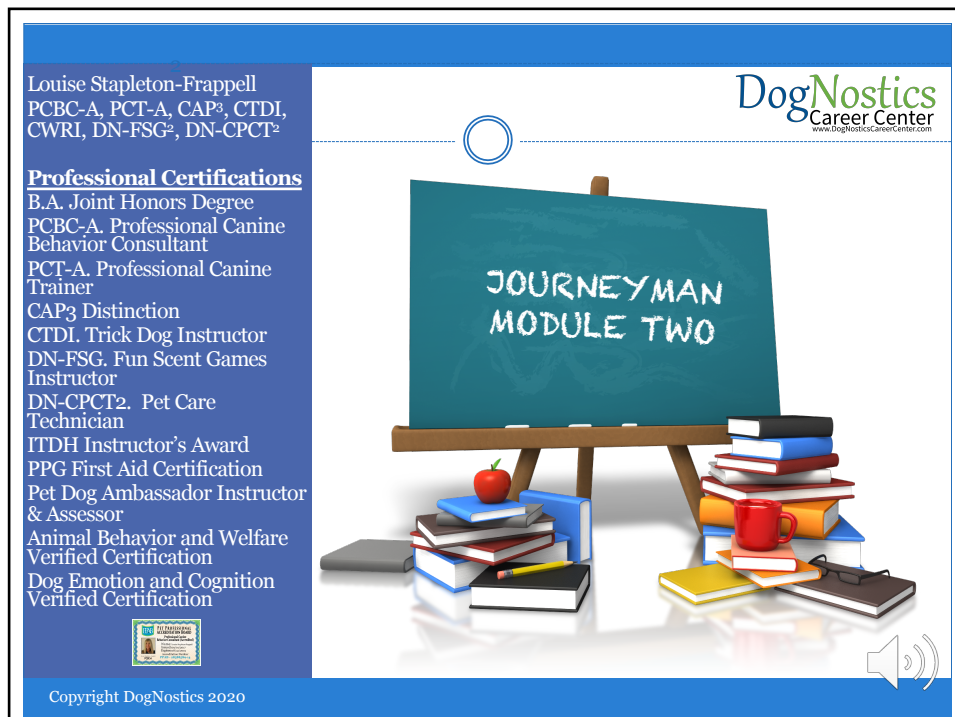




1



2

Learning Objectives - The Skill-Set & Mechanics

3

- 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 but actually increasing their confidence levels!
 - 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
- 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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Learning Objectives - The Science & Knowledge

4

- 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'
- Understand the optimal process for introducing a new cue.
- Understand the antecedent package and the terms 'setting events' and 'motivating operations'
- Understand the relativity theory of reinforcement



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