



Build Your Own Medical Assistant Pipeline

Finding and keeping qualified Medical Assistants is harder than ever.

A Medical Assisting Apprenticeship with Propel America offers a sustainable way to build your workforce – while lowering your recruitment costs and increasing retention.



You Provide

- Apprentice wages
- On-the-job training in your facility

Propel Provides--at no cost to you or the apprentice

- Fully vetted candidates ready for immediate hire
- Full tuition coverage for an accredited Medical Assisting program
- A trusted training partner delivering technical education
- Professional development and one-on-one coaching for every apprentice

Why Apprenticeship?

- ✓ Reduce recruitment costs and fill positions faster
- ✓ Lower turnover & boost productivity

Total Anticipated Annual Cost Savings:
\$21,000-\$40,000



How It Works



Hiring and Pre-Onboarding

Propel recruits and pre-vets motivated talent, preparing them for hire through a 4-week professional development program.

We then work with employers to select and hire apprentices who are ready to contribute to your team.



Months 1-6

From day one, apprentices contribute on the floor while training toward their medical assisting certification – building skills, confidence, and value for your team immediately.



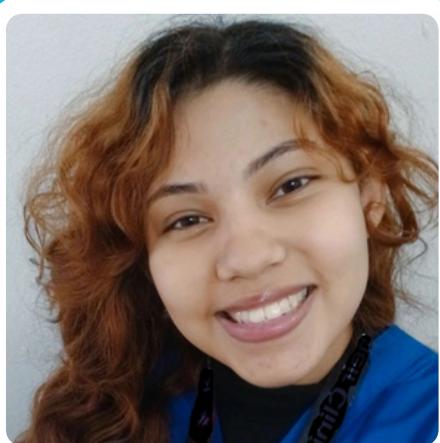
Months 7-14

After passing their certification exam, apprentices earn a mid-point raise and continue building skills as they complete their remaining apprenticeship hours.



Retain

Upon program completion, apprentices transition into the employer's regular medical assistant role and salary. A one-year post-apprenticeship retention agreement ensures stability, maximizes your investment, and fosters long-term team growth.



“ I want to express my heartfelt gratitude to Propel America for providing me with this opportunity and guiding me every step of the way since last September. Their support and mentorship have been instrumental in my growth.”

Sherilyv Duran
Propel Alum - Los Angeles
Medical Assistant