

# Great Beginnings





# Brain Development

Shaping the Canine Mind



# Socializing:

## What it is NOT

Forcing puppies to meet strangers

Making puppies go for walks

Taking puppies where there are scary things

Hug puppy or put your hand on its head - dog speak for 'I am going to hurt you'

Letting puppies run loose, do what they want, practice primal and instinctive behaviors.

## What it is

Having people come and play with the puppy in a safe environment

Having people play with puppies.

Meeting lots of polite, well mannered dogs.

Going where puppy can see scary things and playing'

Food Food Food Food because a puppy cannot be afraid/stressed and eat. And we don't want it to learn to fear.

## Why

Puppies are in a fear development stage - Everything is scary, so making them afraid will last a lifetime.

Puppies are all about the emotions. A happy puppy is learning. A fearful, sad puppy ignores you.

Puppies are learning to either:

- Survive as a hunter/protector of the pack.
- Be a calm, polite member of today's Urban environment.

# Start Right:

## Timing

Success is 100% dependent on your timing.

3 seconds between the behavior and the Marker is perfect

5 seconds between behavior and Marker is good

6+ seconds is

## Capture Behavior

This means that to be successful you need to capture a behavior 'while it is happening'.

That means the 3 seconds start when the animal has started to do the behavior (sit, heel, down) not after it is sitting, heeling, or in the down.

## Reinforcement

Builds confidence

Builds stress coping skills

Teaches dogs to solve problems

Lowers cortisol levels

Increase dopamine / oxytocin levels



# Mental/Social Development Stages

## -12 weeks

Brain is fully developed - damage done

Social Acceptance - People, dogs

- Expand the pack
- Learn social behaviors
- Diminish aggressive behavior
- Stop practicing survival instincts
- Learn what to fear, what not to fear.
- Build tolerance to fear and stress

Fix a problem now and it takes days, and is permanent

## Younger dogs

If puppies or kittens are not exposed to stimuli and socialization at a young age the brain cells die.

This is an irreversible effect.

Enrichment of environment - The thing that makes the greatest brain enrichment is another dog.

We force dogs to grow up in isolation. We are not an acceptable alternative.

Fix a problem at 5 months and it is a struggle for several weeks

## Older Dogs

Living in an enriched environment makes physical changes in a dog's brain.

Within 3 weeks an impoverished environment causes changes in a dog's brain anatomy. Reduces thickness of the cortex, and the number of dendritic spines.

An enriched environment reverses the brain damage.

Citation: Michael Fox/Ian Dunbar

Fix a problem now and it takes months and if you stop reinforcement then recovery will happen in weeks/months.

# Developmental Stages

- Neo-Natal Period (1-14 days)
- Transitional Period (14-21 days)
- Awareness or Identification Period (21-28 days)
- Second Awareness/Identification Week (28-35 days)
- Socialization Period (5 to 14-16 weeks)
  - Curiosity Period (5-7 weeks)
  - Behavioral Refinement Period (7-9 weeks)
  - Fear Imprint/Impact Period (8-11 weeks)
  - Environmental Awareness Period (9-12 weeks)
  - Seniority Classification Period (13-16 weeks)
- Flight Instinct Period (4-8 months)
- Second Fear Impact Period (6-14 months)
- Maturity Period (1-4 years)

21 Days - The social and behavioral development of the puppy - first by its breeder in the first few weeks and then by the new owner. Research by Scott and Fuller - 35% of a dog is genetic and 65% is management, training, socialization, nutrition and other health care.

A poorly imprinted puppy will have problems being a "good" dog in the future. Scott and Fuller research, on imprinting "mistakes". Puppies raised in isolation from dogs and then introduced to dogs at 16 weeks get attacked and rejected.



# Socialization Period 5 - 16 weeks

Dogs are not genetically "programmed" to interact socially with other species, including humans, but twelve thousand years of domestication of the dog has made this possible. Living with people and adapting to their varied environments is only possible through habituation - disappearance of reactions - to certain stimuli.

Many neurobiological studies have shown that the brain becomes atrophied when a dog is raised in sensorial isolation and it develops more than average in an environment of hyper-stimulation.

Fox (1975) found that puppies exposed to increasingly complex stimuli-"enrichment"- would seek out complex environments; conversely, his "stimulus-poor puppies" were inhibited, fearful and looked for less complex environments.

Additionally the enriched puppies were dominant in presence of stimulus-poor dogs. The dogs lacking proper stimuli were also over-excitabile, learned slower and forgot easily later in life. And a puppy raised in a deprived environment may compensate with self-destructive behaviors like coat chewing, licking, etc.

# Fear Imprint/Impact Period (8-11 weeks)

Between 8 and 9 weeks, overlapping the Behavioral Refinement and Environmental Awareness Period, the puppy will begin a time of much more caution.

It will be fearful of loud noises, sudden movement, strangers, discipline from other dogs or humans, etc. If frightened during this fear period, it may take weeks to return to normal.

Many feel that this is the wrong time for ear cropping, traumatic visits to the vet, shipping, harsh discipline, and maybe even transfers to new homes, especially homes with less experience. The puppies should be exposed to lots of positive experiences at this time.



# Flight Period (4 - 8 Months)

"Seems to forget everything previously learned."- "How to Raise a Puppy You Can Live With"

When you notice a change in your dog during this time, he is probably going through his "flight instinct" period. Like a teenager going through puberty, your puppy is changing physiologically. Your awareness of these changes in behavior will help get you through this commonly difficult period.

This is the time when obedience schools get most of their calls. Puppies that have not been socialized and trained take a different path in life than pups that have.

# Lack of Socialization - Mental Stimulation

## Behavior Problems

Easy to fix with patience and consistency (weeks)

- Hyper - zoomies
- Inattentive. No follow behavior.
- Destructive
- Anxiety and stress
- Reactivity
- Isolation anxiety
- Cortisol problems

## Temperament Problems

Time consuming/Difficult to fix (1 - 2 years)

- Fear problems
- Aggression problems
- Sensory un-preparedness
- Cognitive un-preparedness
- Rehearsal turns behaviors into temperament



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A dog is 100% the result of the effort you  
invest

You have 10 weeks to shape your dog's ability to enjoy life, and the lifestyle you will share with your dog. You only have 10 weeks. After that the only option you have is therapy or adding another dog to the already overwhelmed dog rescues so that someone else can clean up your mess.

”

Prevention is Easy - Therapy is Time Consuming

# Training Myths in the Dog Training World

## Alpha Myth

Dogs live in families not packs

80% of all dogs on earth are wild. We can study them and learn that they work together as a family unit. No dog usurps authority over others.

<https://www.youtube.com/watch?v=ShaxRuy47p8> Interesting facts about domesticated foxes

[Psychology Today - Ian Dunbar](#)

Follow link to read more

## Dominance Myth

Spoiled - wants its own way

Taught humans to solve problems for it. Barking, Nipping, running

Fearful and trying to 'make space' and keep away a potential threat

Playing tug will not make a dog aggressive or dominant

My dog (destroys, urinates on bed, runs away) because it is (dominant, punishing me, angry, )

Dogs destroy my stuff to show their dominance

## Top Training Myths

Puppies need to enjoy their childhood.

Dogs need to like everyone, play with every dog, and tolerate long periods of isolation but still remain social

Puppies do NOT 'grow out of it'

Don't train puppies till 6 months old

Training LOOK or other protocols will fix behavior problems

Dogs should be perfectly trained after 8 weeks.



# Suggestions

## While Playing

Make eye contact and stare hard

Touch - touch - touch

Lots of different sounds

Different textures

Slowly introduce different things that might cause fear.

Aggressive, bullying, and nipping = the game stops. Puppy quiets. Then game starts

## In the World

Off leash playing with other puppies is vital

Work must become part of life - not just an afterthought.

Nothing just 'happens'

Puppy needs to be able to say no.

The puppy isn't being bad or stubborn, it just hasn't learned yet.

Meet people

## At Home

Reinforce calm

Do not give the dog freedom until you know it can handle it. Puppies earn freedom.

Bad behavior results in losing freedom.

Do not allow the zoomies

Give and Take - Trade - Get dog use to having you take things then give back.

Change the routine.



# Training and Learning

Obedience is a lifestyle. It is a response -  
Either you will win, or Mother nature will win  
You are always reinforcing behavior.  
You are teaching the good  
- and the bad



# Understanding Training Terms & FACTS

## Training Terms

Reinforcing = consequences

Every interaction you have with your dog is reinforcing compliance or aversion

Aversive - something the dog doesn't want

Conditioning - Learning

Counter Conditioning - Unlearning

Stimulus - Something that changes the dog's behavior in the moment

Antecedent - it precedes the behavior

Trigger - the scary thing

Over threshold - scared/stressed

## Learning Quadrants of operant conditioning

Positive punishment - adding something the dog doesn't want

Negative punishment - taking away something the dog wants. Removing the aversive

Positive reinforcement - adding something the dog wants

Negative Reinforcement - removing something the dog doesn't want

## FACTS

A dog will do what it practices. If it runs wild all day then it learns to run wild.

Puppies have a limited attention span.

Push too hard and all you do is cause stress.

Learning stops when a dog is stressed.

# How is My Dog Hard Wired?

## Behavior

A learned action or reaction to stimulus in the environment.

These are predictable

Learned from:

Training

Experience

Environment

Social facilitation

Social interaction

Selective association

NURTURE

## Temperament

Hard wired (unpredictable) way of viewing the world based on experience and social development that effects:

Coping skills

Problem solving

Social behavior

Tolerance levels

Emotional interactions

Moral compass

Working Ability

## Instinct

Fixed behavior patterns - Pre Programmed motor patterns.

We see the same behaviors (play bow) among all dogs: wild, fearful, anxious, pampered, kenneled, working, house pets.

A behavior that is hard wired with a singular goal - survival.

Eg: male dogs lift their legs to pee without any training.

Temperament is hereditary.

NATURE



# Understand What You Are Training

## Tricks

Heel  
Sit  
Stay  
Come  
Stand  
Be Groomed  
Touch mouth and paws

## Behaviors

Follow  
Wait calmly  
Don't bite  
Play with me  
Don't react to noise or scary things  
Do not meet new things with barking or biting  
Don't chase/hunt

## Coping Skills

Look at owner instead of scary thing  
Come to owner instead of running away  
Lay calmly and sleep instead of being stressed  
Look at owner when walking so you don't see scary things  
See 100 people, 100 places, 100 events, and lots of good dogs.  
Play instead of fear  
Eat instead of fear

# Training and Behavior Modification Methods

Shaping - general

Auto shaping

All or None - specific

Luring

Modeling

Positive Reinforcement

Balanced

Negative Classical Conditioning

Classical Conditioning

Operant Conditioning

Letting Mother Nature 'do her thing'

Building Associations

Generalization

Habituation

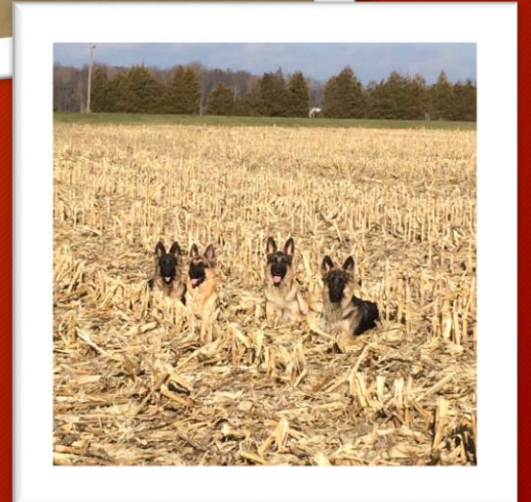
Practicing/Rehearsing

Fading/Extinction

Relationships

Generalization of Habituation(Intrinsic  
Sensitization

Flooding/Desensitization





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## Nothing is Learned Without PROOFING

No longer having the reward visible.

Withholding the reward for all but the BEST performances.

Changing the reward: instead of a food treat give praise or game sometimes.

Rewarding intermittently: once every three, or five times, like a slot machine does.

Doing all these at once.

Reward good behaviour and ignore bad.

Disrupt any bad behaviour you can't ignore, and then prevent it happening again.

Substitute an alternative, acceptable, behaviour for the bad.

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Progression From Annoying Behavior to Good Manners is never a 1 time process.  
Behavior is never stagnate. It is always evolving for good, or bad.

# Basic Training Protocol

Start with what a dog CAN give you.  
Progress to what a dog WILL give you.  
Ask for what you want  
Proof  
Increase difficulty  
Proof  
Repeat

The most powerful training happens  
when you shut up





# When Training Goes Wrong

## We can teach aggression and fear

Bite

Don't Come When Called

Jump up

Pull on the leash

Don't listen

Pee in the house

Bark and Attack

Begging > Bullying > Aggression

Your fear> Dog's fear> Aggression

Demand Barking

Recreational barking

Separation anxiety (Control)

Dominance (getting on bed, table etc)

Obsessive Compulsive Behavior

- Punishing Good Behavior
- Too Slow with Reinforcer
- Too fast with punisher
- Laughing, joking (you are happy)
- Picking up instead of making dog cope
- Treating like a baby
- Your Pheromones
- Accidental corrections/punishments
- Poisoned cues

# Training vs Imprinting vs Behavior Modification

## Training

This is where you use motivation and repetition to elicit a specific response.

You are teaching a dog to do a task. The task is something the dog would not normally do.

It involves modeling, verbal cues, and reinforcement

Cannot permanently alter a behavior because it teaches a protocol but does not address the underlying problem (lack of neur

## Imprinting

Creating a controlled 'set up' that will cause the puppy to learn a new set of primal behaviors

Changes a dog's visceral response to a specific stimuli - normally a fear or stress response.

Permanent when done correctly

Must be done in neuro/brain development (12 weeks/20 weeks)

Can alter social/survival behaviors

## Behavior Modification

Recovery will happen if the consequences are not practiced

Can change the visceral (survival) response, but is only as strong as the reinforcement, repetition.

Normally only alters the social and emotional behaviors

Decrease distress/increase Eustress

Change the behavior so the behavior cannot continue.



# Conditioning

## Classical

Works on non-cognitive behaviors: fear, stress. The treat is offered when the trigger is present. The treat disappears when the trigger disappears.

The reinforcement is given, consistently, when the dog is outside of threshold and still calm.

## Operant

Only works on cognitive/conscious behaviors. Only when there is a choice.

Reinforcer is offered when the dog IS DOING the correct behavior (not after the dog finishes)

Ask the dog to sit and reinforce when movement starts - not when movement ends. (CAPTURE the behavior)

## ABC's of Learning

Antecedent: cue, trigger, fear, body language, movement, prey,

Behavior: Dog's action or reaction, voluntary and involuntary

Consequence: reinforcement or punishment, R+, R-, P+, P-

Change the pattern and learning is not permanent

# Anthropomorphizing

Treating dogs like humans/children

## Human Problems

- We misread dog behavior
- We miss seeing threatening or warning behavior
- We put human expectations on dogs, and miss vital development stages

## Human Problems

- We feel hurt because our dog does not reciprocate affection
- We misunderstand escalating excitement and its dangers
- We expect cognitive solutions to dog behavior problems. We want dogs to cognitively understand what we want or don't want.



# Anthropomorphizing

Dogs learning to mimic human reactions

## Dog Problems

- Dogs become reactive towards strangers and strange dogs
- Dogs start to bully family members
- Dogs become reactive because they do not understand our reactions to their behavior

## Dog Problems

- Dogs do not learn dog skills - like bite inhibition, calming, coping.
- Dogs find us unreliable and non-trustworthy
- Increases aggression - damages the human-dog bond
- Increases distress

# Suggestions

## Socializing

Off leash play with other puppies

Hand feed ALL food

Its all about emotions

Do NOTHING that causes your puppy to fear

Do NOT let strangers pet your puppy

Do NOT let puppies greet dogs you do not know

Set up the environment to prevent the need for corrections.

## Training

Hand Feed All Food

Focus on the positive

Fun - Fun - Fun

Food - Food - Food

Teach 1 new trick/task until 1 year old

Restrict freedom until the dog earns it with good behavior.

Put bad behaviors on cue - then teach them to stop

This can happen any time in a dogs life, but socializing and imprinting must happen asap

## Mental Development

Introduce 1 new event a day

100 day challenge

- 100 places
- 100 people
- 100 dogs

Don't teach tasks - Teach behaviors: following, laying calmly, not barking at sounds, not chasing, playing with you, focusing on you





# Emotional Behavior Learning

A dog will always obey its emotions  
It won't always obey you  
Without stimulation recovery occurs

# Its not a behavior problem!

1 hour dog, 2 hour dog, 3 hour dog - Its all about genetics

## High Drive

- Over active
- Need constant mental stimulation
- NEED to work
- NEED to play
- Will stay busy - one way or another
- Standoffish
- Low tolerance to aversive corrections
- Low tolerance to crowds, strangers

## High Energy

- Needs to burn off cortisol
- 0-100 is 3 seconds - then what?
- NEEDS to play
- NEEDS to run
- Its not bad manners, it is chemical responses in the brain to stimuli, and genetic makeup

## Docile

- High pack drive
- Low metabolism
- Not interested in learning
- Passive aggressive
- NEEDS social interaction
- Not stupid, low motivation/drive



# Bite

## Facts

77% of all bites are children, and caused by the family dog. In young children this is a facial/neck injury

Research shows that pain is a major contributing factor

Small dogs are most likely to bite, but are not reported as the bite is predominately family, unreported

77% of dogs involved in bite incidents were suffering from an emotional disorder.

You can't 'obedience train' a dog not to bite

## Bite Triggers

Mental Disorder (stress related)

Fear

Pain

Education using aversive methods

Collar grab, Paw touch, Ear touch, Muzzle touch, Hugging/restraint, Eye contact, Child, Stranger, Man, Weird looking/smelling.

Unsupervised children in public

## Prevention

Stop the 77%

Go back 30 years before Disney and let dogs have privacy, respect, and use common sense

Do not let dogs rehearse aggression.

Impulse control

**DOGS DON'T SMILE!**

Working/High drive breeds have low tolerance to aversive

# Handers with reactive or non-obedient dogs make the same mistakes:

- Ignore the dog when good
- React strongly when bad
- Ignore a calm dog
- Punish when the dog is 'over the top' - lose their temper
- Fade rewards but do not fade corrections
- Rely too heavily on corrections and not enough on positive rewards
- Not train until the dog is in a situation where it cannot cope
- When the dog reacts you react (become afraid or angry)
- Obedience is *not* a lifestyle
- Play is not a daily part of the dog's life
- Dog runs wild more than it interacts with people



# Habituation vs Sensitization (Learning)

Learning That Causes a Decreased Reaction to a Stimulus

## Habituation

- Decrease in strength of behavior
- Low intensity stimuli
- Stimulus specific generalization
- $<$  neurotransmitter (withdrawal behavior results from changes in the S-R pathway)

## Sensitization

- Increase strength of behavior
- High intensity stimuli
- Non Specific generalization
- $>$  neurotransmitter

# Conditioning (Cognitive Therapy/Training)

## Classical

A learning style where a Neutral stimulus is paired(associated) with a stimulus to elicit a response.

A person appears. I get food. I like people

Clicker Training: Dog salivates for food, but not for a clicker. Pair a clicker and food - dog salivates when it hears a clicker.

## Operant

Operant conditioning ("instrumental conditioning") is a type of learning in which (a) the strength of a behavior is modified by the behavior's consequences, such as reward or punishment, and (b) the behavior is controlled by antecedents called "discriminative stimuli" which come to signal those consequences

(antecedent is what occurred just before the behavior)

## Cognitive Expectations

A positive or negative association with an encounter (human/canine)

An elicit response to a stimuli

An association or generalization that builds a fear response where there was none before.

A created visceral response that has been learned to avoid fear or pain - or to increase pleasure and joy.



# Cognitive Emotional Therapy/Training Obsessive Compulsive Behaviors

## Coping Behaviors

These are protocols we teach so a dog can cope with fear and stress by building positive associations and using desensitization, sensitization, and habituation to elicit an acceptable response from the dog.

Therapy is designed to help dogs learn new coping skills (look) that diminish the need for reactive, aggressive behaviors

## Maslow (Needs)

Using Maslow's hierarchy of needs, and assuming that all basic survival needs are met, we can use the need for relationship, social acceptance, and fun to meet a dog's base (survival) needs and redirect their behavior to one that will increase the responses we want.

le - if you want me to be happy then don't bark at that dog. If you don't bark at that dog I will play with you.

## Useful For

Non Cognitive (uncontrolled) behaviors:

- Fear
- OCD
- Depression
- Stress and Anxiety
- Some Aggression
- Mood disorders
- Grief

# Dialectical Behavior Therapy/Training

## Therapist (you)

Be supportive

Elicit the an emotion the dog wants to feel (joy) to change the behavior

No correction. You are not training, you are teaching the dog a new emotional response.

If you want the dog to be calm and patient and friendly - you must act that way.

Observe -

Give and Take - Don't just demand

Let the dog say 'Can we go now'

## Dog - Distress Tolerance

Activities that distract

Give the dog a Job - Focus on family/you

Cause the dog to feel something different in the presence of the stimuli

Sensations - have the dog feel something different when in the presence of the stimuli - Tellington Touch.

Self-Sooth , Self- Satisfy

Trust Handler to respect your threshold and listen if you say 'I cannot handle this situation.'

## Improve the Moment

Relaxation (circle with treats)

Encouragement (end with play)

Acceptance (stop fighting reality)

Change expectations (I didn't get hurt)

Increase positive Emotional Events

Take an opposite action

Give the dog a Safe Place at Home and away (mat)

Ask for what you need instead of react (ask for more space)



# Does it Always Work? No

## Recovery of Initial Behavior (devolution)

### Rehearsal

A dog's behavior and instincts are designed for survival.

A dog's behavior is never stagnant it is either moving towards calmer or survival.

If a behavior is not practiced with consequences that are acceptable to the dog then the behavior will fade, or extinction occurs

Adaptive social behavior

Cognitive ability

Temperament

### Reactions/Emotions

Engage (fight)

- Aggression
- Reactivity

Withdraw (flight)

- Make space
- Threaten
- Appeasement/submission behaviors

Avoid (do nothing)

- Avoidance (look away)
- Acceptance of fate (stand still)

### Environment

Experiences can set the dog back

Trigger Stacking

Not given the opportunity to burn off cortisol.

Not taking time to build up oxytocin

Fear is reinforced

Dog is constantly forced into stressful situations

Dog is good so reinforcement stops.

Emotional knowledge

# Suggested behaviors to build

Follow me

Toy drive

Food drive

Working/duration

Engaging with people

Be calm

Stop when I stop

Allow people to touch

Bite inhibition

Tug and look, hold toy

Mat/stay

Stay focused on me

Return to me/reorient back to me

Impulse control

Chew toys not furniture

Pee in a 3x3 spot in the yard

Look at me when heeling - not at the ground

Task vs Behavior

The difference between a task and a behavior is not black and white.

Behavior - doesn't need a verbal cue or command. A dog does it just because that is what it does.

(I stop walking, my dog sits)

(someone opens the door at 2am and my german shepherds explode)

Task - usually has a verbal cue or stimulus.

( I tell my dog to sit, and it does)

(someone knocks on my door at 2pm and everyone remains quiet)



# Prevention: PRE and POST Incident

## Chemical

We use food because dogs cannot be in primal brain when they are eating.

Dogs won't eat when over threshold

Eating releases Dopamine, a feel good drug associated with 'working drive and working longer'

Constant, enriched stimulation builds brain function - increasing the dogs problem solving skills, and lowering cortisol.

## Interpersonal

Petting a dog releases oxytocin in the dog - a chemical associated with feel good and happy behavior in young puppies

Teach dogs to trust you.

When out in public stay with your dog. Have an emergency protocol to protect your dog when it is approached by another dog, or child.

## Interference

Impulse control

Socialization/Mental Stimulation

Interaction with other dogs

Teach dog to ignore/reorient

Stop, Talk and Block (STAB) - don't let strangers pet your dog.

Build protocols you've preconditioned your dog to prevent cortisol, or lower cortisol levels



# How Dogs Learn

Temporary changes - reward or reaction

Permanent Changes - Consequences

Rehearse and Reward the behavior you want





# The Training Methods

- **Luring** - using a lure to move the dog
- **Modeling** - using your hand to position the dog
- **Shaping** - rewarding anything close to the end result - then asking for more. No cue.
- **Prompting/free shaping** - like luring but animal can't see the food. Use in clicker training.
- **Capturing** - waiting till the dog does what you want and Mark then reward. No cue.
- **Auto shaping** - set up the environment for success and reward
- **Habituation** - set up the environment for desensitization and extinction
- **Repetitive** - repeat the behavior until the dog has it (no punishment)
- **Positive** - Using any method but only rewarding the good, ignore the bad
- **Balanced** - no aversive, tell the dog when it is good, tell it when you are not happy - uses Markers (yes, good, no, or a chirp or a clicker)
- **Targeting** - uses something the dog targets on to manipulate its movements instead of a lure

# Social Learning

## Copying Behavior

Angel and Carlos - Helping other dogs learn to copy

Learn by Direct Experience

Internal reinforcement - emotions

External reinforcement - Behavior A makes you happy

A scary thing appears. You are upset. Dog learns to fear.

Dogs are verbal to each other.

## Need for Relationship

Dogs need non-violent communication

Predictability/Consistence

Body language is their first language

Dogs want a specific outcome. (a calm dog is with a stressed dog. The calm dog is sitting. The stressed dog sits P+ receives praise and touch. So it continues the behavior.

## How

The dog's actions change the outcome, and increase the chance for relationship and play

An established behavior is unproductive (jumping makes people ignore you - sitting gets attention)

Dogs are copy cats

Your dog is aggressive. You get a new puppy. It becomes aggressive



# Ethology & Social Development

## Study of Behavioral Development

### Instinct

Animals inherit an amazingly detailed 'set of survival skills' If we want animals to learn to cope in our Urban environment.

Isolation and lack of stimulus deprives stimulus needed for neurological development.

Stronger than learned behavior.  
Dogs will always Responsible for  
Fading or Recovery

### Social learning

Social learning and information acquisition are not an arbitrary step. It is vital to behavioural development. It has a major impact on the dog's ability to learn, solve problems, and cope with chaos.

Dogs demonstrate the most prolific social behaviour learning than any animal.

Necessary for the cognitive and  
behavior development

### Imitative Learning

Behaviors learned to improve a relationship

Effective learning and increases intelligent

Social Facilitation - The mere presence of the demonstrator will be mimicked

Not necessarily cognitive. We teach dogs to bark at the door because we walk to the door when the bell rings.

Does not require understanding of the  
demonstrator's end goal.

# Antecedents

Precede/Cause the Behavior

## Obvious

You give a command and the dog complies.

The dog sees the leash and it becomes excited.

Open the crate means that it is time to go out and pee.

## Unobvious

You are stressed because you are afraid you'll see another dog on a walk. The dog starts looking for the danger

It is 4 o'clock - You are coming home.

It is 8:30 - supper time

## Accidental

You stare in your dog's eyes while over reacting to bad behavior and the dog associates 'eye contact' with aggression. So eye contact = aggression



# Consequences

## Follow/Reinforce the Behavior

### Reinforcement

Something that makes it more likely for a behavior to be repeated

Removing something the dog wants

Adding something the dog doesn't want

Ignoring behavior that you don't want to see

### Aversive

Something that makes it more likely for a behavior to stop

Adding something that will cause the dog to change behavior by affecting the dog's sense of safety by causing:

Pain

Fear

### Extinction

Behavior is no longer needed to survive so the behavior fades

Not reinforcing the behavior until the cause of the behavior is no longer a motivator

# Reinforcer

Increases the likelihood that the behavior will continue

## Primary

This is a reinforcement that meets basic needs

Touch

Food

Praise

Play

SAFETY

SPACE

RELATIONSHIP

## Secondary

Has no primal need to the dog. An association must be built between the secondary reinforcement tool that makes the dog want it.

Petting

Clicker/Chirp/Marker

Verbal

## Body Language

Your body language is a reinforcer

The way you stand. Are you relaxed? If you are relaxed then your dog is relaxed.

Is your body moving so much that your dog doesn't know what you want?

Are you tense or happy?

Are you ignoring your dog?



# Rewards

## Delivery

Delivery is everything. If you are reinforcing properly you should be able to fade the food in less than 2 weeks.

I never eliminate the food. To prevent the dog becoming dependent then mix it up.

Only give the reward upon completion. Give it randomly between 1 and 5 completions.

## Motivation

Motivation is hard wired. You need to motivate.

Engage with dog

- Play
- Praise
- Pet

The Game is Called - Work. If done right, work becomes the reward.

## Life Interludes

Stop working every few minutes, or stop walking every 20 yards and engage.

ALWAYS end training with play.  
Puppies 2/3 play 1/3 training.

Adults 2/3 working 1/3 play

Tell the dog when he is doing it right, tell the dog when you don't want that behavior. In a soft voice. Give constant feedback. Dogs don't read minds.

# Punishments

## P+

- Leash jerk
- Yelling
- Tightening of collar
- Any aversive -

## P-

- Stop playing
- Dog loses freedom
- Crate dog
- Stop walking and have a 2 minute time out
- Do not approach something the dog wants to see
- Back away (abandonment therapy)

## Problems

- Dog runs away and we chase
- Dog learns to do things when we are not around to punish
- Lose the dog's trust
- Damage the working relationship
- You are anxious/frustrated - dog becomes anxious/reactive
- Aggression begets aggression





A few last thoughts to consider



# Q & A



Should Your Dog Be Allowed To say No?

Is it reasonable to expect a dog to obey 24/7?

If a dog doesn't learn reliable obedience in a reasonable amount of time, is it the dogs fault, or humans?



Must your dog accept any behavior from humans:

Family?

Strangers?

Humans can adapt to any environment and work schedule. Do you feel that dogs should make exceptions for your work schedule?



Should people expect that they can buy any breed they want and reasonably expect that dog to change its temperament, drive, and protection levels to fit in their homes?

What would you say to someone who said 'I don't feel like praising my dog energetically. It isn't my 'thing'?'



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