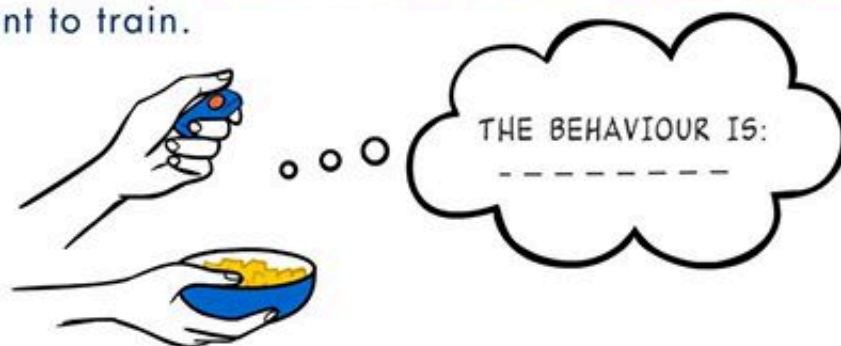


CLICKER TRAINING

THE LESSON IS: How to use a clicker to precisely mark a behaviour event, bridging the gap between the click and the reward which follows it. Click when you see the puppy performing the desired behaviour, follow with a reward such as a treat, tug game or play with other puppies.

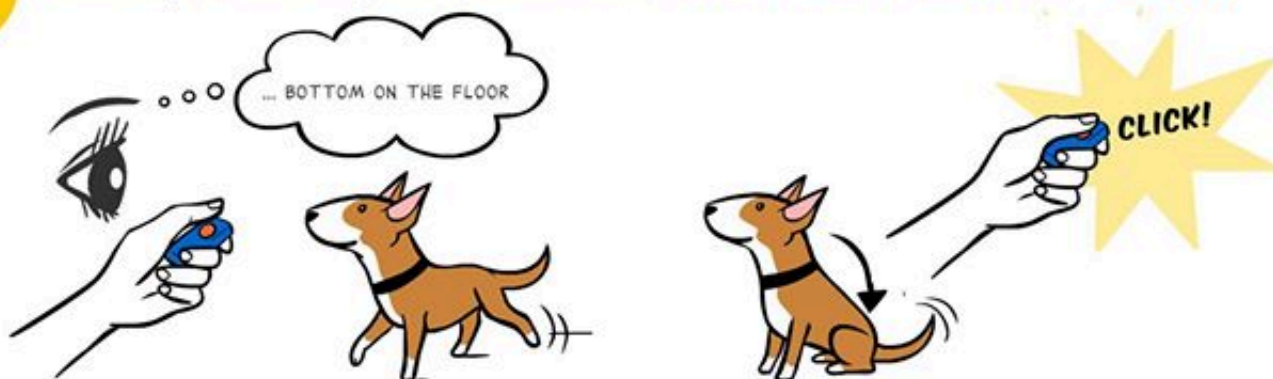
1

PREP: Prepare rewards (e.g. food) and **decide on the behaviour** you want to train.



2

When you identify the behaviour, **THE FOCUS POINT** is: **CLICK**



3

After you click, **THE FOCUS POINT** is: **DELIVER REWARD**



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