

Last Name

First Name

**JEFFERSON COLLEGE
ASSOCIATE OF APPLIED SCIENCE
VETERINARY TECHNOLOGY DEGREE PLAN**

Effective 2021-2022

COURSE TITLES	COURSE NUMBERS	DONE	NOW	NEED
Microbiology for the Health Sciences (4)	BIO113			
Introduction to Veterinary Technology (2)	VAT101			
Applied Pharmacology (3)	VAT106			
Principles of Clinical Medicine I (4)	VAT113			
Principles of Clinical Medicine II (4)	VAT114			
Veterinary Technology Internship (6)	VAT199			
Veterinary Hospital Technology I (5)	VAT250			
Applied Radiology (2)	VAT252			
Veterinary Hospital Technology II (5)	VAT256			
Clinical Pathological Techniques (5)	VAT258			
Laboratory Animal Technology (3)	VAT264			
Large Animal Technology I (3)	VAT266			
Large Animal Technology II (3)	VAT267			
Veterinary Technology Capstone (1)	VAT270			
Group I. <i>Communications</i> (3)	ENG101(H)			
Group II. <i>Humanities/Communications</i> (3)				
Group III. <i>Social/Behavioral Sciences</i> (3)				
<i>Civics</i> (3)				
<i>MO Higher Ed Civics Exam</i>	PSC001			
Group IV: <i>Math/Natural Sciences</i>	BIO207*			
	BIO208*			
Group V. <i>Computer Literacy</i> (3)	CIS125*			
Group VI. <i>First Year Experience</i> (1-3)				
Student Signature/Date				
Advisor Signature/Date				

Total Credit Hours:

74-77

GENERAL EDUCATION & INSTITUTIONAL REQUIREMENTS**Group I. Communications 3 hrs.**ENG101(H) English Comp. I **required****Group IV. Math and/or Science 8 hrs.**

BIO207* & BIO208* (8)

Group II. Humanities/Communications 3 hrs.[See MOTR CORE 42 list for choices](#)

Cannot use Performance classes

Group V. Computer Literacy 3 hrs.CIS125* **required****Group III. Social/Behavioral Sciences 6 hrs.**

3 hours must fulfill Civics requirement

[See MOTR CORE 42 list for choices](#)**Group VI. First Year Experience 1-3 hrs.**COL100*, COL101*, or COL136* **required**

*These courses listed in the General Education and Institutional Requirements are not part of the MOTR CORE 42 general education program, and are not guaranteed to transfer to other institutions.

Revised March 2021