

VETERINARY TECHNICIAN

The Veterinary Technician Program prepares students for a career in the animal welfare industry. Students will develop skills to assist Veterinarians with the treatment of animals by administering medications, testing blood and other samples, administering anesthesia and monitoring patients during and after surgery. Students will learn ways to work with, and educate, clients and pet owners on how to improve the health and welfare of their animals.



APPLY NOW!

www.spcacollege.ca

We are working towards a September, 2024 start date of the 2-year full-time program

Classes are regularly scheduled from Monday to Thursday. Fridays are reserved for make-up days and instructor office hours for students to book appointments for individual help.

Prerequisites

- Applicants are required to have a Grade 12 Diploma, Adult Diploma, or GED, as well as a recommended average of 75% or higher in each of the following courses: Grade 12 English, Grade 12 Academic Math, Grade 11 or 12 Biology, and Grade 11 or 12 Chemistry.
- 20 hours of volunteering in an animal hospital, shelter or refuge
- Interview with the program director
- PI cognitive and aptitude tests
- Three dose series of rabies vaccines and proof of current tetanus vaccination during or before first semester.

Admission to the Veterinary Technician program at the Nova Scotia SPCA College of Animal Welfare is competitive and is not guaranteed by meeting the minimum average.

Graduation Requirements

- 70% or higher grade in each module
- Successful completion of required certifications
- Attendance of 90% or higher

Program Benefits

- **Tuition Scholarship Available:** Qualified students will receive scholarships for the 2024 VT Program
- **Guaranteed Pathway to Employment:** Students graduating from the inaugural class with a minimum cumulative average of 85% are guaranteed employment in an SPCA facility in Nova Scotia.
- **Hands on Training:** Students will have hands on training during the program in SPCA Shelter, Clinic and the Animal Redemption Centre (ARC) as well as other facilities.
- **Build strong working relationships** in the animal welfare community.

Instructors

Instructors are experienced industry professionals and are approved and regulated by the Department of Labour and Advanced Education, Private Career College Division.

Modules

Office Procedures – 111 hours

This module teaches an overview of the veterinary industry including regulation, ethics, and occupational health and safety procedures. It also teaches how to communicate effectively and professionally to ensure excellent customer service and patient care. Students will learn the structure and importance of medical records, and an introduction to veterinary software.

Veterinary Medical Terminology – 51 hours

In this module, students are introduced to common veterinary medical terms related to body systems, and common diseases. Students develop a working knowledge of the terminology through the study of the animal body, anatomical structures and their functions.

Animal Behaviour – 60 hours

This module teaches the basics of animal behaviour, including both normal and abnormal behaviour and body language of cats and dogs. Students will learn details for specific breeds and how this knowledge is applied to ensure good animal welfare, and safe animal handling.

Anatomy and Physiology 1 – 66 hours

This module teaches basic biochemistry, cell biology and comparative anatomy and physiology of canine, feline, and other species.

Clinical Pathology 1 – 84 hours

This module is an introduction to the diagnostic tests that Veterinary Technicians perform daily. Students will learn about sample collection, parasitology, fecal analysis, urinalysis, hematology, and clinical chemistry. Students will also be introduced to the operation and maintenance of clinical laboratory equipment.

Veterinary Math – 15 hours

Students will become familiar with various units of measuring, conversion between units, and other necessary calculations required in a veterinary setting.

Anatomy and Physiology 2 – 66 hours

This module is a continuation of the material learned in Anatomy and Physiology 1. The students will continue to learn about the comparative anatomy and physiology of different species.

Clinical Pathology 2 – 105 hours

This module builds on the basics learned in Clinical Pathology 1, along with an introduction to cytology and microbiology. Students will continue to identify blood cells, and continue to perform basic hematology, urinalysis, and fecal analysis.

Common Diseases – 81 hours

Students will learn the typical presentation, pathology and treatment protocols for the common diseases and emergency conditions seen in cats and dogs.

Pharmacology – 90 hours

This module teaches the science of how major drug classes work in the body as well as how to identify side effects of medications. Students will learn how to accurately calculate drug doses, safely handle, store, dispense, record, and administer medications.

Clinical Pathology 3 – 63 hours

This module builds on what students have learned in Clinical Pathology 2. Students will learn to identify abnormal cells, perform lab tests for other species, and troubleshoot lab errors.

Small Animal Nursing 1 – 78 hours

Students will learn basic restraint techniques, methods of sample collection, bandaging, history taking, medicating, and performing physical examinations.

Small Animal Nutrition – 48 hours

This module teaches the basics of nutrition and specifics of nutritional needs of cats and dogs during different life stages and health.

Veterinary Sciences – 42 hours

This module teaches the basics of some of the sciences used in veterinary medicine including genetics, reproduction, and embryology.

Radiology and Advanced Imaging – 51 hours

This module teaches the theory of x-rays, radiation safety, and the legal aspects of radiology use. The theories and applications of ultrasonography, computed tomography, nuclear scintigraphy, and magnetic resonance imaging are also covered.

Surgical Nursing – 78 hours

This module is an in-depth study of the drugs, protocols and procedures used to safely perform anesthesia and surgery from the perspective of a Veterinary Technician. Setting up and cleaning and disinfecting surgical equipment and suits is also taught.

Clinical Rotations 1 – 300 hours

Students will apply what they have learned to date in a clinical setting.

Small Animal Nursing 2 – 84 hours

This module builds on the basics taught in Small Animal Nursing 1. Subjects include medical nutrition, sample collection for diagnostic testing, intravenous catheterization, and advanced patient care.

Large Animal Nursing – 60 hours

This module introduces the large animal industry, husbandry, breed identification, advanced nursing care, and technical skills used for common large animal farm species.

Dentistry – 63 hours

This module teaches comparative dental anatomy, pathology and oral veterinary care for dogs and cats.

Emergency and Critical Care – 72 hours

This module provides training in recognizing emergencies, typical emergency protocols and the Veterinary Technician's role in these situations.

Exotics, Wildlife, and Lab Animals – 60 hours

This module covers husbandry, handling, sample collection and common diseases in different species. Ethics and animal welfare issues are discussed.

VTNE Preparation – 39 hours

This module prepares students to write the national licensing exam for Veterinary Technicians.

Clinical Rotations 2 – 408 hours

Students will apply what they have learned to date in a clinical setting.

Internship – 240 hours

This is a 240-hour unpaid internship at an accredited veterinary facility of the student's choice.

