



Pattern Games

“Look at That”

Credit to Leslie McDevitt’s “Pattern Games”

We use this pattern game to work on building Attention as well as helping us with any reactive behaviors your dog may exhibit!

1. Begin with a neutral object that does not create a reaction from your dog. When your dog looks but does not react, click/mark the behavior and give a treat.
 - ⇒ Click before your dog starts to react with barking or any other behaviors besides looking at the object.
2. Once your dog hears the click or verbal “yes” marker, your dog should turn towards you and that is when you feed them their treat!
3. Repeat steps 1 - 2 until your dog is quickly turning their head after seeing that neutral object.
 - ⇒ This creates the idea that when the dog sees the object, it is a cue to look to their handler for a treat and offered attention!
4. Once your dog understands the idea of this game, we can start to work on objects that may cause some reaction from your dog. Start at a distance where your dog is under threshold. Continue to repeat steps 1 - 2 at a distance from a triggering object.
5. We want to make sure we are at a distance and at a threshold where they do not react. As we slowly work on this exercise, we can decrease the distance.
6. If your dog can not turn their head after you click or if they are over threshold (reacting, not eating, showing signs of stress) you are too close.
7. Play this game with your dog to help them learn that other objects are not scary and instead learn to create a positive association when seeing these objects!
 - ⇒ When working on the Look at That (LAT) game, the goal is to not greet the dog/person, it is to change the conversation and change a trigger to a cue!
 - ⇒ If your dog is over threshold (Barking, pulling, not eating) increase the distance from the trigger or completely walk away and end the session.