

VETERINARY TECHNOLOGY (ON-GROUND), A.A.S.

Program Description

The A.A.S. in Veterinary Technology provides students with classroom instruction, and clinical experiences needed to perform effectively as veterinary technicians. The curriculum is designed to provide the necessary credentials for students to sit for the Veterinary Technician National Exam (VTNE), as well as satisfy New York State Education requirements for professional licensure as a veterinary technician.

The curriculum for the A.A.S. in Veterinary Technology has been constructed to include the Curriculum and Essential Tasks (didactic and psychomotor) required and recommended by the Committee on Veterinary Technician Education and Activities/American Veterinary Medical Association (CVTEA/AVMA). Special attention has been given to the organization and presentation of subject areas to fit the hours of classroom instruction and clinical experiences.

The A.A.S. reflects a terminal degree program, which will provide the necessary credentials for taking the Veterinary Technician National Exam (VTNE) and satisfy New York State Education requirements for professional licensure as a Veterinary Technician. Licensed veterinarians and veterinary technicians serving as faculty and staff in Medaille's Veterinary Technology Department have been instrumental in designing and writing the A.A.S. in Veterinary Technology.

This innovative program provides an educational and veterinary technician licensing opportunity for those employed in some capacity in a veterinary practice or other career pathway and wishing to become a professional veterinary technician.

To graduate with an Associate in Applied Science degree, students must complete all required courses with not less than an overall 2.0 (C) average and not less than a 2.0 (C) average in Veterinary Technology courses. Majors in this program may not take any Veterinary Technology course as a Pass/Fail. The Veterinary Technology program requires student time beyond scheduled class for clinical experiences during the week and required laboratory sessions on weekends. Travel to and from instructional programs held off the Rochester Campus, such as farm animal labs, necessitates additional student time

Program Goals

1. To provide a relevant and innovative education that prepares individuals for professional careers and lifelong learning.
2. To develop in all students the interpersonal skills necessary for effective participation in teams and groups.
3. To enhance the analytical, critical thinking, and decision-making skills of each individual student.
4. To develop and cultivate a sense of purpose, responsibility, and ethical behavior among individuals.
5. To enhance the student's written, spoken, and technological skills.
6. To obtain the knowledge and develop proficiency in clinical and practical veterinary medicine in order to take the Veterinary Technician National Exam (VTNE) and satisfy New York State Education requirements for professional licensure as a veterinary technician.

Delivery Format

- On-campus (Evening) Rochester Campus only

Course Sequence (On-Ground)

Code	Title	Hours
BIO 173		4
BIO 174		4
ENG 111		4
SCI 131		4
MAT 116		4
SPE 242		4
VET 095	Prophylactic Rabies Vaccine	0
VET 102		4
VET 182		4
VET 205		4
VET 248		2
VET 249		2
VET 250		2
VET 251		4
VET 252		4
VET 253		4
VET 254		4
VET 255		4
VET 256		4
VET 271		4
Total Hours		70

Suggested Sequence

Course	Title	Hours
First Semester		
ENG 111	session 1	4
VET 102	session 2	4
MAT 116	session 3	4
Hours		12
Second Semester		
SPE 242	session 1	4
SCI 131	session 2	4
or VET 095	or Prophylactic Rabies Vaccine	
BIO 173	session 3	4
Hours		12
Third Semester		
BIO 174	session 1	4
VET 182	session 2	4
VET 205	session 3	4
VET 248	session 2	2
Hours		14
Fourth Semester		
VET 251	session 1	4
VET 252	session 2	4
VET 253	session 3	4
VET 249	session 1	2
Hours		14
Fifth Semester		
VET 254	session 1	4
VET 255	session 2	4

VET 256	session 3	4
VET 271	session 2	4
VET 250	session 1	2
Hours		18
Total Hours		70