



WildlifeCampus

LEARN PROTECT SAVE

Field Guiding / Game Ranging Paper-Based Course



We have an entire website dedicated to this specific subject. For full information, visit: www.gameranging.com or www.fieldguiding.com

Our **Game Ranging / Field Guiding Course** is the most comprehensive of its kind offered anywhere in the world. The qualification (A Certificate in Game Ranging) gained from completing the full course is conferred by WildlifeCampus and endorsed by the Field Guides Association of Southern Africa (FGASA). This is the perfect course for those entering the industry.

Delivery and assessment of Paper-Based courses

Paper-Based courses are completed in a paper-based/printed format. Students are sent their course material by post, for collection at their nearest post office/PostNet. Assignments are then completed by the student in his/her own time and sent in for manual marking by email. These assignments (one assignment per guide book) constitute the full assessment and testing requirements for our courses. **There are no final exams to complete** and there is **no graduation ceremony**.

In order to gain a certificate, all assignments must be successfully completed with a pass mark of **65% required**. Should you not achieve the 65% requirement, you will be requested to re-submit the assignment/s until you pass.

Module # 1 – Classification

Component # 1 – Classification & Taxonomy

Component # 2 – Evolution

Module # 2 – Invertebrates

Component # 1 – Introduction to Arachnids

Component # 2 – Scorpions

Component # 3 – Ticks & Mites

Component # 4 – Spiders

Component # 5 – Centipedes & Millipedes

Component # 6 – Snails

Component # 7 – Introduction to insects

Component # 8 – Overview of Insect Orders

Module # 3 - Amphibia

Component # 1 – Introduction to Amphibia and Frogs

Module # 4 - Reptiles

Component # 1 – Introduction to Reptiles and Chelonia

Component # 2 – Lizards

Component # 3 – Snakes

Component # 4 – Crocodiles

Module # 5 – Fish

Component # 1 – Fish

Module # 6 - Birds

Component # 1 – Introduction to Birds and Flight

Component # 2 – Birds: General biology and Ecology

Component # 3 – Falcons and Kestrels

Component # 4 – Vultures

Component # 5 – Kites and Buzzards

Component # 6 – Eagles

Component # 7 – Sparrowhawks, Goshawks and the Gymnogene

Component # 8 – Owls

Module # 7 - Mammals

- Component # 1** – Introduction to Mammals
- Component # 2** – Small mammals
- Component # 3** – Bats
- Component # 4** – Carnivora
- Component # 5** – Primates
- Component # 6** – Aquatic Mammals
- Component # 7** – Lion
- Component # 8** – Leopard
- Component # 9** – Elephant
- Component # 10** – Rhino
- Component # 11** – Buffalo
- Component # 12** – Cheetah
- Component # 13** – Hyaena
- Component # 14** – Antelope, Wildebeest & Warthog
- Component # 15** – Wild dog
- Component # 16** – Giraffe
- Component # 17** – Zebra
- Component # 18** – Hippo
- Component # 19** – Suricate
- Component # 20** – Aardvark & Pangolin

Module # 8 – Ethology, Animal Behaviour

- Component # 1** – Introduction to Ethology
- Component # 2** – Social Organisation
- Component # 3** – Foraging and Predatory Behaviour
- Component # 4** – Communication
- Component # 5** – Grooming, Play and Sleeping behaviour
- Component # 6** – Territorial, Agonistic and Anti-predator behaviour
- Component # 7** – Sexual Behaviour & Parental care

Module # 9 - Botany

- Component # 1** – Introduction and General Overview of Plants
- Component # 2** – Lower Plants
- Component # 3** – Grasses
- Component # 4** – Checklist of common Tree species & characteristics
- Component # 5** – Detailed account of some common Tree Species

Module 10 - Ecology

- Component # 1** – Introduction to Ecology
- Component # 2** – Structural Components (biotic and abiotic)
- Component # 3** – Functional ecosystem Components
- Component # 4** – Climate and weather General
- Component # 5** – Climate and weather Southern Africa
- Component # 6** – Geomorphology, Geology and Soil
- Component # 7** – Savanna Ecology
- Component # 8** – Ecosystem Dynamics

Module 11 – Game Ranging Skills Part A (non career courses)

- Component # 1** – Anticipating animal behaviour
- Component # 2** – Approaching dangerous game (On foot and vehicles)
- Component # 3** – Basic bush navigation
- Component # 4** – First aid for snake bite
- Component # 5** – First aid for arthropods
- Component # 6** – The Night Skies
- Component # 7** – Principles of habitat management
- Component # 8** – Environmental sensitivity
- Component # 9** – Introduction to ecotourism
- Component # 10** – Local communities (Impact and involvement)
- Component # 11** – Sustainable tourism and sustainable utilisation

Module 12 – Game Ranging Skills Part B (career courses)

- Component # 1** – Dangerous Game Rifles
- Component # 2** – The Game drive vehicle, Spotlight & Radio
- Component # 3** – Vehicle mechanics
- Component # 4** – Planning game drives and bush walks
- Component # 5** – Dealing with guests
- Component # 6** – Communication and Facilitation skills
- Component # 7** – Working within the industry

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