

You are an animal trainer. Your mission is to train the animal to move the vehicles according to the instructions below. Decide which vehicle is vehicle 1 and which is vehicle 2. Choose a starting position for the vehicles. Train your animal to do the behaviours using shaping. Each time you click, let your animal resume the starting position again. Shape the behaviours until you achieve the final criteria: the animal doing the behaviour at least 5 times in a row.

Easy behaviours:

Drive vehicle 1 counter clockwise around vehicle 2.

Drive vehicle 1 30 cm backwards and stop.

Put vehicle 2 upside down

Give vehicle 1 to the trainer

More difficult behaviours:

Drive both cars across the table in the same direction, 30 cm.

Don't touch the cars for 10 seconds.

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Easy behaviours

Drive vehicle 15 cm forwards and stop.

Put vehicle 1 on top of vehicle 2.

Bounce vehicle 2 up and down.

Park the two cars alongside, both facing the same direction, 20 cm from the edge of the table

More difficult behaviours

When trainer says: “woops!”: Drive vehicle 1 over the edge of the table and let it fall to the floor

Drive vehicle 2 across the table while making driving noises.