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
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|  | 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
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|  | 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
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|  | 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
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|  | 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
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|  | 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
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|  | 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
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|  | 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
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