



TRAINING TIPS

# Patterns for Attention

*Here is the version of Leslie McDevitt's "Pattern Games" that we use for start-of-class attention at **Joyful Dog**.*

*You'll need your dog, and 10 treats.*

*You can play this game with your dog's leash in your hand, or stepping on the end of the leash to free both hands. If you're in a safe off-leash situation you don't need a leash at all!*

We used our own version of attention games developed by trainer and author, Leslie McDevitt, called Pattern Games.

## **Up-Down**

1. Wait for your dog to look up at you.
2. Click.
3. Follow the click with a treat placed on the floor in front of your feet.
4. Your dog will look **Down** to eat the treat.
5. When your dog looks **Up** at you again, repeat steps 2-4.

*Once your dog is reliably looking up at you, move on to Ping-Pong.*

## **Ping-Pong**

1. Your dog looks up at you.
2. Click.
3. Follow the click with a treat tossed a few inches to the right.
4. Your dog will run to eat the treat.
5. When your dog looks up at you again.
6. Click.
7. Follow the click with a treat tossed a few inches to the left.
8. Your dog looks up at you again...

*After success with the Up-Down and Ping-Pong games, we often move on to the foundation for a dandy recall.*

## **Positive Interrupt**

1. Toss a low-value treat away a few inches
2. Give your dog time to chase and eat the treat
3. Say your dog's name, or an attention word, once
4. When your dog turns his or her head back to you, **Click**.
5. Feed a high-value from your hand, or place treat(s) at your feet.
6. Repeat!