HOMEWORK

WEEK 3

Exercise	When/where/how to practice	Done?
Recall - from toy play	 Recall from someone holding toy still Recall from someone moving toy slowly Recall from someone moving the toy quickly in exciting manner 	
Loose lead walking position – distance with catch up game	 Lounge Kitchen Garden On lead on a walk for a few meters 	
Mat – lured down transitioning to no treat in hand, rewarding once in the down position	 While you're sat on sofa While you're sat at a table While you are reading/on computer While you are eating 	
Reducing jumping up -treat to the feet game, introducing 'go say hello' cue, and 'leave it' to come away	Use a marker such as a cone etc that will eventually be your 'person' they are greeting	
Drop and swap – with toys, tug with a long or large soft toy, holding still against leg and waiting for dog to let go, immediately start the play again, add 'drop' cue as they let go of the toy	Once or twice during a play session	
<u>Positions</u> - stand	 Lured sit to stand position Reward longer stationary stand Introduce handling from week 2 – touch – reward while in stand position 	
Handling - introducing equipment	 Touch shoulder with towel/flannel – reward Touch shoulder with brush/comb – reward Touch chest with metal teaspoon – reward Touch chest with brush/comb – reward Touch outer ear with flannel – reward Lift ear slightly, touch underside of ear with flannel – reward Touch near eye with flannel – reward Touch near eyebrow and side of mouth with tea-spoon – reward Touch side of mouth with toothbrush – reward Touch gum with toothbrush – reward Allow your dog to lick toothpaste off the toothbrush Touch front paw with towel/flannel – reward Gently hold front paw with towel/flannel – reward Gently hold back paw with towel/flannel – reward Gently hold front paw, touch with nail clipper/teaspoon – reward Gently hold back paw, touch with nail clipper/teaspoon – reward Touch tail with towel/brush/comb – reward Touch stomach with towel/brush/comb – reward Touch under front legs/ armpit with brush/comb – reward 	

