

INSTRUCTOR GUIDE LESSON 9: FUNDAMENTALS OF SHOOTING

V. 2/2017

Basic Hunter Education 2014 Standards – Section 2 Objectives 14, 18, 19, & 21

Instructor Notes

This lesson introduces the students to the fundamentals of rifle marksmanship and elements of range safety. This lesson corresponds with Chapter 3 (pages 61-67) in the student manual. Teach this lesson as part of a round robin with a small group (4-8) of students.

Teaching Methods Used In This Lesson

- Lecture
- Discussion
- Student hands-on activity
- Role-play

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

20 Minutes

Materials Required

- Audio visual equipment (projector & screen)
- HE Tools software installed on a laptop
- Shooting glasses and ear protection
- Three chairs & a table for simulated shooting benches
- Three Laser Ed. rifles (Tip: "Sight-in" ahead of time)

Station Set-up 15 minutes

- Set up projector, screen, and laptop loaded with HE Tools. Cue HE Tools to the Topic "Firearms Basics" and Subtopic "Sights".
- 2. Set up a table with three chairs facing the screen, as a simulated shooting bench area for Part D. The table should be 10-15 feet away from the screen.
- 3. The laser ed rifles should be near for easy access.

<u>Vocabulary</u> <u>Builder</u>



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.

Breath control – Controlling breathing while firing so as to not disturb sight alignment or sight picture.

Fundamental – Forming a foundation or basis; something that is basic and indispensable; essential.

Hangfire – An unexpected delay between the triggering of a

firearm and the ignition of the propellant.

Misfire – When, during the process of taking a shot, the trigger is pulled but the cartridge fails to fire.

Shooting position – The physical position the shooter is in when taking a shot.

Sight alignment – The act of aligning the front and rear sights of a firearm.

Sight picture – The overall visual picture that encompasses the alignment of the front and rear sights, and the superimposed placement of the aligned sights on the target.

Squib fire – A firearm malfunction where a fired projectile does not have enough force behind it to exit the barrel.

Trigger squeeze – A slow steady squeezing of the trigger so as to release the shot without disturbing sight alignment or sight picture.

LESSON PLAN

PART A:

Focus Activity

The purpose of the focus activity is to get everyone focused on the lesson. Ask: "Why is it important for hunters to have good marksmanship skills?" Follow-up this question with: "How do you develop good marksmanship skills?"

1 minute

PART B:

Objectives

1 minute

State the learning objectives to the students. "At the end of this lesson, you will be able to:

- explain the fundamentals of rifle marksmanship;
- explain why it is important to wear eye and ear protection while shooting;
- explain the importance of a safe backstop when taking a shot;
- and describe how to handle a firearm during and after a misfire."

PART C:

Teaching Method



6 minutes

Say: "Let's take a look at the knowledge and skills you need to become proficient at marksmanship. In order to take an accurate shot, you must first ensure proper sight alignment and sight picture."

Note: The use of HE Tools begins at this point (Topic: "Firearms Basics"; Subtopic: "Sights").

- 1. Sights" define and demonstrate proper sight alignment and sight picture:
 - sight alignment aligning the front and rear sights of a firearm so that the top of the sights are even

- sight picture the visual picture that encompasses the alignment of the front sight and the superimposed placement of the sight on the target
- 2. Explain and demonstrate marksmanship techniques that aid the shooter in maintaining sight picture and sight alignment:
 - trigger squeeze
 - breath control
 - follow through

Note: Continue with HE Tools: Topic "Marksmanship"; Subtopic "Rifle Shooting Positions." Click the tabs at the top of the page to switch between shooting positions.

- 3. Fifle Shooting Positions" show and explain each and their relative stabilities:
 - standing
 - kneeling
 - sitting
 - prone

PART D:

Student Exercise 9 minutes Note: For the student exercise, role-play a scene where the students are at a gun range. Use HE Tools (Topic: "Shotguns"; Subtopic: "Shotgun Range") and set each target to 40 yards and turn off the "close up" function. Move the firearm out of the picture.

Note: Discuss steps 9-11 throughout the student exercise.

4. Shotgun Range" – The purpose of the student exercise is to have the students learn and practice safe firearm

handling, proper sight alignment, and proper sight picture. Proceed with the activity with the first three students:

- a) have three students sit at the table
- b) have them use laser rifles to achieve proper sight alignment and sight picture
- c) have them fire at the targets on the screen
- d) have the students practice while standing to experience a difference in stability (have the students squeeze the trigger continuously to see the amount of movement while standing)
- e) emphasize safe firearm handling skills
- f) critique/correct safe firearm handling, proper sight alignment, and proper sight picture throughout the activity
- g) re-emphasize the key fundamentals of proper marksmanship
- h) ensure all students complete the activity
- 5. Explain the importance of eye and ear protection:
 - firing a cartridge creates a loud noise that can damage hearing
 - small particles, burning gas, and other residue are discharged that can damage eyes
- 6. Explain the elements of a safe backstop:
 - solid enough to capture fired bullets
 - constructed of a material that will not allow ricochets
 - must be certain that the area beyond intended target is clear of any non-target objects
- 7. Role-play a scenario where a student has experienced a misfire at the gun range. Say: "Everyone cease fire. This shooter has just had a misfire. Can anyone tell me what a misfire is?" Explain the proper procedure following a

misfire:

- maintain safe muzzle control
- keep action closed
- wait 15 seconds (60 seconds for a muzzleloader)
- if gun has still not fired, remove shell or cartridge from chamber
- explain what to do with the misfired cartridge

Students are not being tested at this stage; they are gaining new knowledge. Have the students practice with the firearm to ensure they understand mounting, sight alignment, and sight picture. Observe them for safe firearm handling practices, correcting any mistakes they demonstrate.

PART E:

Student Summary

3 minutes

Ask students to recall the important topics that were covered during the lesson. It is important for students to be able to verbalize these points. Use questioning strategies to flesh out answers.

- What are two things you control that contribute to accurate marksmanship?
- Why are eye and ear protection important?
- What makes a safe backstop?
- What are the steps to take after experiencing a misfire?

END OF LESSON

Addendum





HE TOOLS HELPFUL HINTS – Navigation & Use

HE Tools[™] is a collection of interactive animations and video demonstrations that help Hunter Education instructors convey important content related to the basic hunter education

course. These visual tools enhance the learning experience for students.

Navigation

- 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.

Animation Control

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.

- 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

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.

<u>Addendum</u>

<u>B</u>



HE TOOLS HELPFUL HINTS – Fundamentals

Sights – Use HE Tools (Topic "Firearm Basics"; Subtopic "Sights") to identify different sight types, proper sight alignment, and proper sight picture. This interactive animation depicts a rifle range with three targets set at different distances. The animation in HE Tools makes it appear that the front sight post is repositioned when achieving sight alignment.

Instructors should emphasize to the students that it is the shooter's proper mounting of the firearm (i.e. barrel to eye) that achieves alignment.

Shooting Positions – Use HE Tools (Topic "Marksmanship"; Subtopic "Rifle Shooting Positions") to demonstrate common shooting positions. This section is a slide show that displays the four shooting positions and their relative stability. Emphasize the animated view on the right side of the screen. It gives a comparative demonstration of how much movement can occur using the four different shooting positions. It also shows five other stabilizing methods.

Shotgun Range – Use HE Tools (Topic "Shotguns"; Subtopic "Shotgun Range") to give the students targets to practice with. Make sure the "distance" for all three targets is set to 40 yards and turn "off" the close-up feature. Move the firearm out of the picture.

Addendum C





1. What is the proper way to dispose of misfired ammunition? At many firearm ranges there will be a barrel labeled exclusively for misfired ammunition, or "duds". Many times these are filled with sand or some type of oil that penetrates the shell and wets the powder preventing any accidental discharge at a later date.