


DogNostics
DN-DTC
Dog Trainer Certificate


A = The Antecedent Package

The cue that evokes the behavior is part of the antecedent package

ABC
CUES









DOGNOSTICS COPYRIGHT 2021




1

DogNostics

UNDERSTANDING THE LANGUAGE

-  A FOREIGN LANGUAGE
-  SIGN LANGUAGE
-  CLARITY
-  CONSISTENCY
-  DOWN? DOWN? DOWN?
-  SET YOUR LEARNER UP FOR SUCCESS


DOGNOSTICS COPYRIGHT 2021




2

CUES & COMMANDS

Hint. Suggestion. Prompt	Mandate. Order. Rule. Demand. Dictate
A thing said or done that serves as a signal to an actor or other performer to enter or to begin their speech or performance.	Give an authoritative or peremptory order.
A signal for action.	Peremptory: Insisting on immediate attention or obedience especially in a brusquely imperious way: 'Just do it!'
A circumstance or piece of information which aids the memory in retrieving details not recalled spontaneously.	Have authority over; be in charge of.
A feature of something perceived that is used in the brain's interpretation of the perception: expectancy is communicated both by auditory and visual cues.	Control or restrain (oneself or one's feelings).
A hint or indication about how to behave in particular circumstances.	Dominate (a strategic position) from a superior height.




DOGNOSTICS COPYRIGHT 2021



www.oxforddictionaries.com

3



COMMAND OR CUE?

Obedience - Fearful

• Relaxed Learner

Threat - Unwilling

• Willing Partner


Do It! - Reluctant

• Happy & Confident

Or Else! - Scared

• Enthusiastic & Motivated

Please Use Cues!



DOGNOSTICS COPYRIGHT 2021

4



REPEAT. REPEAT. REPEAT. REPEAT...

When to add?

Clarity doesn't mean volume or repetition!

Sit. Sit. Sit!

Shouting may cause fear.

Whispering can be effective!

Condition it!

Stop! Leave it! Come!

A cue should never be aversive!



DOGNOSTICS COPYRIGHT 2021

5

NOT RIGHT NOW!

REMEMBER
The cue is the LAST component you are going to add to the behavior!



Antecedent Package



Reinforcer



Clarity of cue




Behavior not taught



DOGNOSTICS COPYRIGHT 2021

6




COMMUNICATION

Start and Release Cues at Beginning and End of Session

- Ask your learner if they are ready to begin
- Play the game
- Let your learner know when you have finished
- Be consistent
- It's a "Conversation"!
- Not ready? You don't have to train today

DOGNOSTICS COPYRIGHT 2021



7

LET'S SUMMARIZE!

- A behavior evoking cue is also known as the discriminative or evocative stimulus.
- Cues should be clear.
- We should use cues not commands.
- We introduce the final cue when we have a fluent behavior.
- Cues should elicit a positive emotional response.
- Cues should not be endlessly repeated.
- Start and release cues are a great addition to your training sessions.

DOGNOSTICS COPYRIGHT 2021



8