Psy 331.03 Advanced Laboratory in Operant Behavior
Dognition Laboratory: Sensory Walk

Research Team: _____________________________________
Dog: ______________________________________________

Today you and your dog will be going on a sensory walk. This is designed to be pleasurable sensory walk for your dog WHILE he or she exhibits good leash walking behavior.

**Rule #1.** Make sure the collar or harness is appropriately tight, your leash is in good repair and you have poop bags and a treat bag filled with treats!

**Rule #2.** Dogs MUST exhibit good loose leash walking behavior. IF your dog begins to pull, stop, wait for your dog to return to you (yes, it may take several seconds or even minutes), then continue on your walk. NO PULLING!

**Rule #3.** This is supposed to be fun for your dog. Talk to him/her, reward good behavior with treats. Let your dog explore his/her surroundings. This is their chance to SNIFF!

**Activity #1. Play “Find It”**

1. We know that most dogs are natural-born scavengers. They love the thrill of discovering something really great to put in their mouth on the sidewalk. Finding a leftover pizza or squirrel discards are like winning the doggie sensory lottery. Since we can’t let them have old food or rabbit poop (yuck!), give them something TO FIND!
2. Throw treats in front of them as you walk and encourage them to find the treats. Don’t make it TOO hard, start easy and work up to finding treats in the grass.
3. Be sure to give the cue “find it”, and reward your dog verbally when they do find the treat.

**Observation #1:** We threw the treats on the _____________________________.
My dog’s reaction was:

**Observation #2:** We threw the treats on the _____________________________.
My dog’s reaction was:
Observation #1: We threw the treats on the ________________________________.

My dog’s reaction was:

Activity #2. Encourage sniffing

1. As you know, dogs have an incredible ability to smell things. Remember that, to them, fire hydrants, trees, etc. are like doogie-facebook. They want to sniff and see who has been there…so let them!
2. Do NOT let the dog eat anything unsafe…no eating plants, dirt, etc.
3. Try different places to sniff and record your answers. Here are 3 ideas:

Observation #4: We had the dog smell a post/tree/firehydrant (insert what it was here):

_______________________________________________________________________

My dog’s reaction was:

Observation #5: We had the dog smell an open area such as the grass or an area of dirt or a garden bed (inset what it was here): __________________________________________________________________________.

My dog’s reaction was:

Observation #6: We had the dog smell an area where lots of people went, such as near a door to the building (insert where here): __________________________________________________________________________.

My dog’s reaction was:
Activity #3. Walk fast and change directions.

1. Be the coolest, most hip thing your dog knows...walk fast or slow, change directions. Go up and over or around...have fun.

2. Be sure and reward your dog for following along...verbal praise and treats!

3. You can either cue your dog you are turning or do it suddenly- try a couple of moves each way:
   a. Cued movements:
      i. U-Turn: FAST or SLOW? How did your dog react?
      ii. Left turn: FAST or SLOW? How did your dog react?
      iii. Right turn: FAST or SLOW? How did your dog react?
      iv. Zig-zag: FAST or SLOW? How did your dog react?
      v. other: FAST or SLOW? How did your dog react?

   b. UNCued movements:
      i. U-Turn: FAST or SLOW? How did your dog react?
      ii. Left turn: FAST or SLOW? How did your dog react?
      iii. Right turn: FAST or SLOW? How did your dog react?
      iv. Zig-zag: FAST or SLOW? How did your dog react?
      v. other: FAST or SLOW? How did your dog react?

   vi. 

4. What did your dog like best? What did your dog NOT seem to like? How could you tell whether your dog liked it or not??

5. What did you learn from walking like this with your dog? Do you think your dog prefers walks like this or walks where you dictate where to go and how fast to go there?