

Capturing & Shaping Games

Level 4: Cup or Box Game

Purpose:

The goal of this exercise is to continue building shaping skills in students and experimentation (offering behavior) in the dog.

Handlers will click and treat interaction with a prop and then shape for a specific action. The steps provided are for shaping interaction with a cup, but could be applied to interaction with a box instead.

Provide students with a sturdy paper or plastic cup, or a cardboard box.

Dog Skills

Offer behavior

Give attention

People Skills

Observation

Clicker mechanics

Shaping

Cueing

Steps

1. Place the cup on the floor and observe the dog. Click and treat if the dog looks at, approaches, or touches the cup. Toss treats away to reset the dog for another try.
2. Continue to click any behavior directed at the cup.
3. Cease clicking weak movements; click only more vigorous nosing, bumping, or pawing.
4. Select a specific action the dog has offered (e.g., pushing the cup with his nose), and begin to selectively click for stronger actions.
5. When the dog is reliably offering the selected behavior, introduce a cue.

Click Points

- Looking at the cup.
- Touching the cup.

Tag Points

- Click when the dog approaches the cup.
- Toss the treat 2 feet to the side of the cup.

Good for building these other behaviors:

Any new skill or behavior that can be shaped in small increments.

At home fun:

Students can conduct additional fun sessions of shaping interaction with a new prop at home.