

# Capturing & Shaping Games

## Level 1: Head Dip

### Purpose:

The purpose of this exercise is to teach handlers the skill of noticing and capturing small movements, a precursor to shaping. The game also teaches the dog to offer a specific behavior repeatedly.

### Dog Skills

Offer behavior

Give attention

### People Skills

Observation

Clicker mechanics

Reinforcement

### Steps

1. Begin with the dog in a standing position. Click and treat any downward movement of the nose. Do not lure the nose down. Drop the treat on the floor after the click.
2. If the dog is not offering any head movement, move a step or two to get the dog active, then click head movements in any direction. Toss treats in different locations.
3. Continue clicking any downward movements of the nose. Pause now and then to encourage offering a deliberate head dip.
4. When the dog is reliably lowering his head, move to a different part of the room and continue capturing deliberate head dips.

### Click Points

- Head movements.
- Any downward movement of the nose.

### Tag Points

- Observe and click very small movements.
- Click the instant the dog's head dips.

### Good for building these other behaviors:

Capturing & Shaping Games Levels 2–4, bow, spontaneous “sphinx” position, or belly flop down.

### At home fun:

Observe the dog's natural movements, then capture something new. Capture a cute behavior outside of training sessions, such as cocked head, crossed paws, sneeze, shake, or backup. Use a mouth click if your clicker is not handy, followed by a treat. Record each click (put a checklist on the refrigerator door) and see if these “random” events become more frequent.