

Capturing & Shaping Games

Level 3: Build a Captured Behavior into a New Behavior

Purpose:

The purpose of this exercise is to develop students' ability to shape small increments of movement toward a goal behavior.

Beginning with the head dip captured in Level 1, students can teach a bow or a down. Or, beginning with a paw lift (Level 2), students can shape a wave or a "high five."

Dog Skills

Offer behavior

Give attention

People Skills

Observation

Clicker mechanics

Shaping

Cueing

Steps

1. Warm-up with a few repetitions of the captured behavior.
2. Begin to selectively click for stronger moves. Click only **during** the movement.
3. As movement strengthens, capture additional movements (e.g., in head dip, capture crouching or elbow bending; in paw lift, capture weight shift or shoulder moves to support higher paw).
4. Cease clicking weak movements; click only for improvement as shown on shaping plan.
5. When the dog is reliably offering the goal behavior, add a cue.

Click Points

- Increased range of motion, during the move.

Tag Points

- Click during the movement.

Good for building these other behaviors:

Capturing & Shaping Games Level 4, recognizing other opportunities for shaping, increasing the dog's capacity to experiment and to look for ways to get clicked.

At home fun:

Have the dog give your neighbors and friends a bow, wave, or "high five."