



Dog Training Terminology

Aversive - Something the animal is willing to work to avoid.

Balanced Training * - A type of training usually using equal amounts of punishment and Positive reinforcement. There can be harmful fallout from punishment that I'd be leery of!!

Behavior - Anything an animal does.

Calming signals - Subtle body signals used by dogs to indicate stress, to diffuse confrontational situations and/or to avoid aggression.

Classical conditioning - The process of associating a neutral stimulus with an involuntary response until the stimulus elicits the response. - Pavlov's Dogs

Clicker - A toy noisemaker. Animal trainers make use of the clicker as an event marker to mark a desired response. The sound of the clicker is an excellent marker because it is unique, quick, and consistent.

Compulsion training - The traditional style of dog training, where the dog is modeled or otherwise compelled to perform the behavior and physically corrected for noncompliance.

Conditioned reinforce - A neutral stimulus paired with a primary reinforcer until the neutral stimulus takes on the reinforcing properties of the primary. A clicker, after being repeatedly associated with a food treat or other reinforcer, becomes a conditioned reinforcer.

Consequence - The result of an action. Consequences frequently "but not always" affect future behavior, making the behavior more or less likely to occur. The five principles of operant conditioning describe the potential results.

Continuous reinforcement - The simplest schedule of reinforcement. Every desired response is reinforced.

Correction * - Often used as a euphemism for the application of a physical aversive. The aversive is intended to communicate that the dog did something wrong. In some cases the trainer then guides the dog through the desired behavior. The application of an aversive followed by desired behavior is considered instructive, thus the euphemism.

Force Free Method - Can be another euphemism for the use of Shock Collar Training or may also be a very positive oriented training method - a case of Buyer Beware!

E-Touch Training* - Training using an electronic shock collar

Luring - A hands-off method of guiding the dog through a behavior. For example, a food lure can be used to guide a dog from a sit into a down. This is a common method of getting more complex behaviors. Lures are usually food, but they may also be target sticks or anything else the dog will follow. Trainers must take care to fade the lure early.

Modeling - A technique used in traditional training to get behavior. At the outset, the dog is physically guided or otherwise compelled into doing the behavior. Pushing a dog's rear into a sit is modeling. Clicker trainers don't use modeling because we want our dogs to be active participants in the training process, using their own brains to figure out what will earn them clicks.

Remote Training* - Training using an electronic shock collar

Traditional training* - Compulsion training. Traditional training is characterized by modeling or luring to get the behavior and the use of negative reinforcement and positive punishment to proof it.

* these terms are often used by trainers who believe in Dominating the Dog and forcing behaviours. There is always some form of physical punishment to train the dogs. The dogs learn to avoid the punishment.