




Workshop 1

Day 1 Agenda





Teaching duration (minutes)

1.1 Welcome!			
	Introduction	30	55
	Workshop Goals	10	
	Ground Rules and Logistics	15	
1.2 Clicker Warm-Up			
	The Hand Game	10	30
	On the Ball	5	
	Click and Then Treat	15	
<i>15-minute break</i>			
1.3 Observing & Capturing Behaviors (Part 1)			
	Show-and-Tell Capturing	60	90
	Watch and Learn	30	
<i>60-minute lunch</i>			
1.4 Observing & Capturing Behaviors (Part 2)			
	Nice to Meet You	30	60
	Capture a Behavior	30	
<i>15-minute break</i>			
1.5 Shaping Behaviors (Part 1)			
	The Flamingo Game	15	75
	The Shaping Game	60	

Workshop 1

Day 2 Agenda

Teaching duration (minutes)

1.6 Shaping Behaviors (Part 2)			
	Show-and-Tell Shaping	60	150 <i>+15</i>
<i>15-minute break</i>			
	Create a Shaping Plan	45	
	Shape a Behavior in a Different Dog	45	
<i>60-minute lunch</i>			
1.7 Workshop Assessment			
	Shape from a Chair with a Cone	45	110
	Add a Cue	45	
	Creative Shaping	20	