WHAT IS CLICKER TRAINING?

Clicker training is a form of learning by consequence. It is a great way to communicate with animals and teach them positive behaviors - behaviors that we want, which can also help them get adopted.

In clicker training, you mark good behaviors by clicking the instant a behavior happens, and then rewarding the animal. This is how an animal learns they are doing a behavior we like.

Quick Steps:

1. <u>Mark:</u> Click exactly when animal does desired behavior (sitting, being quiet, coming to front of kennel, etc)
2. <u>Reward</u>: Toss a treat into the kennel right after clicking.

Notes:
- If you click at the wrong time on accident, still give a treat.
- If animal is startled by the noise of the clicker, you can muffle it with a towel.

Example: If you click exactly when a dog sits, then give a treat. This is teaching a dog that sitting is a good behavior that will get them a reward and they will do it more often.

When I sit, I get a treat!

Example: Click when a cat comes to the front of the kennel and give a treat. This teaches the cat that being at the front of the kennel will get them a treat and will do that more often.

When I come come closer, I get a treat!

HOW DO ANIMALS LEARN?

1.By Association (an emotional response)

-Animals form associations to determine what things mean. What is safe, dangerous, good, bad or neutral. These associations determine how an animal behaves.

Examples:

- A tennis ball comes out when it's time to play. Playtime is fun, so tennis balls are good and I get excited.
- Every time the vacuum turns on, it is loud. This scares me, so vacuums are dangerous and I run and hide.

2. By Consequence (by doing)

-Animals learn from immediate consequences to determine what is safe, dangerous, good, bad or neutral.

Examples:

-A dog or cat stares at the refrigerator, nothing happens so the animal stops doing that behavior.

-A dog or cat stares at a human eating, then the human gives a bite of food to the animal. The animal has learned that staring at the human while they are eating can result in getting a treat, so they repeat that behavior.