

Capture, care and management of wildlife



Course info and getting started

Our capture, care and 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.



The WildlifeCampus courses are online courses. You can download the course content in PDF format, so you do not need to be online to study (you will need to be online to take the tests, though).

Course type

There is **one test for each component** of a course. Tests are **multiple choice** and **not written tests**. 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**.



Average 6-9 months. There are no deadlines; you may complete courses at your own pace.



Certification

Upon completion of the course, you'll receive an industryrecognised digital certificate demonstrating your commitment to upskilling yourself.



If you need any assistance, please feel free to email us anytime! info@wildlifecampus.com



We also have a WhatsApp line (office hours only): 069 177 9345



How to get started?

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Module # 1 - Ethics and 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 and responses

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 and management of large herbivores

Component # 1 - Capturing elephant

Component # 2 - Capturing rhinoceros

Component # 3 - Capturing giraffe

Component # 4 - Capturing buffalo and hippopotamus

Module # 8 - Capture of plains game

Component # 1 - Large antelope and zebra

Component # 2 - Small to medium antelope and warthog and ostrich

Module # 9 - Capturing Carnivores

Component # 1 - Carnivore capture

Module # 10 - Game translocation

Component # 1 - Transportation crates

Component # 2 - Specialised vehicles and equipment

Module # 11 - Helicopters in game capture

Component # 1 - The use of helicopters as a capture tool

Module # 12 - Loading, transport and unloading of game

Component # 1 - Loading, transport and 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