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**The Skill Set & Mechanics**

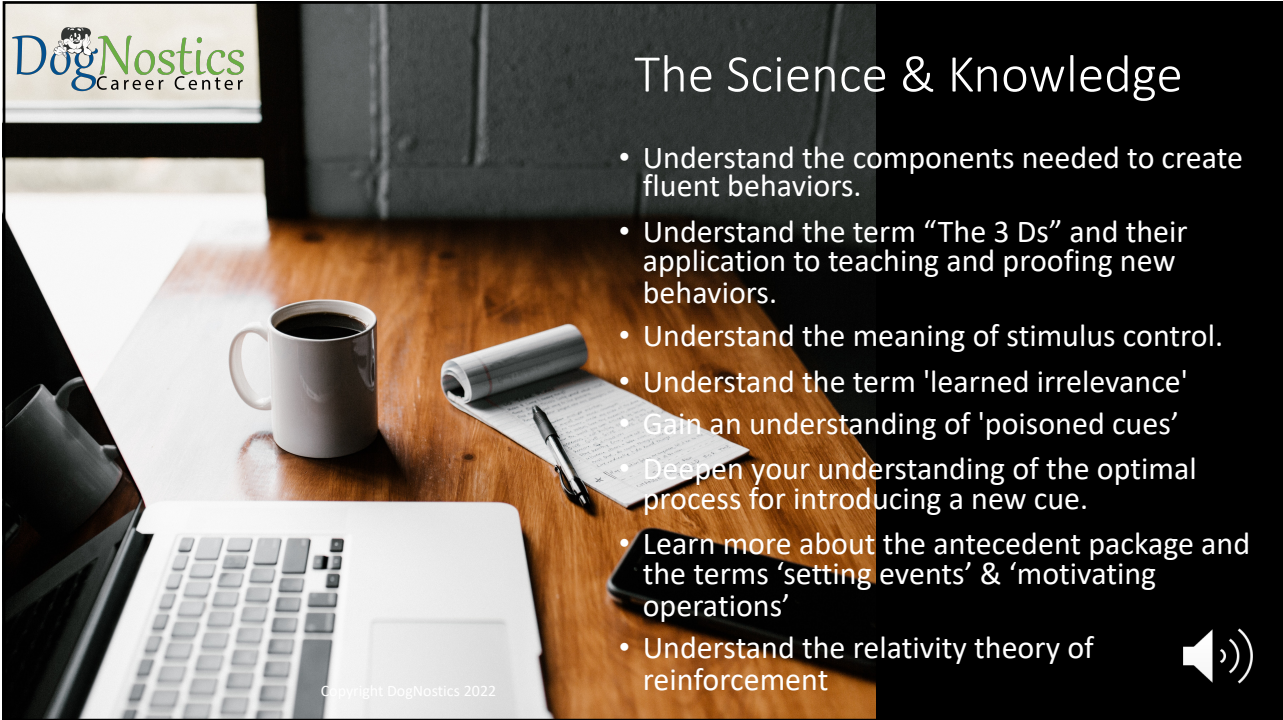
- Learn more ways to proof behaviors.
- Learn how to increase the flexibility of a behavior.
- Understand how to effectively add distance, duration and 'distractions' to behaviors without placing stress on the learner.
- Understand the meaning of stimulus control.
- Learn how to effectively place behaviors under stimulus control.
- Understand how to transfer stimulus control.
- Learn how to play the 'Stimulus Control Game'.
- Learn how to use the Premack Principle as a reinforcement strategy.

**The Behaviors:**

- Bang/Play Dead (Drop onto side either from sit or stand)
- Roll Over
- Go Left and Go Right
- Say Cheese (Focus on camera)

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## The Science & Knowledge

- Understand the components needed to create fluent behaviors.
- Understand the term “The 3 Ds” and their application to teaching and proofing new behaviors.
- Understand the meaning of stimulus control.
- Understand the term 'learned irrelevance'
- Gain an understanding of 'poisoned cues'
- Deepen your understanding of the optimal process for introducing a new cue.
- Learn more about the antecedent package and the terms 'setting events' & 'motivating operations'
- Understand the relativity theory of reinforcement

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