# **Crate training**

Crate training is an important step in raising a puppy. Far from being a punishment, the crate becomes a safe space for the dog, as well as a place for rest and relaxation.



#### WHY USE A CRATE?

- Safety: Prevents destructive behavior when the puppy is unsupervised.
- House training: Most dogs avoid soiling where they sleep, which helps teach them to hold it in.
- Rest: Encourages the puppy to take regular naps in a quiet space.
- Preparation for alone time: Teaches the puppy to stay home alone.
- Easier travel: Makes trips, vet visits, or boarding less stressful.

### TRAINING STEPS

1

## **Creating a Positive Association**

- Leave the crate open in a quiet, accessible spot for your puppy.
- Toss a few kibble pieces inside to encourage exploration.
- Feed your puppy in the crate (with the door open) to associate the space with something positive.
- When your puppy needs to be crated, use a stuffed Kong to keep them busy and make the space even more enjoyable.

2

## Introducing Short Periods with the Door Closed

- Once your puppy is comfortable, invite them into the crate with a treat or toy.
- Gently close the door for a few seconds while they're engaged, then calmly open it again.
- Gradually increase the duration (always with something to chew or lick to keep them occupied).

3

### **Gradually Increasing Distance**

- Start by stepping away for a few seconds while your puppy is in the crate.
- Return before they start whining.
- Slowly increase the time you're out of sight.
- If your puppy starts whining, ignore the behavior and wait for them to calm down before returning and letting them out of the crate.

**ADDITIONAL TIPS** 

Be consistent: stick to a routine (e.g., nap time in the crate after play).

Puppies need frequent rest: the crate can help establish a healthy rhythm.

Your puppy should see the crate as a pleasant and reassuring place.

Training may take anywhere from a few days to a few weeks depending on the puppy, but the long-term benefits are well worth it!