



Adolescent Foundations

Session 1 Summary

What you learned today:

Name Game: – “Say it and Pay It”: Say puppies name ONCE in a very happy voice, mark and reward when they look at you. At this stage, they do not have to look at your eyes to get rewarded yet.

Collar is a Noun: - Always pair body handling with treating. Make sure you are gently touching the sides and top of the collar or harness.

First Stage of Come: - Remember to mark/reward your dog’s final position (sitting in front of you) several times in a row, a few times a day. You are not adding movement at this time.

Closed Hand Targeting: A closed fist (food not showing) is important so your dog is trained to not always anticipate food. Your dog should move towards your hand, let them do the work!

Crate Games Stage 1: Sit When Door is Touched: - Do not verbally cue sit, your hand touching the door becomes the sit cue. Stand up and latch the door between each repetition. If your dog tries to come out of the crate, do not treat or verbally correct, just shut and latch the door.

One Foot, Two Foot, Green Foot, Blue Foot (Checking the Feet): - Feel the entire leg along with the feet. Allow your dog to balance themselves as you pick up each foot, do not bring the leg out to the side, and do NOT let go if they struggle! Redirect with a treat if needed.

“Turn Away” (Find It with Reorient to Owner): - Say their name and cue “Turn Away” as they are moving towards you after they’ve eaten the treat. Click or use your marker word AS SOON as the dog’s neck or ears show any movement toward you.

Drop It or Give It (Self-Control): The Two Toys Game: - Throw one toy to the right, as he is on the way back to you, say “Come.” Tease him with the other toy in your hand. When he drops his toy (NOT BEFORE – remember: get the behavior *then* give it a

name), say “Give” and then instantly throw the other toy to the left. Pick up the dropped toy when the dog goes to the newly tossed one and repeat the game. Be careful to end the game before the dog gets tired. In the beginning only throw a few times to build desire.