




**Weekly Wag Progress
Report**

Animal ID # _____ Animal Name _____ Foster Caregiver _____ Week of _____

Please check off all observed behaviors for each respective day. Monitoring your foster canine helps to make sure they are exhibiting healthy behaviors and can help track progress. If you observe any unusual behaviors and medical conditions, please notify the foster coordinator immediately.

Behavior	Day 1	Day 2	Day 3	Day 4	Day 5
Appetite	<input type="checkbox"/> Normal <input type="checkbox"/> Reduced <input type="checkbox"/> Not Eating <input type="checkbox"/> Excessive	<input type="checkbox"/> Normal <input type="checkbox"/> Reduced <input type="checkbox"/> Not Eating <input type="checkbox"/> Excessive	<input type="checkbox"/> Normal <input type="checkbox"/> Reduced <input type="checkbox"/> Not Eating <input type="checkbox"/> Excessive	<input type="checkbox"/> Normal <input type="checkbox"/> Reduced <input type="checkbox"/> Not Eating <input type="checkbox"/> Excessive	<input type="checkbox"/> Normal <input type="checkbox"/> Reduced <input type="checkbox"/> Not eating <input type="checkbox"/> Excessive
Bathroom Usage	<input type="checkbox"/> Normal <input type="checkbox"/> Frequent <input type="checkbox"/> Diarrhea <input type="checkbox"/> Straining <input type="checkbox"/> Avoiding - <i>describe in notes</i>	<input type="checkbox"/> Normal <input type="checkbox"/> Frequent <input type="checkbox"/> Diarrhea <input type="checkbox"/> Straining <input type="checkbox"/> Avoiding - <i>describe in notes</i>	<input type="checkbox"/> Normal <input type="checkbox"/> Frequent <input type="checkbox"/> Diarrhea <input type="checkbox"/> Straining <input type="checkbox"/> Avoiding - <i>describe in notes</i>	<input type="checkbox"/> Normal <input type="checkbox"/> Frequent <input type="checkbox"/> Diarrhea <input type="checkbox"/> Straining <input type="checkbox"/> Avoiding - <i>describe in notes</i>	<input type="checkbox"/> Normal <input type="checkbox"/> Frequent <input type="checkbox"/> Diarrhea <input type="checkbox"/> Straining <input type="checkbox"/> Avoiding - <i>describe in notes</i>
Energy Level	<input type="checkbox"/> Active <input type="checkbox"/> Normal <input type="checkbox"/> Mellow <input type="checkbox"/> Lethargic	<input type="checkbox"/> Active <input type="checkbox"/> Normal <input type="checkbox"/> Mellow <input type="checkbox"/> Lethargic	<input type="checkbox"/> Active <input type="checkbox"/> Normal <input type="checkbox"/> Mellow <input type="checkbox"/> Lethargic	<input type="checkbox"/> Active <input type="checkbox"/> Normal <input type="checkbox"/> Mellow <input type="checkbox"/> Lethargic	<input type="checkbox"/> Active <input type="checkbox"/> Normal <input type="checkbox"/> Mellow <input type="checkbox"/> Lethargic
Body Language	<input type="checkbox"/> Relaxed <input type="checkbox"/> Eyes Dilated <input type="checkbox"/> Tense <input type="checkbox"/> Ears Back <input type="checkbox"/> Hiding <input type="checkbox"/> Tail Tucked <input type="checkbox"/> Tail Neutral <input type="checkbox"/> Hackles raised	<input type="checkbox"/> Relaxed <input type="checkbox"/> Eyes Dilated <input type="checkbox"/> Tense <input type="checkbox"/> Ears Back <input type="checkbox"/> Hiding <input type="checkbox"/> Tail Tucked <input type="checkbox"/> Tail Neutral <input type="checkbox"/> Hackles raised	<input type="checkbox"/> Relaxed <input type="checkbox"/> Eyes Dilated <input type="checkbox"/> Tense <input type="checkbox"/> Ears Back <input type="checkbox"/> Hiding <input type="checkbox"/> Tail Tucked <input type="checkbox"/> Tail Neutral <input type="checkbox"/> Hackles raised	<input type="checkbox"/> Relaxed <input type="checkbox"/> Eyes Dilated <input type="checkbox"/> Tense <input type="checkbox"/> Ears Back <input type="checkbox"/> Hiding <input type="checkbox"/> Tail Tucked <input type="checkbox"/> Tail Neutral <input type="checkbox"/> Hackles raised	<input type="checkbox"/> Relaxed <input type="checkbox"/> Eyes Dilated <input type="checkbox"/> Tense <input type="checkbox"/> Ears Back <input type="checkbox"/> Hiding <input type="checkbox"/> Tail Tucked <input type="checkbox"/> Tail Neutral <input type="checkbox"/> Hackles raised
Vocalization	<input type="checkbox"/> Normal <input type="checkbox"/> Silent <input type="checkbox"/> Barking <input type="checkbox"/> Howling <input type="checkbox"/> Growling	<input type="checkbox"/> Normal <input type="checkbox"/> Silent <input type="checkbox"/> Barking <input type="checkbox"/> Howling <input type="checkbox"/> Growling	<input type="checkbox"/> Normal <input type="checkbox"/> Silent <input type="checkbox"/> Barking <input type="checkbox"/> Howling <input type="checkbox"/> Growling	<input type="checkbox"/> Normal <input type="checkbox"/> Silent <input type="checkbox"/> Barking <input type="checkbox"/> Howling <input type="checkbox"/> Growling	<input type="checkbox"/> Normal <input type="checkbox"/> Silent <input type="checkbox"/> Barking <input type="checkbox"/> Howling <input type="checkbox"/> Growling

Play Log

Knowing how your canine companion's playing can help understand their energy level as well as how we can redirect energy.

Behavior	Day 1	Day 2	Day 3	Day 4	Day 5
Play	<input type="checkbox"/> Interested in playing <input type="checkbox"/> Highly aroused but calmed down after <input type="checkbox"/> Highly aroused & remained after play ended <input type="checkbox"/> Became fearful <input type="checkbox"/> Showed no interest	<input type="checkbox"/> Interested in playing <input type="checkbox"/> Highly aroused but calmed down after <input type="checkbox"/> Highly aroused & remained after play ended <input type="checkbox"/> Became fearful <input type="checkbox"/> Showed no interest	<input type="checkbox"/> Interested in playing <input type="checkbox"/> Highly aroused but calmed down after <input type="checkbox"/> Highly aroused & remained after play ended <input type="checkbox"/> Became fearful <input type="checkbox"/> Showed no interest	<input type="checkbox"/> Interested in playing <input type="checkbox"/> Highly aroused but calmed down after <input type="checkbox"/> Highly aroused & remained after play ended <input type="checkbox"/> Became fearful <input type="checkbox"/> Showed no interest	<input type="checkbox"/> Interested in playing <input type="checkbox"/> Highly aroused but calmed down after <input type="checkbox"/> Highly aroused & remained after play ended <input type="checkbox"/> Became fearful <input type="checkbox"/> Showed no interest

Sociability and Social Interaction Log

Grading the sociability and social interactions of your foster canine helps in understanding the behaviors and can help us provide correct information for their potential adopters.

Behavior	Day 1	Day 2	Day 3	Day 4	Day 5
Sociability <i>When sitting quietly in the space</i>	<input type="checkbox"/> Came over in excited manner - <i>jumpy on handler</i> <input type="checkbox"/> Came over in calm manner & perhaps into lap <input type="checkbox"/> Sat quietly next to you <input type="checkbox"/> Completely ignored you	<input type="checkbox"/> Came over in excited manner - <i>jumpy on handler</i> <input type="checkbox"/> Came over in calm manner & perhaps into lap <input type="checkbox"/> Sat quietly next to you <input type="checkbox"/> Completely ignored you	<input type="checkbox"/> Came over in excited manner - <i>jumpy on handler</i> <input type="checkbox"/> Came over in calm manner & perhaps into lap <input type="checkbox"/> Sat quietly next to you <input type="checkbox"/> Completely ignored you	<input type="checkbox"/> Came over in excited manner - <i>jumpy on handler</i> <input type="checkbox"/> Came over in calm manner & perhaps into lap <input type="checkbox"/> Sat quietly next to you <input type="checkbox"/> Completely ignored you	<input type="checkbox"/> Came over in excited manner - <i>jumpy on handler</i> <input type="checkbox"/> Came over in calm manner & perhaps into lap <input type="checkbox"/> Sat quietly next to you <input type="checkbox"/> Completely ignored you
Social Interaction	<input type="checkbox"/> Seeks Attention <input type="checkbox"/> Avoids Contact <input type="checkbox"/> Allows handler to engage - <i>describe in notes</i> <input type="checkbox"/> Avoids engagement - <i>describe in notes</i>	<input type="checkbox"/> Seeks Attention <input type="checkbox"/> Avoids Contact <input type="checkbox"/> Allows handler to engage - <i>describe in notes</i> <input type="checkbox"/> Avoids engagement - <i>describe in notes</i>	<input type="checkbox"/> Seeks Attention <input type="checkbox"/> Avoids Contact <input type="checkbox"/> Allows handler to engage - <i>describe in notes</i> <input type="checkbox"/> Avoids engagement - <i>describe in notes</i>	<input type="checkbox"/> Seeks Attention <input type="checkbox"/> Avoids Contact <input type="checkbox"/> Allows handler to engage - <i>describe in notes</i> <input type="checkbox"/> Avoids engagement - <i>describe in notes</i>	<input type="checkbox"/> Seeks Attention <input type="checkbox"/> Avoids Contact <input type="checkbox"/> Allows handler to engage - <i>describe in notes</i> <input type="checkbox"/> Avoids engagement - <i>describe in notes</i>

Behavior Grades and Enrichment Log

If you are unsure of how to grade your foster pet, please refer to the Foster Manual's behavior section to better understand your foster canine's behavior.



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5	4	3	2	1
Positive body language (<i>leaning into pets, "smiling", etc.</i>), voluntarily approaching most people, seeking attention and contact	Engaging in contact but remaining hesitant and with continued contact. Body language is beginning to become positive.	Performing wellness tasks with a person in the room but not actively engaging with them. Avoiding contact and mild aversive body language.	Aversive body language, only engaging in minimum welfare criteria (<i>eating, drinking, etc.</i>) while alone.	Hiding and avoiding body language. Will only perform minimum welfare criteria (<i>eating, drinking.</i>) while alone.

	Date & Time	Enrichment & Socialization Description	Behavior Grade	FAS Scoring	
				<i>FAS scoring is separate from overall behavior grade for the week. Please see the manual for information on FAS Scores 😊</i>	
Day 1				Behavior	FAS Score
Day 2				When alone	
Day 3				With person sitting quietly in space	
Day 4				When around another animal	
Day 5				Outside	

Overall Behavior Grade this Week

Notes:
