

<p>Instructor Training Aids and References</p> <p>Firearms of any type, frisbees and/or small and medium sized balls, student manual, Hunting Incident Summary, this lesson plan.</p> <p>Note: Due to the fast pace of this simulated hunt activity it is recommended and preferred that the Indoor Lesson Plan for Safe Shooting Zones to be conducted prior to the Outside Lesson Plan</p> <p>TIME PERIOD (APPROXIMATELY): 15 - 30 minutes</p>	<p>TYPE OF LESSON</p> <p><input checked="" type="checkbox"/> E.D.O.C.</p> <p><input type="checkbox"/> LECTURE</p> <p><input type="checkbox"/> DISCUSSION</p> <p><input type="checkbox"/> PRACTICAL</p>
<p>OBJECTIVE(S)</p> <p>For each student to:</p> <ul style="list-style-type: none"> • To familiarize the student that communication and shooting within your “safe zone of fire” is vital while hunting. • This requires planning your hunt and hunting your plan. • A responsible hunter is aware of their hunting companions location at all times. 	

LESSON OUTLINE	ITEMS NEEDED
<p><u>EDUCATE:</u></p> <ol style="list-style-type: none"> 1. Explain definition of a safe zone of fire: 2. Muzzle swing into another hunters’ zone is not allowed. 3. TABK rule 3 is explained how it applies to the safe zone of fire. 4. Use Hunting Incident Summaries for examples to lead discussion. <p><u>DEMONSTRATE:</u></p> <ol style="list-style-type: none"> 1. Instructors will demonstrate the safe zone of fire for each hunting position. 2. Instructors will explain to the students that this exercise is a simulated hunt (Pheasant and/or Rabbit) by throwing frisbees and balls. <ul style="list-style-type: none"> • Frisbees simulate pheasants. Instructors can use different colors to simulate roosters and hens. • Soft balls simulate rabbits • Volley balls or basket balls can be used to simulate dogs 3. Instructors will demonstrate how the students should: <ul style="list-style-type: none"> • Decide on a group leader • Plan the Hunt and establish each hunters’ Safe Zone of Fire. • Decide on how to keep track of each other: Visual and/or Sound • Hunt the Plan using good communication when necessary. 	<p>Student Manual HE Tools program Incident Summary</p> <p>Firearms, air rifles or Laser Aims Frisbees Balls</p>

OBSERVE:

1. Groups of 3 or more students will perform the above steps.
 - Actions Open, Safety On, Fingers outside the trigger guard when receiving a firearm
 - Actions Closed Safety On, Fingers outside the trigger guard until ready to shoot while participating in simulated hunt
 - Decide on a group leader
 - Plan the Hunt
 - Establish each hunters Safe Zone of Fire.
 - Decide on how to keep track of each other: Visual and/or Sound.
 - Hunt the Plan using good communication when necessary.
2. During the simulated hunt; Instructors/students/parents will throw Frisbees and balls across, away and back through the path of the students participating in the simulated hunt.
3. Hunting Students will swing on the game while the game is within their established safe zone of fire.
 - Students will use safe firearm handling techniques at all times
 - Students will use the Two Hand Ready carry when not swinging on game.
4. Instructor(s) will follow and mentor each hunting group so that corrections and encouragement can be made immediately during the hunt.

• **WATCH FOR MUZZLE CONTROL**

CAUTION: This is a very fast paced exercise and some students may become confused and not participate well. THIS IS OKAY. Do not let the students get discouraged. Let them know that they will get better with practice.

INSTRUCTOR OPTION: It is helpful to end the simulated hunt at a fence and then transition to the Fence & Obstacle Crossing Lesson Plan.

CONGRATULATE EACH GROUP ON COMPLETING THE HUNT

Reinforce to the students that it does not matter what the terrain is when you are hunting or whatever you may be hunting. Safe Zones of Fire always apply under any hunting situation. Reinforce the need for good communication and the establishing of an ethical and safe group leader to:

“Plan the Hunt and Hunt the Plan.”

Watch for muzzle control, good communication, ie HEN, ROOSTER, STAY IN LINE, WAIT