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Unit 1

- 1: What is Clicker Training?
- 2: Clicker Mechanics
- 3: Capturing and Naming Behavior
- 4: Efficient Shaping

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Unit 3

- 9: Creating Behavior Chains
- 10: TAGteach Part 1
- 11: Fluency Part 2: 3 Ds
- 12: Managing Cues and Chains

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Unit 2

- 5: Cueing Basics
- 6: Right on Target
- 7: Fluency Part 1
- 8: Emotional Signals

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Unit 4

- 13: Everyday Behavior Problems
- 14: TAGteach Part 2
- 15: Complex Behaviors and Cues
- Wrapping Up

