

Glossary of Common Terms

Training Terms

- Attention/focus- eye contact voluntarily given by the dog
- Aversive- anything the dog finds negative (tools, methods) aka positive punishment
- Beacon- noise made during an emergency recall to bring the dog to you
- Behavior- how dogs respond to internal and external stimuli
- Behavior marker- can be a verbal mark or clicker to mark the moment a behavior happens and provides feedback to the dog the moment a rewardable behavior happens
- Cheerleader- high energy praise for the dog to motivate and increase behavior
- Cooperative care- process of teaching the dog behaviors that assist in grooming and health care, the dog is a willing participant
- Cue- signal for a behavior
- Distractions- anything in your dog's environment that gets their attention
- Enrichment- activities that can help dogs stay mentally and physically stimulated, and prevent boredom and destructive behaviors
- Event marker- aka clicker, a signal used in dog training to let a dog know they've done something right
- Fear free professional- trained professional that works to reduce or remove anxiety triggers that can cause pets to become fearful at home, in transport, and at the veterinary hospital
- Fear period- a normal part of a puppy's development where they may be more reactive and fearful of new people or situations
- Four behavior quadrants of behavior
 - Negative punishment- subtracting a stimulus to decrease a behavior
 - Negative reinforcement- removal of something undesirable to increase a behavior
 - Positive punishment- adding something undesirable to decrease a behavior
 - Positive reinforcement- adding a stimulus to increase a behavior
- Golden rule- if you mark it you must treat it, even if it was a mistake or poor timing
- Harness- training aid to avoid pressure on the neck and surrounding vital areas while allowing the dog to walk comfortably
- Jackpot- multiple treats delivered to the dog one after another
- Least distracting environment (LDE)- quiet area in the home with as little distractions as possible to train new and developing behaviors

- Loose leash walking (LLW)- the dog walking in a loose heel position with no pressure on the leash
- Nosework- game in which the dog searches for a particular scent and alerts the handler when found
- Party time- taking 15 to 30 seconds to treat, praise, sing to, dance with, and have the most fun with your dog
- Poisoned cue- when a previously learned cue is behaviorally tied with an aversive event so the dog no longer responds to or avoids the cued behavior
- Pouch/bag- item to keep treats in while training to free up your hands and keep food out of sight from the dog
- Praise- can be verbal or physical; something the dog finds pleasurable and rewarding
- Premack principle (grandmas principle)- high-probability behaviors, like eating treats, will reinforce low-probability behaviors
- Punishment- in dog training punishment could be physical punishment or, as it relates to behavior theory, adding or subtracting something to decrease the chances of an unwanted behavior from recurring. Think “less of”
- Sniffarie- part of the loose leash walk where the dog gets to sniff the ground with a full leash for a short time
- Socialization- the process of introducing a dog to new experiences and people to help them become confident, friendly, and well-behaved
- Super snack- feeding multiple treats in a row along with lots of verbal praise that lasts longer than the quick one treat moment
- Rate of reinforcement- how often a dog receives a reward
- Recall- cuing the dog to return to the handler
- Reinforcement- something the dog finds rewarding that will increase the frequency of the behavior, or as it relates to behavior theory, adding something to increase a behavior. Think “more of”
- Reactivity- when a dog that overreacts to normal situations, such as seeing a stranger or other dog, in an intense way
- Reward- a treat the dog finds valuable, can be food, play, affection, or verbal praise
- Treat- a treat the dog finds valuable, can be food, play, affection, or verbal praise