



Training Plan

Trainer	Bestrai Nerever	Date plan written	02.02.02
Species	Unicorn	Goal completion date	02.24.02
Name	Sunshine	Actual completion date	02.28.02

Behavior:	Hand injection- IM Injection will be trained with 1 person training and 1 person injecting
Habitat modifications:	Furniture in habitat arranged to create a chute along mesh where training occurs
Reinforcement type:	Sprinkles and edible glitter
Approximate amount of sessions to complete:	20
Document photos of tools and cues being used	Saved to google drive under My Sleepy unicorn
Cues, verbal and visual:	Verbal: "Line up" ----> "poke" Visual: pointer finger towards direction animals head to go for line up Flat palm with palm facing head in front of eye for "poke"
Criteria:	Sunshine comes in to chute area with left side of body touching fencing for line up, leans flank in to needle for "poke"
Control Indicators:	Chute will be open on both ends to allow sunshine to leave, training will not use distraction feeding, trainer will not move needle toward sunshine

TO DO Items:	
Rearrange furniture	<input type="checkbox"/> Completed
Meet with vets to determine drug type, volume, syringe size, needle gauge, who will be doing the injection, and if trainer will be allowed to practice poke.	<input type="checkbox"/> Completed
Walk through day of plan with vet staff to discuss where procedure will take place and any difficulties you may encounter with a sedated animal in habitat or holding.	<input type="checkbox"/> Completed
Determine what type and amount of reinforcement you can use on day of.	<input type="checkbox"/> Completed
Make sure person doing the injection has practiced in a piece of fruit or chunk of meat to determine the duration of the hold.	<input type="checkbox"/> Completed

Step 1:	Criteria
Train sunshine to walk in to the "chute"	Walk in to chute on cue even if not touching mesh yet or doesn't stay for any duration

Step 1:	
If	Then
Animal is too far from trainer	Move items to get them closer
The animal won't move into the chute at all	Move items to let them be further away and then approximate them in
The animal turns around out of position or moves a lot out of parallel	Use a target or mark to focus the animal as a hold cue

Step 2:	Criteria
Get Sunshine to lean up against the mesh	Sunshine is pushing on the fencing/mesh with her body hard enough that her hair is passing the fence/mesh

Step 2:	
If	Then
She won't lean towards the mesh	Look for small shifts in weight toward the fence and bridge that
	Train her to target her flank to a target pole
She's not close enough to the mesh	Rearrange furniture to get closer

Step 3:	Criteria
Touch point of injection with feed stick	Animal leans in to fence as described in previous step but feed stick is at fence line where injection sight is

Step 3:	
If	Then
Animal reacts to stick	Remain neutral, once animal returns to ideal body position bridge and reinforce
If animal moves away from stick	Wait for animal to come back toward stick
	Could also add target or a hold cue to keep animals' focus

Step 4:	Criteria
Touch injection site with capped needle	Animal leans in to fence with capped needle at site of injection and allows for capped needle to be pushed in to flank while still leaning in

Step 4:	
If	Then
If animal reacts to capped needle	Repeat “then” solutions from previous step
	Introduce a variety of blunt objects
Animal stops coming in to the chute	Start over and build approximations faster during one training session

Step 5:	Criteria
Touch injection site with blunted needle or paper clip	Animal leans in to fence with capped needle at site of injection and allows for capped needle to be pushed in to flank while still leaning in

Step 5:	
If	Then
If animal reacts to object	Repeat “then” solutions from previous step
	Introduce a variety of objects from blunt to sharp and so the animal can’t predict what object might be there
	Start from beginning and work up to this point again