

Red Dog Solutions  
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## GAMES for KIDS and DOGS

### Red Light / Green Light

Start with the dog in a SIT. Have treats in your pocket or your hand. Tell the dog “Okay Green light!” and walk a few steps away. The dog will follow you. Stop abruptly saying, “Red light! SIT! Give the dog a treat. Then walk off again, remembering to say “Okay! Green light!”. Stop again and say “Red light – SIT!”. Give the dog a treat and repeat. Once Fido is doing this without jumping you can start running instead of walking! Its fun!

- Mom or Dad may need to help in the beginning, putting Fido on a leash, so that he won't jump on you.
- DOWN can be substituted for SIT

### **HIDE –N-SEEK**

Show Rover a treat or his favorite toy (the toy must be something he is really likes!). Place it on the ground a few feet from him. Tell him “Find it!” excitedly. When he goes to it praise excitedly. Repeat a couple times, then place the toy or treat further away. Gradually increase the distance your dog has to go to “Find it”. Begin placing the item behind a chair or around a corner. Make it easy at first. If your dog will Stay have him Stay while you “hide” the treat/toy. If not have someone hold him or leash him to something. Eventually you can make this harder, hiding it in other rooms or in difficult places. Hide-n-seek uses your dog's brain and his senses.

### FETCH

Use a favorite toy (or two favorite toys if Fido is hesitant to bring back the toy). The important parts of FETCH are that the dog gets the toy, brings it back, gives it to you and will SIT to have you throw it again. Never throw a toy for a dog that is trying to grab the toy or is jumping on you. Ask him to sit and wait until he does before throwing the toy. If Fido plays ‘keep away’ with the toy, use a second toy to encourage him to come back to you. If Fido will not release a toy from his mouth, get help from Mom or Dad in teaching him how to do that.

### COME

1. Work with another family member for this one. You can play in a large room or outside in a fenced area or with the dog on a long line. Both people should have treats. One person holds the dog by the collar, the other person who is a distance away, calls the dog excitedly. When Fido

gets there, tell him to SIT, then praise and give him a couple treats. After a moment, hold onto his collar and have the other person call him. This is a fun way to teach Fido to come when called.

2. Start with Fido sitting. Toss a cookie about six feet away from you – Telling him “Get it!”. When Fido is still chewing but almost, done tell him, “Come!” when he comes to you ask him to SIT, then give him a treat. Toss one away again telling him “Get it! To start the game again.

#### RECALL GAMES for ADULTS

In order to have a dog that comes to you quickly and happily you want to build his drive to move toward you. Dogs are hard wired to chase things that move away from them, so we can use this to our benefit in training.

1. Tie a stuffed toy to a leash. Have someone hold Fido. Run briskly away dragging the toy behind you. Say “Come!” and have your helper let Fido go. When Fido gets to you play a game of tug with the toy while you praise him or simply let him grab the toy and play with it himself while you praise excitedly.
2. Put Fido in a SIT/ STAY or have a helper hold him. Call him excitedly and when he starts to come, take off running in the opposite direction. Fido will chase after you. Let him ‘catch’ you and praise excitedly. If he gets too excited (jumping on you) run a shorter distance and/ or use a treat held at knee level to reward him while keeping him off of you.
3. The restrained recall – Have a helper hold Fido. Move a distance away and call him in a very animated manner. Your helper should not let Fido go immediately, but should wait until he is straining hard to get to you!

Note: *The Really Reliable Recall* by Leslie Nelson (book or dvd) is a great resource! Available through [www.dogwise.com](http://www.dogwise.com)