



# SeaWorld/Busch Gardens Husbandry and Training

## K-3 Classroom Activities

## Hot and Cold

### OBJECTIVE

The student will be able to use communication and reward to train another student.

### ACTION

1. Choose one student to be “trained.” Have that student stand outside the classroom while the other students choose an object in the room. The chosen object must remain a secret from the student standing outside.
2. Ask the student to return to the room. By using the terms “hot” and “cold,” the class will “train” the performing student to touch the chosen object.
3. As the student moves about the classroom, the class will communicate with and reward the performing student by using the word “hot” when he or she is getting close to the object and “cold” when he or she is moving away from the object.
4. The game ends when the student touches the chosen object. How many “hot” and “cold” communication cues did it take to “train” the student? Do some students learn faster than others? Do some students behave differently—such as walk slow, walk fast, touch everything, don’t follow cues—which; requires the class to give the cues differently—faster, slower, louder, etc.

### DEEPER DEPTHS

For more advanced students, substitute a desired behavior instead of simply touching an object.