

PUP 2 CLASS OUTLINE

Teaching your puppy new tricks using rewards helps develop polite manners, provides mental challenges that leave your puppy more satisfied and settled, and strengthens the human-animal bond while enhancing communication and deepening trust.

In this class you will learn how to:

- Turn struggles into strengths by building on focus and calm
- Impulse control exercises to help your puppy make the right choices
- Use play and games to teach your puppy new skills
- Continue with positive social exposure to people, dogs, sounds and movement.
- Reduce arousal in stimulating environments
- Provide proper prey drive outlets while strengthening skills
- Develop body awareness
- Reduce leash tension and pulling
- Increase reliability of recall

Using games will give your dog a great outlet while developing reliable behaviour that has clear expectations for him, no matter what distractions life presents. If your dog is too distracted to respond to behaviours you have trained you need to work more on social exposure at a manageable distance.

Using games has many uses and will help your dog have clarity about your expectations, confidence away from you, self-imposed “impulse control”, an understanding of “place” that can also teach relaxation.

Training sessions should be short with play or free breaks. Then it changes to a ‘train-as-you-go’ method. Your puppy should be able to respond to the training cues you worked on previously. Then you can work on social exposure and ask for a behaviour to see if your puppy is able to continue to respond reliably. Using food rewards at this time will help you survive adolescence and encourage your puppy to work harder in harder environments until you can teach your puppy to earn ‘life rewards’ in place of food rewards.

Now let's have some fun!

PUP 2 CLASS ITINERARY

Week 1: Building Focus and Calm and Making Right Choices.

Condition to a marker - Clicker or YES!

Mat (WAIT) until released - GO SNIFF

4 on the Floor Greetings

SIT, DOWN, STAND, CRAWL, BOW, PLAY DEAD release - ALL DONE

Choice based game - help with impulse control and counter-surfing

Week 2: Gotcha and Go Play adding 'Life Rewards'

Mat (WAIT) with release - GO SNIFF

Review 4 on the Floor Greetings

Target - TOUCH and toss

TUG - prey drive with impulse control.

Collar grab game - GOTCHA - GO PLAY! Play before a leash walk.

Week 3: 'Go To' Games and Loose Leash following

4 on Floor greetings add SIT for Greetings

GO AROUND stools - sending your dog away and back to you

ON/OFF - Body awareness and muscle strengthening - Balancing on blue targets

Collar grab - add give to pressure

Teach Your Puppy to Follow Off-Leash. Use a toy or food lure to redirect attention

Figure 8 through chairs and Stairs - Add TOUCH or TUG

Week 4: Recall and More Polite Greetings.

SIT for greetings

HEEL position

Recall tips and training

Pros and Cons of on leash greetings with other dogs.