Foundation Level

To achieve the foundation level the dog/puppy must attend all 8 weeks of the course. The content is shown below and the bronze level tests all the understanding of this.

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|  | Week | Criteria | Games Demonstrated |
|  | 1; Calmness and Settling behaviors | * Understand how to build calmness and calming behaviors * Understand importance of rest and sleep on puppy/dog behavior * Manage puppy teething, mouthing, chewing and toileting * Socialization via the 3 second rule and building positive associations * Beginning to understand D-M-T level 1; The use of building a calm marker word around low level distractions | * Reward Nothing * Airplane feeding * Calmness Protocol * Active Rest * Passive Calming Activities * D-M-T Level 1 |
|  | 2; Boundary Games | * Understand introduction of boundary games by building value in the area and then adding release cue and orientation to boundary * Training a sit, down and stand cues using food prompts * Begin to add duration and distance to the boundary as well as starting to build impulse control and ‘send to bed’ cue | * Boundary Games levels 1, 2 & 3 * Sit * Down * Stand * Send to Mat |
|  | 3; Building focus/engagement | * Begin to cover the importance of equipment with lead walking as well as lead handling and management * Importance of calm behavior before going out for walks and in preparation for a walk * Building an engagement cue and focus on you * Harness shaping and lead shaping to ensure the dog is comfortable with the harness | * Watch me Cue * Proximity Value * Harness, lead and collar shaping |
|  | 4; Focus, proximity and lead walking | * Correct way to build lead walking and a ‘walk this way’ * Building doorway manners such as release cue through doorway * Build value in staying close to you * Building value in orientation and reflex to name/recall cue via orientation games, focus cue and proximity value | * Walk this way * Manners minder * Proximity zone * Orientation games |
|  | 5; Focus, Proximity and Recall | * Building value in orientation to you and orientation dash, catch me if you can, restrained recall and other recall-based games * Building the value of disengagement * Handling a long-line correctly and the best uses for these * Use of tug-toys for recall-based training | * Orientation Games * Catch me if you can * Restrained recall * Disengage Game |
|  | 6; Arousal Concepts | * Understand the importance of arousal in learning and training and recognize signs of arousal in dogs * Manage jumping up and how to train correct alternative behaviors * Begin to train behaviors in exciting events mainly a sit and down * Begin to train an ‘off’ switch and ‘dimmer’ switch via different levels of arousal concepts | * Mutually exclusive behaviors * No Jumping up * Arousal Up & Arousal Down * Thinking in Arousal * Dimmer Switch |
|  | 7; Impulse control | * Begin to build a ‘drop’ ‘leave’ and ‘wait’ and understand the different between these * Use of toy switching in this training * Prevention and management of resource guarding * Prevention and management of separation anxiety | * Mouse Game * Toy Switch * Drop * Leave * Boundary Games |
|  | 8; Confidence and Enrichment | * Building handling confidence * Use of touch target and calming touch marker to help with handling and consent * Build confidence around noises, novel items and different surfaces * How to muzzle train and the correct type of muzzle via cone game * Building a find cue for scent work | * Noise Box * Two Paws & Rear Paws * Touch Target & Chin Target * Calming touch marker * Cone Game * Surface Paradise * Scentwork |