



GET IT GAME

This game helps your dog start to understand that you have relevance in the environment and paying attention to you is in their best interest. Start this game by telling your dog to “Get it” then gently tossing a treat underhand a couple feet away. After they eat the treat and turn back to you (and they likely will to get another treat!) mark “Yes” and deliver a treat from your hand. Then repeat “Get it” and toss another treat. Continue until you have a good rhythm going and your dog is immediately turning to you after eating their tossed cookie. If your dog gets distracted at any point by something in the environment allow them to watch, sniff or listen to that distraction, but do not move your feet, stay in the same place. Do not say their name or try to get their attention. Wait for them to turn to you, then immediately mark and reward. This game is about developing offered attention. You are drawing their attention away from you by tossing the treat, then rewarding them when they choose to return attention back to you.



Start by playing this game in the house where there is minimal distractions until they readily turning back to you. Then progress to the backyard/front yard, then out in familiar, low distraction locations on walks then to new and more distracting environments. The more often you play this game the more your dog will check in with you despite distraction from the outside world.

Section: **Focus**

Difficulty: 

Prerequisites
- **None**

Goal: To give the handler relevance in the great big world.

QUICK STEPS

1.
Tell your dog to “Get It” then toss a treat close by and allow them to eat it.

2.
Wait for your dog to eat the treat and turn back to you.

3.
Mark “Yes” and reward with another treat from your hand.

4.
Repeat until your dog is readily turning back to you for their reward.

REMEMBER!

Demanding your dog's attention will work against you in the long run, it is much more effective to reward offered attention. Patience is key while playing this game.