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Our **Game Capture, Care & Management of Wildlife Course**, is the definitive guide and reference to African Game Capture, Translocation and the holding of Game in Temporary Captivity. Written by **world-renowned game capture expert**, Mike la Grange, this is certainly one of the best-written and most interesting courses ever offered by WildlifeCampus.

### **Delivery and assessment of ONLINE courses**

All Course content is available **online** but may also be downloaded in PDF format (and easily printed) so you don't have to be **online** to study. No physical product except certificates earned, are posted to students.

All assessment is delivered entirely **online** and is automated. The assessment which we've called "take the test" (top right in each component) consists of between 10 and 30 true/false and multiple-choice questions. There is one test for each of the components of a course. Students may attempt these tests as many times as required until they have achieved the passing mark. **Once a test is passed, it cannot be taken again.**

## **Module # 1 – Ethics Considerations of Wildlife Management**

**Component # 1** – Ethics of Wildlife Management

## **Module # 2 – Planning a Game Capture Operation**

**Component # 1** – Planning a Capture Operation

## **Module # 3 – Chemical Capture of Wildlife**

**Component # 1** – Drugs for the Capture of Wildlife

**Component # 2** – Drug Accidents & Response

## **Module # 4 – Drug Delivery Systems**

**Component # 1** – Drug Delivery in Game Capture

## **Module # 5 – Non-Mass Capture Techniques**

**Component # 1** – Non - Mass Capture of Game

## **Module # 6 – Mass Capture Techniques**

**Component # 1** – Capture Nets

**Component # 2** – Plastic Boma Method Part # 1

**Component # 3** – Plastic Boma Method Part # 2

**Component # 4** – Drop Boma Method

**Component # 5** – Animal / Boma Dynamics

## **Module # 7 – Capture & Management of Large Herbivores**

**Component # 1** – Capturing Elephant

**Component # 2** – Capturing Rhinoceros

**Component # 3** – Capturing Giraffe

**Component # 4** – Capturing Buffalo & Hippopotamus

## **Module # 8 – Capture of Plains Game**

**Component # 1** – Large Antelope & Zebra

**Component # 2** – Small to Medium Antelope & Warthog & Ostrich

## **Module # 9 – Capturing Carnivores**

**Component # 1** – Carnivore Capture

## **Module # 10 – Game Translocation**

**Component # 1** – Transportation Crates

**Component # 2** – Specialised Vehicles & Equipment

## **Module # 11 – Helicopters in Game Capture**

**Component # 1** – The use of Helicopters as a Capture Tool

## **Module # 12 – Loading, Transport & Unloading of Game**

**Component # 1** – Loading, Transport & Unloading of Animals