spring Semester (16 credits)			
VET 110 Animal Nutrition	2		
VET 120 Veterinary Pharmacology	3		
VET 125/126 Veterinary Clinical Methods I w/Lab	4		
BIO 134/135 Animal Anatomy and Physiology II w/Lab	4		
CHM 104 Chemistry for Health Science	3		
First Summer (3 credits)			
VET 190 Veterinary Practicum I	3		
Second Year, Fall Semester (16 credits)			
VET 215 Laboratory Animal Science	2		
VET 220/221 Large Animal Management w/Lab	3		
VET 224/225 Veterinary Clinical Methods II w/Lab	4		
VET 230/231 Veterinary Clinical Pathology w/Lab	4		
General Education, Core II or Core III	3		
Second Year, Spring Semester (16 credits)			
VET 240 Animal Medicine	3		
VET 226 Veterinary Imaging and Dental	3		
VET 290 Veterinary Practicum II	4		
General Education, Core II	3		
General Education, Core I	3		
SPE 101 Oral Communications			

VETERINARY TECHNOLOGY ADMISSIONS REQUIREMENTS:

- ◆ High School Diploma or General Equivalency Diploma (GED)
- ◆ High School Biology with lab or equivalency (grade of C or higher) **
- ◆ High School Chemistry with Lab or equivalency (grade of C or higher) **
- ◆ Be at the College English level (ENG 101)
- ◆ Be at the College Math level
- ◆ Attend the mandatory Veterinary Technology information session

**College credit in Biology with lab and Chemistry with lab waives the high school pre-admission requirements. GED students or students who did not take biology or chemistry in high school may take Adult Education refreshers or college level courses to meet the requirement.

Please Note:

- It is the student's responsibility to provide proof of pre-admission requirements to the admissions office.
- Preferential registration will be given to students in Liberal Arts Pre-Vet Tech or Veterinary Technology for all VET prefix courses.
- Matriculation into Veterinary Technology is competitive and based upon: completion of VET 101, BIO 124/125, MAT1 27 with a C or better in each, availability in VET 125/126 and date of completed application to the Liberal Arts Pre-Veterinary Technology program.

*Articulation agreements exist between YCCC and various colleges and universities.
Contact Career & Transfer Services for information regarding these agreements.*

DISCLAIMER

While every effort has been made to ensure accuracy, the college reserves the right to make edits due to errors or omissions or changes at any time with respect to course offerings, degree and program requirements addressed in this publication. The information provided is solely for the convenience of the reader, and the college disclaims any liability, which may otherwise be incurred.