



Wildlife Campus

20
YEARS
ANNIVERSARY

LEARN PROTECT SAVE

Capture, Care and Management of Wildlife

Course type: Online Course

What do I receive when graduating this course? An industry recognised certificate.

Course duration: Average 6-18 months. There are no deadlines, you may complete courses at your own pace.

How to get started?

1. **Register** for an online course: [click here](#)
2. **Purchase** this course in the online shop: [click here](#) (or email us for an invoice)

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.

To view and try the **FREE** component, [click here](#)

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

Module # 13 - Game in Temporary Captivity

Component # 1 - Bomas for Capture and Release

Component # 2 - Specialised Temporary Facilities

Component # 3 - Game Auction Considerations

Component # 4 - Boma Management

Module # 14 - Culling

Component # 1 - Culling as a Management Option

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.

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.**