



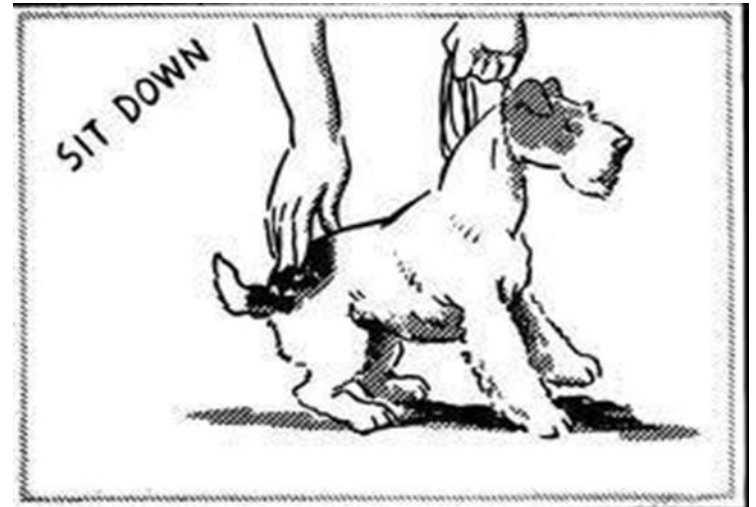
Different Ways  
to Get Behavior

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# Modeling

- Traditional training technique
- Dog is physically guided into a behavior
- Not a method we use here





# Luring

- Hands-off method of guiding a dog through a behavior, usually using food
  - However, for a dog that is target trained, a target stick can act as a lure





# Capturing

- Waiting until the dog performs a behavior on its own and then reinforcing that behavior





# Shaping

- “Shaping by Successive Approximations”
- The process of training a behavior by breaking it down into tiny increments and reinforcing the dog at each step until you’ve reached the full behavior





# Karen Pryor's 10 Laws of Shaping

1. Raise criteria in increments small enough so that the subject always has a realistic chance of reinforcement.
2. Train one aspect of any particular behavior at a time. Don't try to shape for two criteria simultaneously.
3. During shaping, put the current level of response on a variable ratio schedule of reinforcement before adding or raising the criteria.
4. When introducing a new criterion, or aspect of the behavioral skill, temporarily relax the old ones.
5. Stay ahead of your subject: Plan your shaping program completely so that if the subject makes sudden progress, you are aware of what to reinforce next.



# 10 Laws of Shaping Continued

6. Don't change trainers in midstream. You can have several trainers per trainee, but stick to one shaper per behavior.
7. If one shaping procedure is not eliciting progress, find another. There are as many ways to get behavior as there are trainers to think them up.
8. Don't interrupt a training session gratuitously; that constitutes a punishment.
9. If behavior deteriorates, "Go back to kindergarten." Quickly review the whole shaping process with a series of easily earned reinforcers.
10. End each session on a high note, if possible, but in any case quit while you're ahead.



# Training More Complex Behaviors

- Chaining
  - Combining multiple behaviors into a continuous sequence, linked together by cues
  - Each cue is a marker/reinforcer for the previous behavior and a cue for the next behavior
- Back-chaining
  - Training the last behavior in a chain first, then the next-to-last behavior and so on
  - Uses the Premack principle
    - Stronger/preferred behavior will reinforce a weaker behavior







Any Questions?



