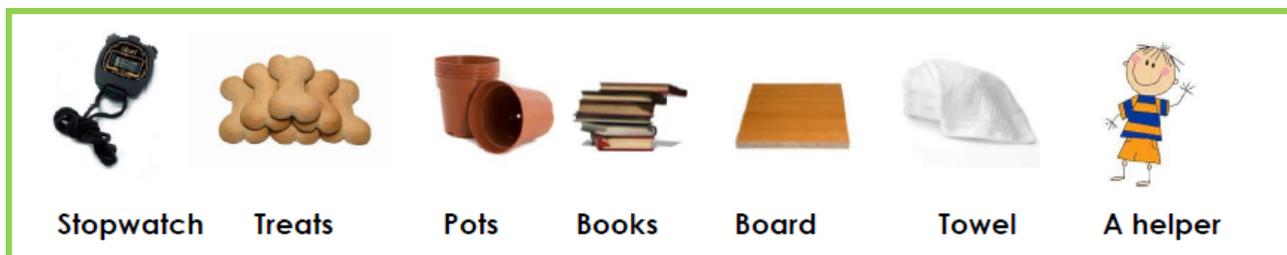


# Advanced child-dog games



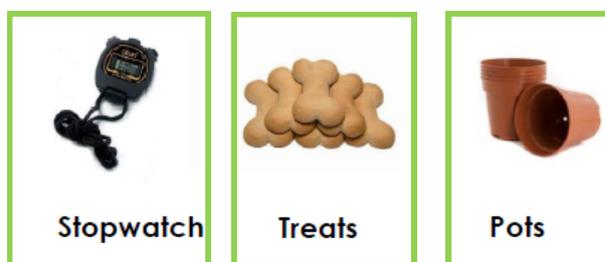
For these games, you will need:



## Level 1 -Test your dog's problem solving

You will need a stopwatch, a treat and pots.

1. Show your dog a treat
2. Place treat on ground in front of your dog and place the pot over the top
3. Time how long it takes your dog to knock over the pot;



- 5 seconds or less, they score 5**
- 5-10 seconds, they score 4**
- 10-15 seconds, they score 3**
- 15-30 seconds, they score 2**
- If the dog tries, sniffs around the pot but doesn't get the treat, score 1.**
- If the dog makes no attempt to get the treat, score 0.**

You can repeat this by gradually increasing the number of pots to see if your dog knows which one it is under.

Once your dog has learnt how to do this test, you can start putting the treat under one of the other pots so they have to sniff it out. Give them full marks (a score of 5) if they manage to get the right pot without turning any others over.



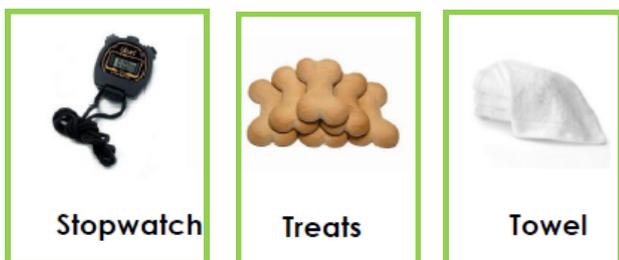
	Time taken to eat treat	Score
1 <sup>st</sup> go		
2 <sup>nd</sup> go		
3 <sup>rd</sup> go		
4 <sup>th</sup> go		
5 <sup>th</sup> go		



## Advanced child-dog games (Continued...)

### Level 2 - Test your dog's ability to find

You will need a stopwatch, a treat and a towel. This test is similar to Level 1 but the dog needs to be good at moving objects.



1. Show your dog a treat and let them sniff it.
2. Place the towel on top of the treat on the floor with your dog watching.
3. Time how long it takes for your dog to get the treat.

**15 seconds or less, they score 5**

**15-30 seconds, they score 4**

**30-60 seconds, they score 3**

**1-2 minutes, they score 3**

**If the dog tries to get the treat but gives up, they score 2**

**If the dog sniffs the towel, they score 1**

**If the dog makes no attempt to get the treat, they score 0**

To increase difficulty once they have learnt the task, use a bigger towel.



	Time taken to eat treat	Score
1 <sup>st</sup> go		
2 <sup>nd</sup> go		
3 <sup>rd</sup> go		
4 <sup>th</sup> go		
5 <sup>th</sup> go		



## Advanced child-dog games (Continued...)

### Level 3—Test your dog's short term memory

You will need a helper, a treat and a stopwatch.



1. Place your dog on a lead and have the helper stand with the dog in the centre of the room.
2. Show a treat to your dog and place it in the corner of the room, make sure your dog is watching.
3. Get your helper to take the dog out of the room, wait 5 seconds and then let the dog back in, this time off the lead.

**If the dog goes straight to the treat score 5**

**If the dog goes round the edge of the room looking for the treat score 4**

**If the dog just seems to search around randomly but finds it score 3**

**If the dog seems to be looking for it but hasn't found it after 45 seconds score 2**

**If the dog makes no effort to find the treat but looks at you for help score 1**

**If the dog makes no attempt to even try and find the treat score 0.**

You can repeat this with your dog's favourite toy; start by playing with the dog and then get your helper to hide the toy in the room. When you let your dog back in, ask them to find it. Make it really easy to start with and gradually make it more difficult.



	Score
1 <sup>st</sup> go	
2 <sup>nd</sup> go	
3 <sup>rd</sup> go	
4 <sup>th</sup> go	
5 <sup>th</sup> go	



## Advanced child-dog games (Continued...)

### Level 4—Test your dog's intelligence

You will need 4 books, a board, a large treat and a stopwatch.



1. Stack the books with a board between them, leaving a small space underneath that is too small for the dog to get their head under. Like this;



2. With your dog watching, put a treat where they can reach it underneath with their paw.
3. Start timing and encourage your dog to get the treat.

**If the dog uses their paw and gets the treat in 60 seconds or less, score 5.**

**If the dog uses their paw and takes 1-3 minutes, score 4.**

**If the dog uses their nose only and fails to get the treat, score 3**

**If the dog uses their paw but hasn't got the treat after 3 minutes, score 2**

**If the dog just sniffs the treat and doesn't try to get it, score 1.**

**If the dog made no effort to get the treat score 0.**

If your dog hasn't managed to reach the treat, make sure you give it to them afterwards.



	Score
1 <sup>st</sup> go	
2 <sup>nd</sup> go	
3 <sup>rd</sup> go	
4 <sup>th</sup> go	
5 <sup>th</sup> go	

