

Name Game

Level 2: Whiplash Turn to Name

Purpose:

The purpose of this exercise is to put eye contact on cue, so when the dog hears his name, he quickly turns (hence 'whiplash turn') and makes eye contact with his handler.

This exercise should be interspersed with other activities, so the dog learns he does not have to maintain constant eye contact, but rather should respond quickly with eye contact upon hearing his name.

People Skills

Reinforcement
Observation

Click points

While the dog's head is turning toward you.

Dog Skills

Give Attention
Respond to a cue

Steps:

1. Cue the dog by saying his name, and click when you first see the dog's head start to turn.
2. Continue with another activity to avoid accidentally shaping staring.
3. Continue to periodically cue the dog with his name, clicking when he checks in with eye contact.

Good for developing these other behaviours:

Name Game Levels 3 and 4; focus on handler in the presence of distractions; dog taking responsibility for maintaining contact with you when outdoors or separated; the dog should "check in" frequently for possible new cues or when in doubt or stressed.

At home fun:

Test it out: Can your dog play tug, give eye contact upon hearing his name, then resume playing tug again? How about when eating dinner? Reinforce with a click and a chance to resume what he was doing before.