HUMAN LEARNING!
Lab Assignment #1: Clicker Training.

**Important things to remember:**

- Clicker training is a system of training/teaching that uses positive reinforcement in combination with an event marker. The event marker (click) “marks” the response as correct.

1. **Watch for the behavior**
   - Wait for the behavior or approximation of that behavior
   - Don’t lure or force

2. **Mark the behavior**
   - MARK the behavior: click when the behavior is occurring to signal to the animal “yes, do THAT!”

3. **Reinforce the behavior**
   - After marking the behavior, REINFORCE the response!!

**To be a great clicker trainer and applied animal behaviorist you:**

- Must be an excellent observer of behavior
- Must be able to identify the response or component of the response
- Must be precise with your clicker
  - Must be quick and “catch” and “mark” that response
  - May introduce a “keep going” signal, too!
- Must be generous with reinforcement
  - When learning a new response, the animal needs lots of feedback
  - Reinforcement variety improves the learning process
  - Reinforcers must be of value to the learner (what THEY like, not what YOU like).
- Must use the clicker as a conditioned reinforcer:
  - The clicker derives value from it being tightly paired with the primary reinforcer
  - Use as a bridge or a “yes, keep going” signal
  - We will call the clicker an event marker
- Must be consistent!
  - The animal is learning the rule, so the rule must be consistent
  - Only when the response is solid will you move to partial reinforcement
Lab activity #1: The Hand game:

**Goal:** improve your observation skills and clicker timing by having you select particular movements to reinforce. You will cClick when the partner’s hand opens wide. Withhold your click if the hand moves but does not open wide.

**Conduct 3 sessions of 5 repetitions each.**

1. Put your clicker in your clicker hand.
2. Each time your partner opens her hand wide, click the clicker. Your partner may try to fool you with other kinds of hand movements.
3. Switch places with your partner so you both have a chance to practice.
4. The person opening their hand should:
   a. Vary how quickly you open your hand.
   b. Open your hand only partially to “fake your partner out”.
   c. Walk about the room so your partner has to watch you.
   d. Alternate hands.
   e. Raise your hand to the side, over your head, down low, etc.

Lab Activity 2: On the ball

**Goal:** In this activity you will practice your observation and clicker timing skills. As your partner tosses the ball into the air, watch for it to reach its highest point and then click. You will

- Watch the ball closely as it moves upward
- Click the moment the ball reaches its highest point
- Conduct at least three sessions of 5 repetitions each.

**Conduct 3 sessions of 10 repetitions each:**

1. Put your clicker in your clicker hand.
2. Each time your partner tosses the ball into the air, watch the ball closely to predict the moment when it will be at its highest point. Click the instant it reaches the highest point.
3. At the end of 10 repetitions ask yourself: Did I click the moment the ball reached the highest point, or did I click before or after the ball reached the highest point.
4. Try a variation: Have your partner drop the ball. Click each time the ball bounces on the floor.
5. The person throwing the ball should:
   a. Vary the speed of the toss or the drop
   b. Toss the ball to different heights
   c. Walk around the room so your partner has to watch you.
Lab Assignment #2: Click and Treat Training

Lab activity #1: The Treat Machine:

Goal: This exercise will develop your ability to handle and deliver treats efficiently. You will practice with a human partner to develop your skill before working with an animal. This will allow you to focus your full attention on the animal, rather than worrying about your handling skills. In this exercise you will:
- Keep your treat hand still until after the click sounds
- Deliver a single treat into a cup each time your partner clicks
- Conduct 3 sessions of 10 repetitions

Conduct 3 sessions of 10 repetitions each:
1. Choose which hand will hold the treats.
2. Count out ten treats and hold them in your treat hand.
3. Hold the paper cup in your opposite hand.
4. Decide on a resting position for your treat hand between deliveries so you will not be tempted to begin delivery before the click has ended.
5. When your partner clicks the clicker, move one treat into the cup.
6. After each treat is delivered, you will need to reposition the remaining treats in your hand so that you are prepared to deliver a single treat with the next click.
7. Your partner should provide feedback on whether the treat hand is moving before the click.
8. The receiving partner should provide feedback as to whether the deliverer is:
   a. Delivering the one treat reliably after each click.
   b. Keeping the treat hand still until after each click
   c. Delivers the treats quickly after a click
9. Switch places after the first person completes 3 sessions of 10 treat deliveries.

Lab activity #2: Click and then treat.

Goal: In this exercise you will build on the skills developed so far. Now, you will both click AND deliver a treat.

Conduct at least 3 sessions of 10 repetitions
1. Choose which hand will hold the treats and which hand will hold the clicker.
2. Count out ten treats and hold them in your treat hand.
3. Decide on a resting position for your treat hand between deliveries so you will not be tempted to begin delivery before the click has ended.
4. Have your partner hold the paper cup out in front of you.
5. Click and move one treat into the cup.
6. After each treat is delivered, you will need to reposition the remaining treats in your hand so that you are prepared to deliver a single treat with the next click.
7. Repeat until you have delivered 10 treats into the cup.
8. Your partner should provide feedback on whether the treat hand is moving before the click.
9. The receiving partner can move the cup into different positions.
10. You might switch hands to become proficient at clicking and treating with both hands.
11. The receiving partner should provide feedback as to whether the deliverer is:
   a. Delivering the one treat reliably after each click.
   b. Keeping the treat hand still until after each click
   c. Delivers the treats quickly after a click
12. Switch places after the first person completes 3 sessions of 10 treat deliveries.
Lab Activity #3:
Goal: Challenge your observation skills and clicker timing each time a camera moves on a movie or television program.

Watch the film clip:
1. Start your timer
2. Get comfortable and put the clicker in your clicker hand.
3. Try to click DURING the movement of the camera rather than after. See if you can anticipate when the camera might move based on the dialogue and music.
4. At the end of 5 minutes, reflect on whether your timing improved during the session. For additional practice you can practice this at home.

Lab Activity #4:
Goal: Practice clicking for an appropriate response and withholding a click for an incorrect response.

Using the packet of toys provided conduct 3 repetitions:
1. Scatter the toys out on the table so they are randomly displayed.
2. Think of a concept you would like to reinforce (e.g., animals, Zoo animals or farm animals, cars, red, round, etc.)
3. Choose which hand will hold the clicker and place the clicker in that hand.
4. Have your partner being to touch and pick up the toys.
5. Click only when your partner touches or picks up the correct toy (you can click for just touches OR just picking up, or picking up and setting down).
6. When your partner has found all the objects in your concept, have the partner guess what the concept was.
7. The partner should pick up, hold, put down or just touch the toys. Be sure and try different movements.
8. Each person should attempt to teach 3 different concepts.