












# Workshop 2

## Day 1 Agenda

		Teaching duration (minutes)	
	<b>2.1 Welcome &amp; Mechanical Skills Warm-Up</b>		<b>30</b>
	<b>2.2 Show-and-Tell Cueing</b>		<b>60</b>
<i>15-minute break</i>			
	<b>2.3 Teach Someone to Cue Your Dog</b>		<b>60</b>
<i>60-minute lunch</i>			
<b>2.4 Targeting: Please Pass the Dog</b>			
	Cue as Reinforcer	30	<b>60</b>
	Target to Start a New Behavior	30	
<i>15-minute break</i>			
	<b>2.5 Discussion of Emotional Signals</b>		<b>15</b>
	<b>2.6 Show-and-Tell Targeting</b>		<b>60</b>
	<b>2.7 Create a Plan for Fluency</b>		<b>45</b>

## Workshop 2

### Day 2 Agenda

		Teaching duration (minutes)		
	<b>2.8 Warm-Up</b>		<b>15</b>	
	<b>2.9 Fluency Tune-Up</b>		<b>60</b>	
<i>15-minute break</i>				
	<b>2.10 Cues as Reinforcers</b>		<b>45</b>	
	<b>2.11 TAGteach a Behavior</b>		<b>45</b>	
<i>60-minute lunch</i>				
	<b>2.12 Show-and-Tell Chaining</b>		<b>45</b>	
	<b>2.13 Workshop Assessments</b>			
	Transfer to a New Cue	35	<b>120 +15</b>	
<i>15-minute break</i>				
	Test for Stimulus Control	35		
	Target a New Object	35		
	Create a Plan for a Five-Part Chain	15		
	<b>2.14 Certification Project Discussion</b>		<b>30</b>	