Animal Behavior on the range **– Note Guide**

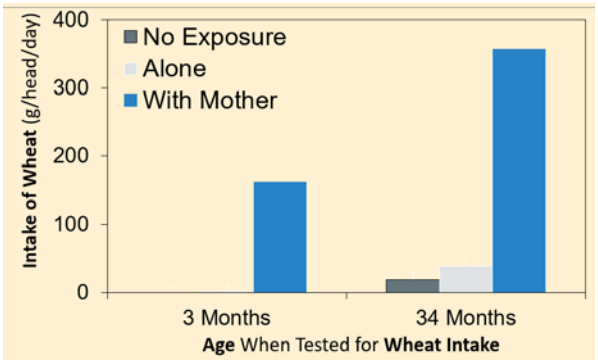
What affects how animals behave:

- **Born with certain abilities**
  - Inherited abilities
  - Physical, Sensory & Physiological Abilities
- **Born knowing what to do:**
  - Called "Instincts"
  - Learn how behave
- **Inherited Abilities**
  - Physical abilities affect what animals eat
  - Ability to eat cellulose
  - Capture and Consume Prey
  - Species Inherited Diet Preferences
  - Physical abilities affect where animals eat
  - Mammals know how to find milk and stay close to mother.
- **Inherited Behaviors – Instincts**
  - Basic ideas of what is cover & how to hide
  - Preference for salty foods
  - Preference for sweet… not sure

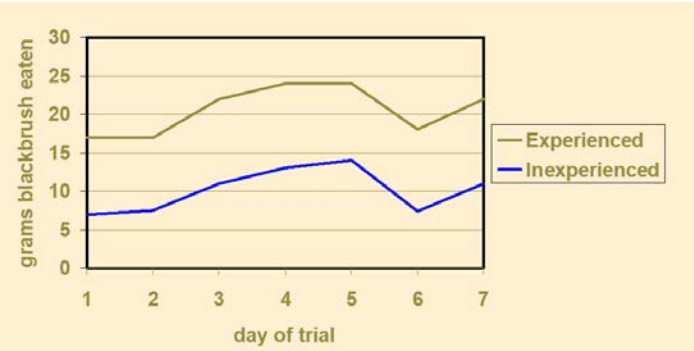
4 Basic Learning Paradigms

	"Good" Consequence	**"Bad Consequence"**
Add or Apply	***Behavior Increases*** **(Positive Reinforcement)**	***Behavior Decreases*** **(Positive Punishment)**
Remove	***Behavior Decreases*** **(Negative Punishment)**	***Behavior Increases*** **(Negative Reinforcement)**

Young animals clearly learn what to eat avoid from their mother

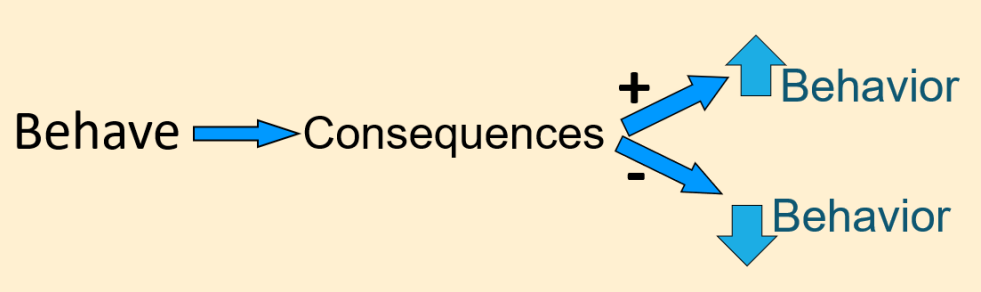


Early Life Experience is Influential



Animals must learn how to eat - Build Foraging Skills

Animals learn based on consequences:



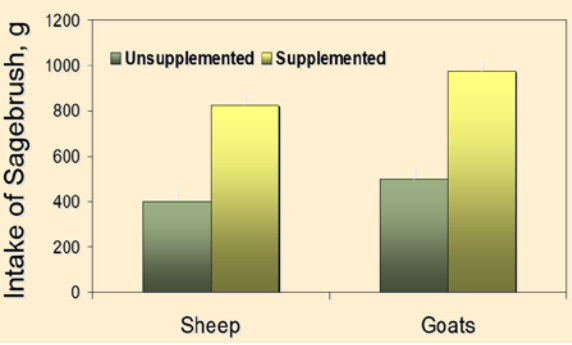
Conditioned Aversions & Preferences

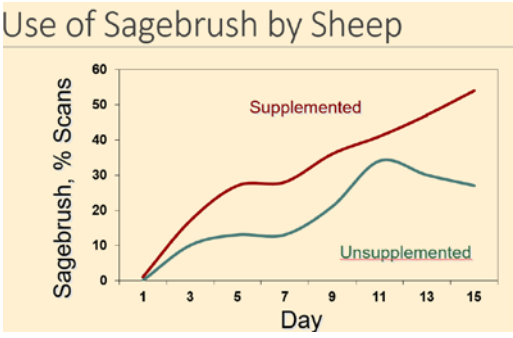
How to create a conditioned aversion?

Why don't livestock eat sagebrush?

How to create a conditioned preference?

Nutrient-Toxin Interactions:





Creating "Designer" livestock

1) Select animals that naturally possess the desired ingestive characteristics
2) Breed animals with these abilities
3) Prepare animals with prescribed dietary experience
4) Offer animals nutritional or pharmaceutical resources to aid in digestion or detoxification

For More information: www.behave.net