

## Do and Don't list:

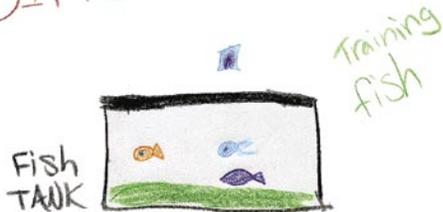
### Do:

- Click on time
- Click for every good behavior
- Give a treat for every click
- Click often for beginners
- Look at the learner
- Pay attention at all times
- Ignore distractions
- Give a handful of treats (called a “jackpot”) if they’re close or if they get it right
- Help by clicking a lot if the learner gets frustrated
- Pick something easy for beginners and something harder for intermediate and advanced learners
- Make sure it’s safe

### Don't:

- Look away from the learner
- Forget to click
- Forget to treat
- Walk away, get impatient or show disrespect in other ways
- Get distracted
- Click for no reason
- Click late
- Frustrate the learner through inattention

TRAINING  
DIFFERENT ANIMALS



# Teaching with a Clicker:

## How to Train People and Animals with a Clicker and Treats

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Adapted for children from Karen Pryor's  
“Getting Started with the Clicker”  
with Ms. Pryor's permission

## What is Clicker Training?

Is your dog like mine was? Does he or she jump and bark when friends come to the door? Does he or she run away or pull on the leash?

Would you like your dog to learn good behaviors and even tricks?

Clicker training is a game you play with dogs and other animals – even people – to teach good behaviors.

All you need is a clicker, some treats, and this brochure. You'll learn how to make learning fun. And you'll learn ways to say "yes" to your learner by clicking and giving treats for good behaviors while ignoring bad ones. If you learn what's in this brochure, you'll be able to train your pet yourself.

To have fun with clicker training, read on!

## How to click:

You need a clicker, something that makes a short sound, and some treats.

Make the short sound when you think the behavior is close to what you want. Give a treat right after you click.

The trainer must give a treat with every click. The learner thinks "If I don't get a treat when I hear the click, I won't do it again." The trainer has to respect the rule that the treat must follow the click. The treat has to be something the learner really likes.

The trainer must always look at the learner and pay attention to the learner. If the trainer looks away, the learner will be frustrated and not want to do it again.

If you make it fun, easy and interesting, the learner will want to do it.



Click once and give extra treats when the learner is close to the movement (don't click more than once – let the extra treats show that you like the behavior a lot).

Use jackpots (a large handful of treats).

BUT, don't hurt the dog (or other learner). Don't pull the dog's leash. Never use force. Find a way the learner will like to do the behavior.



## What to click for:

Pick something easy at first. Click for an easy task, and then go to a harder one. When you start, click for a step in the right direction. Remember, the learner's a beginner! Click step-by-step.

Click for something the learner is already doing. The click tells the learner, "You're close to the movement." Click for accidental moves toward the goal.

Click for what you want – no yelling, no complaining. Ignore mistakes.

Don't give orders. If the learner doesn't listen to you, he or she is not bad. He or she just doesn't understand what you want him or her to do. Make it easier. Go step by step, with very small steps. Then make the steps bigger.

Pay attention. Don't get distracted. When the learner is trying, be nice, give more time and extra treats. Don't be bossy. You will seem mean and the learner will think he or she is bad. Rely on the power of learning.

Click good or useful behaviors whenever you see them. When your dog or other learner does something cute or useful, click and treat. It may be surprising for the learner at first. The behavior will get better and better if you click and treat often.

## When to click (timing):

Click when the behavior happens, not after.

Click a lot and click often. Otherwise the learner might get confused and not want to do it again.

If there's no progress, make your timing better. You're probably clicking late. If you click late, you're not paying attention.

Don't wait too long to click. Don't wait for the whole picture to click. Click for something close to the movement.

When the learner gets it, then wait a bit longer and click. The learner starts to know the behavior you want. The learner does the behavior longer. This is called *shaping the behavior*. Shaping the behavior means making it better.

## How to succeed with the clicker:

Keep practice sessions short. Short sessions help the dog (or other learner) concentrate. They learn more with a few short tries. Breaks help. The learner remembers easily with short sessions and breaks.

Try training another behavior if you can't get what you are after. If you get mad – stop. Don't force yourself. Don't yell at the learner. Take a break and do it later.

Remember, make it fun!

*If you want to learn more about clicker training, go to [www.clickertraining.com](http://www.clickertraining.com)*

