

# Up Your Shaping Game

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# Rules of the Game: Trainer

- “Trained” behaviors cannot be physically dangerous or uncomfortable
- No touching other people
- No removal of clothing

# Rules of the Game: Trainer

- May only communicate what is “right” via clicks/treats
- No talking other than to say “go”
- No gesturing
- May add cues that are not verbal/gestures that would indicate what to do based on typical prior learning history
- Work in blocks of 10 reps; stop and evaluate
- Also stop after 1-2 “errors”
- When learner enters, say “go”

# Rules of the Game: Learner

- Report to trainer to start session; trainer will say “go”
- Must stop what they are doing upon hearing the click
- Must collect treat from trainer
- Must deposit treat in treat bucket

# Rules of the Game: Observer

- Keeps track of how many reps
- Keeps track of how many clicked and unclicked behaviors
- Consults with trainer if desired

# Exercise 1

- Send learner out!

# Exercise 1

- Teach the learner to do something with an object that they are unlikely to do with that object

# Exercise 1: Troubleshooting

- Transferring an action (Rosales-Ruiz & Hunter, 2019)
- What action should the learner do?
- Under what antecedent conditions does this action already occur?
- Capture the action
- Transfer the action (“stimulus fading”)
- Optional: add a cue to facilitate generalization

# Exercise 2

- Send the learner out!

# Exercise 2

- Teacher's choice of behavior

# Exercise 2: Troubleshooting

- Questions to inspire antecedent solutions:
  - How can you set up the environment to make the right behavior, or first approximation, more likely
  - What does your treat placement/delivery set the learner up to do next?
  - Where might this behavior already exist?
  - Could cues help?