



INSTRUCTOR GUIDE

LESSON 2A: FIREARMS BASICS

V. 2/2017

Basic Hunter Education 2014 Standards – Section 2

Objectives 9, 10, 12, & 16


Instructor Notes



This lesson introduces the students to the knowledge considered necessary to identify and name different parts of firearms. This lesson corresponds with Chapter 2 (pages 14-24) in the student manual. Teach this lesson to the entire class prior to the students handling firearms.

Teaching Methods Used In This Lesson

- **Lecture**
- **Discussion**




Note: This lesson uses HE Tools software extensively as a teaching aid. This HE Tools icon () is shown when the software is being used in the lesson. It is vital that you practice with the software ahead of time so that you are familiar with the program and know how to navigate it properly. See Addendums A & B for helpful hints on software navigation.

Time Suggested



45 Minutes

Note: The “Firearms Basics” lesson is divided into two segments: Lesson 2A & 2B. These segments should be taught in sequence, preferably on the same day. Offer Lesson 3: Firearm Safety, or another lesson, between these segments to add variety.

<p><u>Materials Required</u></p> 	<ul style="list-style-type: none"> • Audio visual equipment (projector & screen) • HE Tools software installed on a laptop
<p><u>Station Set-up</u></p>  <p>10 minutes</p>	<ol style="list-style-type: none"> 1. Set up projector, screen, and laptop loaded with HE Tools. Cue HE Tools to the Topic “Firearms Basics” and Subtopic “Parts of a Firearm”. 2. Mute the sound before beginning the lesson.
<p><u>Vocabulary Builder</u></p> 	<div data-bbox="402 877 1417 1045" style="border: 1px solid black; padding: 10px; margin-bottom: 20px;"> <p>Note: Do not read the vocabulary to the students. These are terms commonly used during this lesson, and the definitions are for instructor reference only.</p> </div> <p>Action – The part of the firearm that loads, fires, and ejects the cartridge or shot shell.</p> <p>Barrel – The metal tube through which the bullet, slug, or shot is fired.</p> <p>Bore – The interior of the barrel of a firearm.</p> <p>Butt or Butt plate – The portion of the gun that is held against the shooter’s shoulder.</p> <p>Caliber – The diameter of the bore or projectile. In rifled firearms it can be the distance between the lands or the grooves.</p> <p>Cartridge – A complete round of ammunition which includes</p>

primer, powder, case, and the bullet. Cartridges can be either rimfire or centerfire.

Chamber – The part of the barrel into which a cartridge is placed for firing.

Cylinder – The chamber and magazine of a revolver.

Grooves – The low spots in the rifling of a barrel.

Lands – The high spots in the rifling of a barrel.

Magazine – The part of a repeating firearm which holds ammunition until it is ready to be fed into the chamber.

Muzzle – The end of the barrel, out of which bullets, slugs, or shot are expelled.

Rifling – Spiral grooves cut into the bore of a firearm barrel that make a bullet spin.

Safety – A mechanism that prevents the trigger from moving, or the firing pin from operating, in order to stop the firearm from being unintentionally fired.





Sights – The parts of a firearm which are used in aiming.

Stock – The part of a firearm generally made from wood or a synthetic, which holds the barrel and action.


Trigger – The device that starts the firing process on a firearm.

Trigger guard – The part of a firearm that surrounds the trigger, preventing it from being unintentionally actuated.


LESSON PLAN

<p><u>PART A:</u></p> <p><u>Focus Activity</u></p>  <p>1 minute</p>	<p>The purpose of the focus activity is to get everyone focused on the lesson. Ask: “How many of you have ever shot a gun? Was it a rifle or shotgun?”</p>
<p><u>PART B:</u></p> <p><u>Objectives</u></p>  <p>1 minute</p>	<p>State the learning objectives to the students. “At the end of this lesson, you will be able to:</p> <ul style="list-style-type: none"> • identify the basic parts of a firearm and state their purposes; • identify common types of modern firearm actions; • explain how to load and unload common modern firearm actions; • and describe the characteristics of rifles, shotguns, and handguns.”
<p><u>PART C:</u></p> <p><u>Teaching Method</u></p>  <p>40 minutes</p>	<p>Ask: “Before we can begin handling firearms we need to be able to name the basic parts, and understand some basic characteristics. Let’s start by taking a look at the basic parts of a rifle.”</p> <ol style="list-style-type: none"> 1.  “Parts of a Firearm” – identify the basic parts of a rifle and state the purpose of each: <ul style="list-style-type: none"> • butt plate • stock • safety • trigger • trigger guard • action • magazine


- rear sight
- forearm
- barrel
- front sight
- muzzle

2.  “Sights” - show each and identify their components:
- telescopic
 - open
 - peep


Note: Continue with HE Tools: Topic “Shotgun”; Subtopic “Parts of a Shotgun.”

3.  “Parts of a Shotgun” – identify and explain the parts that are different from rifles:
- tube plug
 - vented rib
 - sighting bead
 - comb


Note: Continue with HE Tools: Topic “Firearms Basics”; Subtopic “Firearm Safeties.”

4.  “Firearm Safeties” – define what a safety is and discuss the different types:
- prevents the firearm from unintentionally firing
 - may have a red indicator (i.e. red is hot, ready to fire)
 - location may vary but usually close to the action
 - different types
 - lever safety (aka: pivot, rocker)
 - cross-bolt safety (aka: button)
 - tang safety (aka: slide)


- wing safety

5.  “Magazine Types” – identify and explain each type:
- tubular
 - detached box
 - internal


Note: Continue with HE Tools: Topic “Shotgun”; Subtopic “Magazine Plug.”

6.  “Magazine Plug” – explain what it does:
- displaces the amount of space normally taken by two shotgun shells
 - why a plug may be required
 - what legally constitutes a plug

Note: If you hover the mouse over the word “chokes” prior to clicking on it, it will give a nice image of what a choke tube is before explaining the different sizes.


7.  “Chokes” – explain what they do and the difference among the three common chokes:
- full
 - modified
 - improved cylinder
 - explain how distance and the hunter’s target will dictate which choke to use

Note: Continue with HE Tools: Topic “Firearms Basics”; Subtopic “Firearms Action Types.”


8.  “Firearm Action Types” – identify and explain how each action functions: Show how to load, fire, and unload the empty cartridge for each:

- bolt
- pump
- semi-automatic
- lever
- break




Note: Continue with HE Tools: Topic “Handguns”; Subtopic “Handgun Action Types.”



9.  “Handgun Action Types” – identify and explain these three types:

- semi-automatic
- double action revolver
- single action revolver

10.  “Barrel Rifling” – describe handgun and rifle characteristics starting with barrel rifling:

- has a rifled bore
 - define lands and grooves
 - explain what rifling does
- aimed by aligning the sights and are fired by carefully squeezing the trigger to avoid disturbing sight picture
- used on stationary targets
- fires single, solid projectiles
- effective at longer ranges
- extra care must be taken to control the muzzle of a handgun, because of the one handed grip and short barrel length

	<p>11. Describe shotgun characteristics:</p> <ul style="list-style-type: none"> • pointed at the target with the aid of a sighting bead and is fired with a quick slap of the trigger • typically has a smooth bore • used on moving targets • fires multiple projectiles (slug is the exception) • effective at shorter ranges <p>Students are not being tested at this stage; they are gaining new knowledge. Your role as the instructor is that of a facilitator/coach to help the students learn the material. Lead the students through the discussion, and ensure everyone thoroughly understands the information and vocabulary.</p>
<p><u>PART D:</u></p> <p><u>Student Summary</u></p>  <p>3 minutes</p>	<p>Ask the students to recall the important topics that were covered in the lesson. It is important for students to be able to verbalize these points. Use questioning strategies to flesh out answers.</p> <ul style="list-style-type: none"> • What do we call the end of the barrel? • What is the difference between a rifle barrel and a shotgun barrel? • What are the five common firearm action types? • Why are handguns more difficult to control than long guns? <p>END OF LESSON</p>
<p><u>Addendum</u></p> <p><u>A</u></p> 	 <p>HE TOOLS HELPFUL HINTS – Navigation & Use</p> <p>HE Tools™ is a collection of interactive animations and video demonstrations that help Hunter Education instructors convey</p>

	<p>important content related to the basic hunter education course. These visual tools enhance the learning experience for students.</p> <p>Navigation</p> <ul style="list-style-type: none"> • Use the MAIN (or MENU in 2011 version) button on any page, at any time, to return to the main menu. • Use the BACK button at any time to return to the previous page. <p>Animation Control</p> <p>Many pages within HE Tools allow interactive navigation. You can use the ARROW KEYS on the keyboard to move forward and backward through the animations, frame by frame.</p> <ul style="list-style-type: none"> • press RIGHT ARROW KEY – moves forward one frame • hold RIGHT ARROW KEY – fast forward • press LEFT ARROW KEY – moves backward one frame • hold LEFT ARROW KEY – fast reverse <p>The benefit of this is that you can show animations very slowly (e.g. how the firing pin hits the primer) or back up and play animations several times until the students understand the concept. When you are finished and wish to continue the animation normally, just click on the RESUME ANIMATION button or other available buttons on the screen.</p>
<p><u>Addendum</u> <u>B</u></p> 	 HE TOOLS HELPFUL HINTS – Firearms Basics <p>Parts of a Firearm – This is an interactive image of the parts of a firearm. Reveal the names individually by clicking on the part or click the SHOW PARTS button to show all the names at once. Click the HIDE PARTS button to hide the names. Ask students to identify/name the common parts. Define</p>

the parts as they are identified. TIP: Start with Action, Stock, and Barrel.

Firearm Action Types – The five most common firearm action types are shown: **PUMP, BREAK, SEMI-AUTOMATIC, BOLT, and LEVER ACTION**. View any of the animated sequences by clicking on the appropriate firearm from the ACTION TYPES menu. You can show the sequence quickly by clicking on the CONTINUOUS button. To return to the firearm action types, click on the ACTIONS MENU button or click on the BACK button.

Firearm Safeties – This section is a mini slide show showing various firearm safeties. Use the mouse to click through the images or use the left/right arrow keys to navigate.

Magazine Types – This section is a mini slide show showing various magazine types. Use the mouse to click through the images or use the left/right arrow keys to navigate.

Handgun Action Types – The four most common handgun action types are shown here: **REVOLVER, BOLT, BREAK and SEMI-AUTOMATIC**. You can view the animated sequence of any action type by clicking on the picture of that firearm action type. The next screen will show a close up of that action type. You can show the sequence quickly by clicking on the CONTINUOUS button. To return to the firearm action types, click on the BACK button.

Barrel Rifling – This animation is a visual aid depicting barrel rifling and the spinning of a bullet. Use the mouse to click through the animation of the barrel rifling. You can also use the left/right arrow keys to navigate.

Addendum

C



FREQUENTLY ASKED QUESTIONS

1. Are there guns without safeties?

Yes, some older firearms were not equipped with modern safeties, yet typically there is some way to have the firearm on safe

2. How do you unload a firearm with an external hammer that is cocked?

This would depend on the action type. With a lever action, simply continuously work the lever until all ammunition is expelled. Then let the hammer down slowly by keeping pressure on the hammer with the thumb and squeezing the trigger. For a break action, it is best to let the hammer down gently and then open the action to remove the ammo.