

A GUIDE TO PENNSYLVANIA'S
LEARN TO HUNT
PROGRAM





PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

TABLE OF CONTENTS

Program Overview	3
Learn to Hunt: Squirrels	4
Learn to Hunt: Pheasants	11
Learn to Hunt: Turkeys	21
Learn to Hunt: Deer (Archery)	30
Learn to Hunt: Deer (Rifle)	41
Appendix A: Promoting a Program	49
Appendix B: Example Program Schedules	55
Appendix C: Program Evaluation	58



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

INTRODUCTION

The ways in which people become life-long hunters and trappers is changing. Traditionally, a large percentage of Pennsylvania's hunters and trappers were introduced to these outdoor activities through a family member or friend, who would help guide them along their journey to becoming a lifelong hunter or trapper. Today, more and more people are getting into hunting and trapping without having a family member or friend to teach them how to be successful. This lack of mentors amongst new hunters puts a higher demand on the Game Commission to expand our informational resources, hands-on trainings, and mentorship opportunities.

Hence, the Pennsylvania Game Commission launched its Learn to Hunt program in 2021 to help individuals of all ages become successful hunters. Through these programs, participants learn about game behavior, habitat preferences, hunting equipment, preparing wild game meat consumption, and much more.

Since 2021, the Game Commission has provided virtual Learn to Hunt programs on the following topics: squirrel, pheasant, turkey, deer and waterfowl hunting. Each program is approximately one-hour in length followed by a question-and-answer session. Recordings of previous programs are available to the public on the Game Commission's YouTube channel and website. To date, over 4,300 individuals have registered for a learn to hunt program.

While our surveys suggest the virtual Learn to Hunt program has helped many individuals get started hunting, approximately 50% of survey respondents expressed interest in hands-on opportunities to learn skills. Therefore, this guide was created to help agency staff or our partners host in-person learn to hunt programs across the state.

PURPOSE

To expand Pennsylvania's Learn to Hunt program to include hands-on learning opportunities across the state.

TEACHING POLICY

Any individual wishing to teach a Game Commission Learn to Hunt program shall meet the following requirements:

- Be at least 18 years of age.
- Be a high school graduate or possess a graduate equivalency diploma (GED).
- Pass a Pennsylvania State Background Check and possess a current PA Child Abuse History Clearance.
- If teaching live fire, possess a current [NRA range safety officer certification](#), be employed by the PGC, or be a Hunter-Education instructor.



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

- If you do not meet at least one of these qualifications, but would still like to have live fire, please contact mentoredhunting@pgc.gov to coordinate.
- Have a valid Pennsylvania hunting license.

EQUIPMENT AVAILABILITY

Each Learn to Hunt program outlined in this document will have ONE equipment kit available to use for in-person programs on first come, first serve basis. To reserve a kit for an upcoming program, please fill out a [request form](#) and email to mentoredhunting@pa.gov at least one month prior to the day of your program.

LEARN TO HUNT: SQUIRRELS

INTRODUCTION

The Learn to Hunt: Squirrels program is designed to help new hunters become successful squirrel hunters. The program is divided into two primary sections: a classroom portion and a hands-on activity portion.

The classroom portion of the program utilizes a PowerPoint presentation to provide students introductory knowledge on species identification, biology, and habitat preferences; hunting regulations; hunting equipment; and hunting strategies. This portion of the program is designed to be taught before the activity portion.

The activity portion of the program relies on instructor led activities which requires a safe area to shoot shotguns and/or rifles. Please note, the introduction to shotguns station should be taught before any student participants in any live fire activities. For this reason, we recommend having students break up and rotate through the introduction to shotguns station and squirrel cleaning stations first, then have everyone go through the learn to shoot activity together.

SPECIFIC LEARNING OBJECTIVES

At the conclusion of this program participants should:

- Know and be able to identify Pennsylvania's three species of squirrels legal to pursue when hunting.
- Know and understand Pennsylvania's squirrel hunting regulations including license requirements, season dates, bag limits, fluorescent orange requirements, and legal arms/ammunition.
- Know how to find public hunting locations near them.
- Know the minimum equipment needed to go squirrel hunting.
- Know how to safely shoot a firearm.



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

- Know how to field dress and process a squirrel.

EQUIPMENT NEEDS

To successfully teach the classroom portion of this program you will need:

- Computer with PowerPoint
- Projector
- Speakers (optional)
- Screen or empty wall to project presentation on
- Learn to Hunt: Squirrel PowerPoint Presentation
- Access to internet

To successfully teach the activity portion of this program you will need:

- Location to safely shoot firearms
- 2-5 shotguns (preferably .410, 28, or 20 gauge) or 2-5 .22 rifles
- Ammunition for shotguns or rifles
- Safety Glasses
- Hearing Protection (ear plugs or earmuffs)
- Paper targets for shooting
- Disposable gloves
- A knife for cleaning and processing
- Ziplock bags
- A minimum of 2 dead, unprocessed squirrels
- Recent copies of the hunting and trapping digest
- Tree Identification guides (optional)
- Shears
- Gun rest or sand bags

CURRICULUM: CLASSROOM PORTION

For this portion of the program, instructors should use the prepared Learn to Hunt: squirrels PowerPoint found on the H: drive [here](#). The talking points and action items for each slide can be found in the notes section. Please note, action items are italicized. The presentation should take approximately 30 minutes to present and approximately 15-20 minutes should be allotted at the end for a question-and-answer session.

*If you do not have access to the Game Commission's H:drive, you can request access to the PowerPoint and other materials needed at mentoredhunting@pa.gov. For reference, you can find a recording of the virtual only Learn to Hunt: squirrels program on the agency's Learn to Hunt webpage [here](#).



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

CURRICULUM: ACTIVITY PORTION

For this portion of the program, depending on class size, students should be separated into groups of 10-15 individuals. When separating individuals into groups, please keep parents/guardians with children. The groups can then rotate through a series of hands-on activities or stations. The length, materials needed, set-up, talking points (*italicized*), and other resources for each station are outlined below.

INTRODUCTION TO SHOTGUNS

The purpose of this activity is to teach students how to safely operate different types of shotguns. Students will learn how to load/unload a shotgun, select the correct ammunition for a shotgun, and how to install a plug. To successfully conduct this activity, you will need a variety of inert shotguns and dummy ammunition and a shotgun plug.

This station should take approximately 30 minutes to complete, depending on class size.

DIFFERENT TYPES OF SHOTGUNS

ACTION ITEM: Using one of the inert firearms, show students the location of the data stamp and how to read it. Then using the dummy ammunition, show the students the location of the data stamp and how to read it. Ask students to pick the correct ammunition for the remaining shotguns. (Need more instruction on how to do teach this activity? Click [here](#) for more information).

ACTION ITEM: Take a moment to show the students the different types of shotguns (break action, pump action, semi-automatic etc.) and demonstrate how to load and unload each shotgun. Ask students to get in a line and have each student safely load and unload each firearm. Make sure students are keeping the firearms pointing in a safe direction at all times and fingers are off the trigger when loading and unloading.

INSTALLING A PLUG

Once students are comfortable with loading and unloading the different types of shotguns, finish up the station by demonstrating how to install and/or remove a shotgun plug.

TALKING POINT: *“To legally hunt squirrels in Pennsylvania, hunters can use manually operated or semiautomatic 10-gauge or less shotguns with a capacity of no more than 3 shells in the chamber and magazine combined. That means that your shotgun cannot hold more than 3 shells at a time. To meet this regulation, if you have a shotgun that holds more than 3 shells in the magazine and chamber combined, you will need to install a shotgun plug. Today, I am going to show you how to do that.”*



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

ACTION ITEM: Select a shotgun that holds more than 3 shells to demonstrate. Make sure the gun is not loaded before showing students how to install the plug. Once the gun is cleared, start by unscrewing the cap on the end of the magazine. Using your finger (or a screwdriver), show the students how to unlock the spring. Once the spring pops out, install the plug and screw on the cap. (Need more instruction on how to do this activity? Learn more here:

<https://youtu.be/olo3bi2CKIU?si=mWCl2ZrZoCOawLkL>).

LEARN TO SHOOT ACTIVITY

To successfully conduct this activity, you will need access to an indoor or outdoor shooting range (or another safe location to shoot firearms), 2-5 shotguns or rifles, ammunition, earplugs, safety glasses, and paper targets. Prior to the start of the program, all shotguns and rifles should be inspected to ensure the guns are safe and working properly. Prior to shooting, have each participant who wishes to participate in shooting firearms sign a [waiver](#). Individuals under 18 must have a parent or guardian present to participate.

FIREARMS SAFETY INTRODUCTION

ACTION: Assemble students to discuss the basic firearm safety rules. Ask students if they know the firearms safety rules and go over any rules that they miss.

TALKING POINT: *Before we get started, we would like to go over a few safety rules. Can anyone share a basic firearm safety rule?"*

TALKING POINT: *"First, when handling a firearm ALWAYS keep it pointed in a safe direction. This means you only point the muzzle at something you intend to shoot. Always keep your finger off the trigger until you are ready to shoot. Keep the gun unloaded until it is time to shoot.*

ACTION: Demonstrate some [safe carries](#) for students.

TALKING POINT: *"Treat all firearms as if they are loaded and keep the safety on until you are ready to shoot. Every time you handle a gun, open the chamber and check to see if it is loaded."*

ACTION: Demonstrate how to turn the safety on/off and how to check the chamber.

TALKING POINT: *"Always positively identify your target and know what is behind it before shooting."*

RANGE SAFETY RULES AND ETTIQUETTE



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

TALKING POINT: *"Ok we are almost ready to start shooting. Before we do so, we need to explain a few things to ensure everyone's safety."*

ACTION: Point at the firing line.

TALKING POINT: *"This is called the firing line. During the duration of this activity, we ask everyone stay behind this line except shooters and instructors. Please do not cross the firing line unless asked by an instructor. We promise everyone will get a chance to shoot today."*

TALKING POINT: *"When it is your turn to shoot, please come up and stand at the front of the shooting line. Please make sure you have a pair of safety glasses on and earplugs in. The instructor will give you a brief overview of the shotgun you are going to shoot and how to aim."*

TALKING POINT: *"There are three primary range commands you need to know – cease fire, range is hot, and range is cold. Out of these three commands, cease fire is probably the most important. If you hear anyone yell cease fire, this signals that the range is not safe to shoot and all shooters should immediately stop shooting, put their firearm on safe, unload the firearm, and set it down. When the range is cold, no shooters are permitted to shoot and firearms should be unloaded with the chambers open on the table. Please do not handle the firearm while the range is cold. Lastly, if you hear the range is hot that means the range is clear and safe to shoot."*

ACTION: Show everyone where they can get safety glasses and earplugs. At this point you can start bringing students up to shoot. To help with safety we recommend having a lead range safety officer present to be responsible to range commands and ensuring everyone not shooting is staying behind the firing line.

SHOOTING

ACTION: Briefly go over how to use the shotgun: how to use the safety; how to use the sights; and how to load the gun.

ACTION: If standing to shoot, demonstrate a safe shooting stance. Express the importance of placing the butt of the gun into the shoulder pocket and to lean forward into the shot, not backwards.

ACTION: When the range is hot, provide the shooter with a shotshell and allow to shoot.



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

OPTIONAL: SQUIRREL CLEANING AND PROCESSING ACTIVITY

To successfully teach this section, you will need a sharp knife, disposable gloves, ziplock bags, and dead unprocessed squirrels. If you have enough squirrels, first demonstrate how to clean a squirrel then let students give it a try. If you can't secure enough squirrels for this activity, we would highly recommend showing this [video](#) to your students. If you have time prior to the activity, print out a few squirrel [recipes](#) people can take home with them.

ACTION: Clean the squirrel using tail method (Click [here](#) for video tutorial).

1. Cut along base of squirrel tail towards the head
2. Standing on the tail, slowly pull the hide toward the head separating the hide from the meat
3. Pull remaining hide from back legs
4. Using knife or shears remove or cut off head and feet
5. Using knife remove as much meat as possible from bone
6. Soak in saltwater for about two hours
7. Cook up that day or place in freezer bags or paper to store in freezer

SCHEDULING A PROGRAM

FINDING A LOCATION

To successfully host this program, you will need a location with the following amenities:

- Handicap accessible
- Bathrooms
- Suitable lighting
- Access to electricity
- Suitable seating (enough seats for each student)
- Safe area to shoot shotguns or rifles

Currently, only 4 of the Game Commission's [public shooting ranges](#) have a shotgun range. Because many of these locations do not have electricity, if you wish to utilize Game Commission shotgun ranges for programs you may need to bring a generator to provide the PowerPoint presentation. Courses could also be held over two evenings or days, this would allow you to host the lecture portion at one location and the hands-on portion at another location. If you are going to use a Game Commission public shooting range, we recommend temporarily closing the shooting range to the public for the duration of the program.

Most local sportsmen clubs have an indoor classroom and outdoor shooting range. You can find a list of local sportsmen clubs with shooting ranges as well as private shooting ranges [here](#).



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

SETTING UP ONLINE REGISTRATION

Once you lock down a date, time, and location, you can set up registration for your learn to hunt event on [Kalkomey's Outreach Manager System](#) (same login webpage for event manager different password/username). If you do not have access to the outreach manager or if you are unsure how to use it, feel free to reach out to the Hunter Education and Outreach Division (mentoredhunting@pa.gov) in Harrisburg who will be happy to help you post an event.

Steps to upload a learn to hunt event on outreach manager:

1. Go to <https://my.register-ed.com/login/login> and log in.
2. Click "Public Hunting and Shooting Programs" under Agency Programs
3. Click "create"
4. Under Choose a Program select "Pennsylvania Public Hunting and Shooting Programs"
5. Under Event Name select "learn to hunt"
6. Enter the location
7. Enter the date and time
8. Type in the event capacity (how many participants can you reasonably take)
9. Enter waitlist capacity (if you want a waitlist)
10. Provide an event description. See example below:

Interested in hunting squirrels this fall? Join the Pennsylvania Game Commission for an in-person Learn to Hunt: Squirrels program on (date) from (time to time) at (location).

During this program, participants will learn about squirrel behavior and habitat preferences, hunting regulations, finding places to hunt, choosing the right firearm, how to shoot a shotgun, processing squirrels for consumption and much more!

11. Enter a registration confirmation message. Example below:
Thank you for registering for the Game Commission's Learn to Hunt Squirrels Program! This program will start promptly at (time) on (date) at (location) and will last approximately 4 hours. Questions pertaining to the event can be sent to ____.
12. Click "create" event



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

LEARN TO HUNT: PHEASANTS

INTRODUCTION

The Learn to Hunt: Pheasants program is designed to help hunters, of all ages, become successful pheasant hunters. The program is divided into two primary sections: a classroom portion and a hands-on activity portion.

The classroom portion of the program utilizes a PowerPoint presentation to provide students introductory knowledge on species identification, biology, and habitat preferences; hunting regulations; hunting equipment; and hunting strategies. This portion of the program is designed to be taught before the activity portion.

The activity portion of the program relies on instructor led activities which requires a safe area to shoot shotguns. Please note, the introduction to shotguns station should be taught before any student participants in any live fire activities. For this reason, we recommend having students break up and rotate through the mock pheasant hunt, introduction to shotguns station, dog demonstration, and pheasant cleaning stations first, then have everyone go through the learn to shoot activity followed by the trap shooting station.

SPECIFIC LEARNING OBJECTIVES

At the conclusion of this program participants should:

- Be able to identify a male and female pheasant
- Be familiar with Pennsylvania's pheasant propagation program
- Understand Pennsylvania's pheasant hunting regulations including license requirements, fluorescent orange requirements, bag limits, season dates, and legal arms and ammunition.
- Know how to find public hunting locations near them.
- Know the minimum equipment needed to go pheasant hunting.
- Know how to safely shoot a firearm.
- Know how to field dress and process a pheasant.

EQUIPMENT NEEDS

To successfully teach the classroom portion of this program you will need:

- Computer with PowerPoint
- Projector
- Speakers
- Screen or empty wall to project presentation on
- Learn to Hunt: Pheasants Program



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

- Access to internet

To successfully teach the activity portion of this program you will need:

- 5-6 inert shotguns/dummy guns
- A Frisbee or medium-sized ball
- Location to safely shoot firearms
- OPTIONAL: location to safely shoot trap or skeet
- OPTIONAL: clay target thrower
- 3-5 shotguns (preferably gauge 12 or 20) in a variety of actions (pump, semi-automatic, break open)
- Ammunition for shotguns (shot size 5-6 is commonly used)
- Gun rest or sandbags
- Safety Glasses
- Hearing Protection (ear plugs or earmuffs)
- Paper targets for shooting
- Disposable gloves
- A knife for cleaning and processing
- Ziplock bags
- A minimum of 2-3 dead, unprocessed pheasants
- Recent copies of the hunting and trapping digest
- Game shears

CURRICULUM: CLASSROOM PORTION

For this portion of the program, instructors should use the prepared Learn to Hunt: Pheasants PowerPoint found on the H: drive [here](#). The talking points and action items for each slide can be found in the notes section. Please note, action items are italicized. The presentation should take approximately 45 minutes to present and approximately 15-20 minutes should be allotted at the end for a question-and-answer session.

*If you do not have access to the Game Commission's H:drive, you can request access to the PowerPoint and other materials needed at mentoredhunting@pa.gov. For reference, you can find a recording of the virtual Learn to Hunt: Pheasants program on the agency's learn to hunt webpage [here](#).

CURRICULUM: ACTIVITY PORTION

For this portion of the program, depending on class size, students should be separated into groups of 10-15 individuals. When separating individuals into groups, please keep parents/guardians with children. The groups can then rotate through a series of hands-on



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

activities or stations. The length, materials needed, set-up, talking points (*italicized*), and other resources for each station are outlined below.

Please note, the introduction to shotguns station should be taught before any student participants in any live fire activities. For this reason, we recommend having students break up and rotate through the mock pheasant hunt, introduction to shotguns station, dog demonstration, and pheasant cleaning stations first, then have everyone go through the learn to shoot activity followed by the trap shooting station. Please note individuals under 18 must have a parent or guardian present to participate in live fire activities.

MOCK PHEASANT HUNT

The purpose of this activity is to simulate a pheasant hunt for students to practice safe firearm carries and zones-of-fire. To successfully conduct this activity, you will need a large indoor or outdoor (preferred) open space, a frisbee or medium sized ball, inert or dummy guns, and orange vests/hats. Depending on group size, this activity should take roughly 30 minutes.

ACTION ITEM: Have students break into groups of 3 and gather at one end of the field or indoor space.

TALKING POINT: *"This activity is basically a mock pheasant hunt to provide each of you an opportunity to practice safe firearm carries and ensure you are comfortable with your zone-of-fire."*

ACTION ITEM: Test students' knowledge on safe firearm carries and teach everyone how to determine their safe zone-of-fire.

TALKING POINT: *"Before we get started, lets review some safe firearm carries. Can anyone remember one of the carries we learned in class? Can you demonstrate "x" carry for everyone?"*

TALKING POINT: *"Now that everyone is refreshed on safe firearm carries, let's make sure everyone knows how to find their safe zone-of-fire. Most of the time you are pheasant hunting you will be in a group and hunting in a line. To help keep yourself and others safe, it is important you only shoot at pheasants within your safe zone-of-fire and you never shoot back through the line."*

ACTION ITEM: Ask students to make two "thumbs up" and hold arms directly out from their sides. Looking forward have students slowly bring their hands together in front of them, when they can clearly see their thumbs this is roughly their "zone-of-fire."



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

ACTION ITEM: Have students line up in groups of 3 and give each an inert/dummy firearm. Tell the students to walk through the field, just like a pheasant hunt. Tell them to treat the frisbee/ball like a pheasant and to aim at it if the pheasant is in their zone-of-fire. As the students walk through the field, throw the frisbee/ball in front of them a few times and through the line of fire. Repeat process until all groups have participated.

INTRODUCTION TO SHOTGUNS

The purpose of this activity is to teach students how to safely operate different types of shotguns. Students will learn how to load/unload a shotgun, select the correct ammunition for a shotgun, and how install a plug. To successfully conduct this activity, you will need a variety of inert shotguns and dummy ammunition and a shotgun plug.

This station should take approximately 30 minutes to complete, depending on class size.

DIFFERENT TYPES OF SHOTGUNS

ACTION ITEM: Using one of the inert firearms, show students the location of the data stamp and how to read it. Then using the dummy ammunition, show the students the location of the data stamp and how to read it. Ask students to pick the correct ammunition for the remaining shotguns. (Need more instruction on how to do teach this activity? Click [here](#) for more information).

ACTION ITEM: Take a moment to show the students the different types of shotguns (break action, pump action, semi-automatic etc.) and demonstrate how to load and unload each shotgun. Ask students to get in a line and have each student safely load and unload each firearm. Make sure students are keeping the firearms pointing in a safe direction at all times and fingers are off the trigger when loading and unloading.

INSTALLING A PLUG

Once students are comfortable with loading and unloading the different types of shotguns, finish up the station by demonstrating how to install and/or remove a shotgun plug.

TALKING POINT: *"To legally hunt pheasants in Pennsylvania, hunters can use manually operated or semiautomatic 10-gauge or less shotguns with a capacity of no more than 3 shells in the chamber and magazine combined. That means that your shotgun cannot hold more than 3 shells at a time. To meet this regulation, if you have a shotgun that holds more than 3 shells in the magazine and chamber combined, you will need to install a shotgun plug. Today, I am going to show you how to do that."*



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

ACTION ITEM: Select a shotgun that holds more than 3 shells to demonstrate. Make sure the gun is not loaded before showing students how to install the plug. Once the gun is cleared, start by unscrewing the cap on the end of the magazine. Using your finger (or a screwdriver) show the students how to unlock the spring, once the spring pops out install the plug and screw on the cap. (Need more instruction on how to do this activity – watch this video:

<https://youtu.be/olo3bi2CKIU?si=mWCl2ZrZoCOawLkL>).

LEARN TO SHOOT ACTIVITY

To successfully conduct this activity, you will need access to an indoor or outdoor shooting range (or another safe location to shoot firearms), 2-5 shotguns, ammunition for shotguns, earplugs, safety glasses, and paper targets. Prior to the start of the program, all shotguns should be inspected to ensure the guns are safe and working properly. Prior to shooting, have each participant who wishes to participate in shooting firearms sign a [waiver](#). Individuals under 18 must have a parent or guardian present to participate.

This station should take approximately 1 hour to complete, depending on class size.

FIREARMS SAFETY INTRODUCTION

ACTION: Assemble students to discuss the basic firearm safety rules. Ask students if they know the firearms safety rules and go over any rules that they miss.

TALKING POINT: *“Before we get started, we would like to go over a few safety rules. Can anyone share a basic firearm safety rule?”*

TALKING POINT: *“First, when handling a firearm ALWAYS keep it pointed in a safe direction. This means you only point the muzzle at something you intend to shoot. Always keep your finger off the trigger until you are ready to shoot.”*

ACTION: Demonstrate some [safe carries](#) for students.

TALKING POINT: *“Treat all firearms as if they are loaded and keep the safety on until you are ready to shoot. Every time you handle a gun, open the chamber and check to see if it is loaded.”*

ACTION: Demonstrate how to turn the safety on/off and how to check the chamber.

TALKING POINT: *“Always positively identify your target and know what is behind it before shooting.”*



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

RANGE SAFETY RULES AND ETTIQUETTE

TALKING POINT: *"Ok we are almost ready to start shooting. Before we do so, we need to explain a few things to ensure everyone's safety."*

ACTION: Point at the firing line.

TALKING POINT: *"This is called the firing line. During the duration of this activity, we ask everyone stay behind this line except shooters and instructors. Please do not cross the firing line unless asked by an instructor. We promise everyone will get a chance to shoot today."*

TALKING POINT: *"When it is your turn to shoot, please come up and stand at the front of the shooting line. Please make sure you have a pair of safety glasses on and earplugs in. The instructor will give you a brief overview of the shotgun you are going to shoot and how to aim."*

TALKING POINT: *"There are three primary range commands you need to know – cease fire, range is hot, and range is cold. Out of these three commands, cease fire is probably the most important. If you hear anyone yell cease fire, this signals that the range is not safe to shoot and all shooters should immediately stop shooting, put their firearm on safe, and set it down. When the range is cold, no shooters are permitted to shoot, and firearms should be unloaded with the chambers open on the table. Please do not handle the firearm while the range is cold. Lastly, if you hear the range is hot that means the range is clear and safe to shoot."*

ACTION: Show everyone where they can get safety glasses and earplugs. At this point you can start bringing students up to shoot. To help with safety we recommend having a lead range safety officer present to be responsible to range commands and ensuring everyone not shooting is staying behind the firing line.

SHOOTING

ACTION: Briefly go over how to use the shotgun: how to use the safety; how to use the sights; and how to load the gun.

ACTION: If standing to shoot, demonstrate a safe shooting stance. Express the importance of placing the butt of the gun into the shoulder pocket and to lean forward into the shot, not backwards.

ACTION: When the range is hot, provide the shooter with a shotshell and allow to shoot.



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

PHEASANT CLEANING ACTIVITY

The purpose of this activity is to teach students how to properly field dress and clean a pheasant. For this activity, you will need 2-3 dead, unprocessed pheasants. This activity should take roughly 30 minutes.

ACTION: Follow the steps below to clean one of the pheasants for the students. Allow the students to clean the remaining birds. A guide with photos can be found [here](#).

TALKING POINT: We are going to follow a few basic steps to clean our birds.

1. *To start, place the bird on its back to begin working. Feel along the middle of the bird to find the keel, or breastbone. Tear skin and feathers away from the breast muscle to expose the meat free of feathers.*
2. *Using a sharp filet knife, make a cut from the top of the breast down, just off the middle of the keel bone.*
3. *Keep working down and around the muscle to remove. Remove the muscle and keep it on a clean surface. Repeat this on the other side.*
4. *Check the meat for any pellets.*
5. *Rinse meat to remove any debris or leftover feathers. Pat the meat dry.*
6. *Press down on the thigh bones to move them down and away from the body of the bird. This will help loosen or pop the joints so you can remove the thigh meat.*
7. *Using your knife, make a cut at the top of the thigh muscle where it attaches to the rest of the body. Game shears come in handy here to cut through the tendon and bone.*
8. *Once you have all your meat clean, package it in freezer bags or paper to be frozen.*

Recipes to prepare your pheasant can be found [here](#).

DOG DEMONSTRATION ACTIVITY (OPTIONAL)

The purpose of this activity is to simulate how a dog would either point or flush a bird during a hunt. To successfully conduct this optional activity, you will need a dog, an outdoor space with



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

some cover, and a bird (pheasant, quail, or chucker), or items with bird scent. This activity should take roughly 15-20 minutes.

TALKING POINT: *“There are two different types of bird dogs that can be used in pheasant hunting, pointers and flushers. Pointers will indicate that they have located the bird by freezing their body and aiming their nose at the game. Flushers will locate the bird and cause them to fly (or flush).”*

ACTION: If using a live bird, take the bird, tuck its head under the wing gently, hold the bird tightly and swing it in big circles rapidly with your arm. Gently set the bird down in cover. Use your dog to indicate how they would locate the bird in the field.

If you are using a scented item, hide the item in heavy cover and proceed with having your dog locate it to simulate how a bird would be located.

CLAY SHOOTING STATION (OPTIONAL)

To successfully conduct this activity, you will need access to an outdoor trap or skeet shooting range (or another safe location to shoot firearms), 2-5 shotguns, ammunition for shotguns, earplugs, safety glasses, and clay target thrower. Prior to the start of the program, all shotguns should be inspected to ensure the guns are safe and working properly.

While multiple shooters can typically participate in trap or skeet shooting, we recommend only having 1-2 shooters at the “shooting line” at a time and only one shooter to shoot at a time. This will allow you as the instructor to closely monitor each shooter and ensure safety for the rest of the group. All other participants should stay behind the trap field when shooting. Individuals under 18 must have a parent or guardian present to participate in this activity.

TALKING POINTS: *“Now that everyone has had an opportunity to get comfortable shooting shotguns, we are going to do a shooting activity that will mimic shooting pheasant on the wing. For this activity we will have two shooters up at the shooting line at a time. Everyone should remain back here for safety reasons. When it is your turn you will come up to the shooting line with the shotgun action open and unloaded. Once you get up to the shooting line, you may load the firearm. Each individual will take turns shooting 3 clay pigeons each.”*

ACTION ITEM: Before you start shooting, go over proper shooting stance, aiming and the etiquette of trap shooting.

TALKING POINTS: *“Before we start shooting we want to go over some tips to increase your chances of hitting the clay target. First is stance. Stand slightly angled towards the shooting line,*



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

feet shoulder width apart, tighten your core, and lean slightly forward into the shotgun when shooting. When you are ready to shoot you will yell “pull”. Make sure you bring the shotgun up to your face, don’t slouch down to the shotgun!”

TALKING POINTS: *“Now let’s talk about aiming at a moving target with your shotgun. When aiming at a moving target you want to provide a lead of shot or aim where you think the target will be so that your shot and the target come together at the same time. Figuring out how much lead you need to hit a target is really trial and error which is why regularly practicing hitting a moving target is important.”*

TALKING POINTS: *“When you aim you want to focus your eyes on the target not the end of the barrel. Once you have the target locked in your sights, you want to match the speed of your gun with the speed of the target. When you get a little bit ahead of the target, pull the trigger and follow through!”*

ACTION ITEM: Break students into pairs and have them rotate through shooting.

SCHEDULING A PROGRAM

FINDING A LOCATION

To successfully host this program, you will need a location with the following amenities:

- Handicap accessible
- Bathrooms
- Suitable lighting
- Access to electricity
- Suitable seating (enough seats for each student)
- Safe area to shoot shotguns

Currently, only 4 of the Game Commission’s [public shooting ranges](#) have a shotgun range.

Because many of these locations do not have electricity, if you wish to utilize Game Commission shotgun ranges for programs you may need to bring a generator to provide the PowerPoint presentation. If you are going to use a Game Commission public shooting range, we recommend temporarily closing the shooting range to the public for the duration of the program.

Most local sportsmen clubs have an indoor classroom and outdoor shooting range. You can find a list of local sportsmen clubs with shooting ranges as well as private shooting ranges [here](#).

SETTING UP ONLINE REGISTRATION



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

Once you lock down a date, time, and location, you can set up registration for your Learn to Hunt event on [Kalkomey's Outreach Manager System](#) (same login webpage for event manager different password/username). If you do not have access to the outreach manager or if you are unsure how to use it, feel free to reach out to the Hunter Education and Outreach Division (mentoredhunting@pa.gov) in Harrisburg who will be happy to help you post an event.

Steps to upload a learn to hunt event on outreach manager:

13. Go to <https://my.register-ed.com/login/login> and log in.
14. Click "Public Hunting and Shooting Programs" under Agency Programs
15. Click "create"
16. Under Choose a Program select "Pennsylvania Public Hunting and Shooting Programs"
17. Under Event Name select "learn to hunt"
18. Enter the location
19. Enter the date and time
20. Type in the event capacity (how many participants can you reasonably take)
21. Enter waitlist capacity (if you want a waitlist)
22. Provide an event description. See example below:

Interested in hunting pheasants this fall? Join the Pennsylvania Game Commission for an in-person Learn to Hunt: Pheasants program on (date) from (time to time) at (location).

During this program, participants will learn about pheasant behavior and habitat preferences, hunting regulations, finding places to hunt, choosing the right firearm, how to shoot a shotgun, processing pheasants for consumption and much more!

23. Enter a registration confirmation message. Example below:
Thank you for registering for the Game Commission's Learn to Hunt: Pheasants Program! This program will start promptly at (time) on (date) at (location) and will last approximately _ hours. Questions pertaining to the event can be sent to ____.
24. Click "create" event



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

LEARN TO HUNT: TURKEYS

INTRODUCTION

The Learn to Hunt: Turkeys program is designed to help new hunters become successful turkey hunters. The program is divided into two primary sections: a classroom portion and a hands-on activity portion.

The classroom portion of the program utilizes a PowerPoint presentation to provide students introductory knowledge on species identification, biology, and habitat preferences; hunting regulations; hunting equipment; and hunting strategies. This portion of the program is designed to be taught before the activity portion.

The activity portion of the program relies on instructor led activities which requires a safe area to shoot shotguns. Please note, the introduction to shotguns station should be taught before any student participants in any live fire activities. For this reason, we recommend having students break up and rotate through the turkey calling, introduction to shotguns, and turkey processing stations first, then have everyone go through the learn to shoot activity together.

SPECIFIC LEARNING OBJECTIVES

At the conclusion of this program participants should:

- Know and be able to identify male and female eastern wild turkey.
- Know and understand Pennsylvania's turkey hunting regulations including license requirements, season dates, bag limits, and legal arms/ammunition.
- Know how to find public hunting locations near them.
- Know the meaning of different turkey calls, how to make them, and when to use them.
- Know the minimum equipment needed to go turkey hunting.
- Know how to safely shoot a firearm.
- Know how to field dress and process a turkey.

EQUIPMENT NEEDS

To successfully teach the classroom portion of this program you will need:

- Computer with PowerPoint
- Projector
- Speakers
- Screen or empty wall to project presentation on
- Learn to Hunt: Turkey PowerPoint Presentations
- Access to internet



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

To successfully teach the activity portion of this program you will need:

- Location to safely shoot firearms
- 2-5 shotguns (preferably gauge .410, 20, or 12) in a variety of actions (pump, semi-automatic, break open)
- Ammunition for shotguns (A variety of ammo is best for patterning activity)
- Gun rest or sandbags
- Safety Glasses
- Hearing Protection (ear plugs or earmuffs)
- Paper targets for shooting (turkey head targets if possible)
- Disposable gloves
- A knife for cleaning and processing
- Ziplock bags
- A minimum of 2 dead, unprocessed turkeys (preferably male)
- Recent copies of the hunting and trapping digest
- A variety of turkey calls (box calls, pot calls, mouth calls, push button, locator etc.)

CURRICULUM: CLASSROOM PORTION

For this portion of the program, instructors should use the prepared Learn to Hunt: Turkeys PowerPoint found on the H: drive [here](#). The talking points and action items for each slide can be found in the notes section. Please note, action items are italicized. The presentation should take approximately 30 minutes to present and approximately 15-20 minutes should be allotted at the end for a question-and-answer session.

*If you do not have access to the Game Commission's H:drive, you can request access to the PowerPoint and other materials needed at mentoredhunting@pa.gov. For reference, you can find a recording the virtual only Learn to Hunt: Turkey program on the agency's learn to hunt webpage [here](#).

CURRICULUM: ACTIVITY PORTION

For this portion of the program, depending on class size, students should be separated into groups of 10-15 individuals. When separating individuals into groups, please keep parents/guardians with children. The groups can then rotate through a series of hands-on activities or stations. The length, materials needed, set-up, talking points (*italicized*), and other resources for each station are outlined below.

INTRODUCTION TO SHOTGUNS



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

The purpose of this activity is to teach students how to safely operate different types of shotguns. Students will learn how to load/unload a shotgun, select the correct ammunition for a shotgun, and how to install a plug. To successfully conduct this activity, you will need a variety of inert shotguns and dummy ammunition and a shotgun plug.

This station should take approximately 30 minutes to complete, depending on class size.

DIFFERENT TYPES OF SHOTGUNS

ACTION ITEM: Using one of the inert firearms, show students the location of the data stamp and how to read it. Then using the dummy ammunition, show the students the location of the data stamp and how to read it. Ask students to pick the correct ammunition for the remaining shotguns. (Need more instruction on how to do teach this activity? Click [here](#) for more information).

ACTION ITEM: Take a moment to show the students the different types of shotguns (break action, pump action, semi-automatic etc.) and demonstrate how to load and unload each shotgun. Ask students to get in a line and have each student safely load and unload each firearm. Make sure students are keeping the firearms pointing in a safe direction at all times and fingers are off the trigger when loading and unloading.

INSTALLING A PLUG

Once students are comfortable with loading and unloading the different types of shotguns, finish up the station by demonstrating how to install and/or remove a shotgun plug.

TALKING POINT: *"To legally hunt turkeys in Pennsylvania, hunters can use manually operated or semiautomatic shotguns with a capacity of no more than 3 shells in the chamber and magazine combined. That means that your shotgun cannot hold more than 3 shells at a time. To meet this regulation, if you have a shotgun that holds more than 3 shells in the magazine and chamber combined, you will need to install a shotgun plug. Today, I am going to show you how to do that."*

ACTION ITEM: Select a shotgun that holds more than 3 shells to demonstrate. Make sure the gun is not loaded before showing students how to install the plug. Once the gun is cleared, start by unscrewing the cap on the end of the magazine. Using your finger (or a screwdriver) show the students how to unlock the spring, once the spring pops out install the plug and screw on the cap. (Need more instruction on how to do this activity – watch this video: <https://youtu.be/olo3bi2CKIU?si=mWCl2ZrZoCOawLkL>).

LEARN TO SHOOT ACTIVITY



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

To successfully conduct this activity, you will need access to an indoor or outdoor shooting range (or another safe location to shoot firearms), 2-5 shotguns, ammunition for shotguns, earplugs, safety glasses, and paper targets. Prior to the start of the program, all shotguns should be inspected to ensure the guns are safe and working properly. Prior to shooting, have each participant who wishes to participate in shooting firearms sign a [waiver](#). Individuals under 18 must have a parent or guardian present to participate.

This station should take approximately 1 hour to complete, depending on class size.

FIREARMS SAFETY INTRODUCTION

ACTION: Assemble students to discuss the basic firearm safety rules. Ask students if they know the firearms safety rules and go over any rules that they miss.

TALKING POINT: *"Before we get started, we would like to go over a few safety rules. Can anyone share a basic firearm safety rule?"*

TALKING POINT: *"First, when handling a firearm ALWAYS keep it pointed in a safe direction. This means you only point the muzzle at something you intend to shoot. Always keep your finger off the trigger until you are ready to shoot."*

ACTION: Demonstrate some [safe carries](#) for students.

TALKING POINT: *"Treat all firearms as if they are loaded and keep the safety on until you are ready to shoot. Every time you handle a gun, open the chamber and check to see if it is loaded."*

ACTION: Demonstrate how to turn the safety on/off and how to check the chamber.

TALKING POINT: *"Always positively identify your target and know what is behind it before shooting."*

RANGE SAFETY RULES AND ETIQUETTE

TALKING POINT: *"Ok we are almost ready to start shooting. Before we do so, we need to explain a few things to ensure everyone's safety."*

ACTION: Point at the firing line.

TALKING POINT: *"This is called the firing line. During the duration of this activity, we ask everyone stay behind this line except shooters and instructors. Please do not cross the firing line unless asked by an instructor. We promise everyone will get a chance to shoot today."*



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

TALKING POINT: *“When it is your turn to shoot, please come up and stand at the front of the shooting line. Please make sure you have a pair of safety glasses on and earplugs in. The instructor will give you a brief overview of the shotgun you are going to shoot and how to aim.”*

TALKING POINT: *“There are three primary range commands you need to know – cease fire, range is hot, and range is cold. Out of these three commands, cease fire is probably the most important. If you hear anyone yell cease fire, this signals that the range is not safe to shoot and all shooters should immediately stop shooting, put their firearm on safe, and set it down. When the range is cold, no shooters are permitted to shoot, and firearms should be unloaded with the chambers open on the table. Please do not handle the firearm while the range is cold. Lastly, if you hear the range is hot that means the range is clear and safe to shoot.”*

ACTION: Show everyone where they can get safety glasses and earplugs. At this point you can start bringing students up to shoot. To help with safety we recommend having a lead range safety officer present to be responsible to range commands and ensuring everyone not shooting is staying behind the firing line.

ACTION: Briefly go over how to use the shotgun: how to use the safety; how to use the sights; and how to load the gun.

ACTION: If standing to shoot, demonstrate a safe shooting stance. Express the importance of placing the butt of the gun into the shoulder pocket and to lean forward into the shot, not backwards.

ACTION: When the range is hot, provide the shooter with a shotshell and allow to shoot.

SHOTGUN PATTERNING ACTIVITY

To successfully conduct this activity, you will need access to an indoor or outdoor shooting range (or another safe location to shoot firearms), 2-5 shotguns, a variety of different ammunition for shotguns (game loads and turkey loads), earplugs, safety glasses, and paper turkey targets. Prior to the start of the program, all shotguns should be inspected to ensure the guns are safe and working properly. Click [here](#) for a video tutorial on how to pattern a shotgun. Prior to shooting, have each participant who wishes to participate in shooting firearms sign a [waiver](#). Individuals under 18 must have a parent or guardian present to participate.

This activity should take approximately 45 minutes to complete, depending on class size.



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

ACTION: After each student has shot the gun at least once in the previous shooting activity, assemble the students to go over the importance of patterning your gun with the ammunition you are using.

TALKING POINT: *"Patterning a shotgun means firing it from a set distance at a target to visualize shot spread on the target. By patterning a shotgun, you can determine how it performs at various distances. You will also be able to determine which type of ammo patterns best out of your shotgun and choke."*

ACTION: Use an anatomically correct turkey target to show the students where to aim when shooting a turkey.

ACTION: Hang up turkey targets at 20, 30, and 40 yards. When the range is hot, have each student take a shot using a rest or sandbags at all three distances with the same type of shell. Give each student a different load to demonstrate how each shell can pattern differently.

ACTION: Once everyone has shot, pull the targets and go through them with the students.

TALKING POINT: *"Opinions vary on what a good pattern might look like, but the idea is to have the most pellets within the kill zone."*

TURKEY CALLING ACTIVITY

To successfully teach this section, you will need a variety of turkey calls. It is best to have a combination of box, pot, push-button, mouth calls, and locator calls available.

This activity should take approximately 30-45 mins.

TALKING POINT: *"Calling turkeys consists of two main elements: knowing how to make certain calls and knowing when to use them. Today we are going to focus on locator calls and basic hen calls."*

ACTION: Begin by explaining what a locator call is, why they are helpful when turkey hunting, and demonstrate how to use one.

TALKING POINT: *"A locator call is a sound of another animal that challenges a gobbler's dominance and causes them to gobble. This can be a crow, owl, woodpecker or hawk. By using a locator call, you can determine where the gobbler is roosted at daylight."*



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

ACTION: Use the locator calls to demonstrate how to make various calls. Allow the students to practice making the calls.

ACTION: Explain that hen turkeys make a variety of calls to attract a potential mate. Common calls are the yelp, cluck, purr, and cutt.

TALKING POINT: *"There are a variety of turkey calls that you can use. The most common are the box call, pot call, and diaphragm call. Box calls make a great beginners call. They are relatively easy to use, and they sound realistic."*

ACTION: Show the students all the different calls and explain how to use each one to make each of the basic calls. Give each student a chance to try each call (provide a diaphragm call for them to keep if possible). Click here for a couple video tutorials: [Box calls](#), [Slate calls](#), [Mouth calls](#).

TURKEY CLEANING AND PROCESSING ACTIVITY

To successfully teach this section, you will need a sharp knife, disposable gloves, ziplock bags, and dead, unprocessed turkeys. If you have time prior to the activity, print out a few wild turkey [recipes](#) people can take home with them.

This activity should take approximately 30 minutes.

TALKING POINT: *"There are a couple of different ways to process a wild turkey. You can pluck them or skin them. Today we will go over how to skin the bird."*

ACTION: Clean the turkey by skinning it. (Click [here](#) for video tutorial).

8. Find the breastbone of the turkey and insert your knife just under the skin.
9. Make a slit up and peel the skin away.
10. Filet down the edge of the breastbone with your knife. Peel the meat away from the bone as you go down.
11. Continue skinning down to the thighs and legs. Peel the skin back off the legs.
12. Remove the thigh and leg from the bird.
13. Cut the leg off at the junction of the meat and scaly part of the leg.
14. Clean the meat and store it in freezer bags or freezer paper.

TALKING POINT: *"Many hunters save and preserve the beard, spurs, and tail fan of their wild turkey."*



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

ACTION: Demonstrate how to remove the beard, fan, and spurs of the turkey. (Click [here](#) for video tutorial).

1. Remove the beard by cutting just above where it starts, leaving a little bit of meat attached.
2. You can save the entire foot, or just cut around the spurs to save them.
3. Flip the bird on it's stomach, lift the tail fan up, grip all the feathers close to the base of the fan, cut straight in between the anus and the knob where the feathers come together. Once you have your cut, twist the fan until you hear a pop. Take your knife and finish your cut. Clean up any leftover meat on the fan, leaving just a little at the base.

TALKING POINT: *"There are several ways to keep your fan spread open while it dries. The easiest ways are to pin it to a board or use a pant clothes hanger to clip it on both sides to keep it spread."*

ACTION: Explain how to cure the fan, feet, and beards.

1. Spread your fan out how you want it to dry and secure it.
2. Use either salt or Borax to cover the base of the fan. This will draw all the moisture out of the meat and keep bugs away.
3. Reapply the salt or Borax in 1-2 days.
4. Cover the meat portion of the beard and legs with salt or Borax.

SCHEDULING A PROGRAM

FINDING A LOCATION

To successfully host this program, you will need a location with the following amenities:

- Handicap accessible
- Bathrooms
- Suitable lighting
- Access to electricity
- Suitable seating (enough seats for each student)
- Safe area to shoot shotguns

Currently, only 4 of the Game Commission's [public shooting ranges](#) have a shotgun range. Because many of these locations do not have electricity, if you wish to utilize Game Commission shotgun ranges for programs you may need to bring a generator to provide the PowerPoint presentation. If you are going to use a Game Commission public shooting range, we recommend temporarily closing the shooting range to the public for the duration of the program.



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

Most local sportsmen clubs have an indoor classroom and outdoor shooting range. You can find a list of local sportsmen clubs with shooting ranges as well as private shooting ranges [here](#).

SETTING UP ONLINE REGISTRATION

Once you lock down a date, time, and location, you can set up registration for your learn to hunt event on [Kalkomey's Outreach Manager System](#) (same login webpage for event manager different password/username). If you do not have access to the outreach manager or if you are unsure how to use it, feel free to reach out to the Hunter Education and Outreach Division (mentoredhunting@pa.gov) in Harrisburg who will be happy to help you post an event.

Steps to upload a learn to hunt event on outreach manager:

25. Go to <https://my.register-ed.com/login/login> and log in.
26. Click "Public Hunting and Shooting Programs" under Agency Programs
27. Click "create"
28. Under Choose a Program select "Pennsylvania Public Hunting and Shooting Programs"
29. Under Event Name select "learn to hunt"
30. Enter the location
31. Enter the date and time
32. Type in the event capacity (how many participants can you reasonably take)
33. Enter waitlist capacity (if you want a waitlist)
34. Provide an event description. See example below:

Interested in hunting turkeys this spring? Join the Pennsylvania Game Commission for an in-person Learn to Hunt: Turkeys program on (date) from (time to time) at (location).

During this program, participants will learn about wild turkey behavior and habitat preferences, hunting regulations, finding places to hunt, choosing the right firearm, how to shoot a shotgun, processing turkeys for consumption and much more!

35. Enter a registration confirmation message. Example below:
Thank you for registering for the Game Commission's Learn to Hunt Turkey Program! This program will start promptly at (time) on (date) at (location) and will last approximately 4 hours. Questions pertaining to the event can be sent to ____.
36. Click "create" event



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

LEARN TO HUNT: Deer Archery

INTRODUCTION

The Learn to Hunt: Deer Archery program is designed to help new hunters become successful deer hunters. The program is divided into two primary sections: a classroom portion and a hands-on activity portion.

The classroom portion of the program utilizes a PowerPoint presentation to provide students introductory knowledge on species identification, biology, and habitat preferences; hunting regulations; hunting equipment; and hunting strategies. This portion of the program is designed to be taught before the activity portion.

The hands-on activity portion of the program relies on instructor led activities which require a safe area to shoot both crossbows and compound bows.

SPECIFIC LEARNING OBJECTIVES

At the conclusion of this program participants should:

- Know and understand Pennsylvania's deer hunting regulations including license requirements, season dates, bag limits, fluorescent orange requirements, antler restrictions and legal arms/ammunition.
- Know how to find public hunting locations near them.
- Know the minimum equipment needed to go deer hunting.
- Know and understand different methods of deer hunting.
- Know how to safely shoot a bow.
- Know how to field dress and process a deer.

EQUIPMENT NEEDS

To successfully teach the classroom portion of this program you will need:

- Computer with PowerPoint
- Projector
- Speakers (optional)
- Screen or empty wall to project presentation on
- Learn to Hunt: Deer Archery PowerPoint Presentation
- Access to internet



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

To successfully teach the activity portion of this program you will need:

- Location to safely shoot crossbows
- 1-2 crossbows
- Bolts and field points
- 1-2 high speed bag targets
- Chairs for shooting crossbows
- Tripods to rest crossbow on
- Disposable gloves
- A knife for cleaning and processing
- Ziplock bags
- Freezer bags or freezer paper
- Tape
- A minimum of 1 deer (preferably not field dressed)
- Recent copies of the hunting and trapping digest
- Knives for skinning and processing
- Can calls
- Rattling antlers or a rattle bag
- A grunt tube for each student
- Tree stands (hang on, ladder, and climber)
- Safety harnesses in a variety of sizes
- Lifeline
- 3 rolls of flagging
- Haul Rope

Blood trail ingredients:

- Water
- Cocoa powder
- Corn syrup
- Red food coloring
- Green food coloring
- Grass or plant material (enough to fill a large plastic zip top bag 1/3 of the way)
- 4 tbs coffee grounds
- 1 cup dry oatmeal
- Instant mashed potatoes

CURRICULUM: CLASSROOM PORTION

For this portion of the program, instructors should use the prepared Learn to Hunt: Deer Archery PowerPoint found on the H: drive [here](#). The talking points and action items for each slide can be



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

found in the notes section. Please note, talking points are italicized. The presentation should take approximately 30 minutes to present and approximately 15-20 minutes should be allotted at the end for a question-and-answer session.

*If you do not have access to the Game Commission's H:drive, you can request access to the PowerPoint and other materials needed at mentoredhunting@pa.gov. For reference, you can find a recording the virtual only Learn to Hunt: Deer Archery program on the agency's learn to hunt webpage [here](#).

*If you are not able to obtain a deer for the field dressing and processing portion of the hands-on curriculum, play the two videos located on the last slide of the PowerPoint above. If you need assistance obtaining a deer, please email mentoredhunting@pa.gov.

CURRICULUM: ACTIVITY PORTION

For this portion of the program, depending on class size, students should be separated into groups of 10-15 individuals. When separating individuals into groups, please keep parents/guardians with children. The groups can then rotate through a series of hands-on activities or stations. The length, materials needed, set-up, talking points (*italicized*), and other resources for each station are outlined below.

LEARN TO SHOOT CROSSBOWS ACTIVITY

To successfully conduct this activity, you will need access to an indoor or outdoor shooting range (or another safe location to shoot bows), 1-2 crossbows, bolts, and targets. Prior to the start of the program, all crossbows should be inspected to ensure they are safe and working properly. Prior to shooting, have each participant who wishes to participate in shooting sign a [waiver](#).

PGC Headquarters has "shooting kits" with crossbows, bolts, field points, and targets if you need to check one out. Please contact mentoredhunting@pa.gov to arrange pick up and drop off.

The bows included in these kits are Wicked Ridge Ranger X2 crossbows. Please watch the video [here](#) for instructions to cock, load, and shoot these bows.

The bolts provided in the kits are Easton Bloodline brand with half-moon nocks. For the safety of instructors and participants, please only use the bolts provided with the kits in the Wicked Ridge bows.

Bolts should be loaded into the bows with the odd fletch down. Slide the bolt all the way back until it stops.



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

If there are any issues with the equipment in the kits, please notify staff at mentoredhunting@pa.gov immediately.

This activity should take about one hour to complete, depending on the number of students in the class.

BOW SAFETY INTRODUCTION

ACTION: Assemble students to discuss the basic safety rules. Ask students if they know the safety rules and go over any rules that they miss.

TALKING POINT: *"Before we get started, we would like to go over a few safety rules. Can anyone share a basic shooting safety rule?"*

TALKING POINT: *"First, when handling a bow ALWAYS keep it pointed in a safe direction. This means you only point it at something you intend to shoot. Always keep your finger off the trigger until you are ready to shoot. Never carry the bow with a bolt on the rest. Only load the bow once you are in position to shoot."*

TALKING POINT: *"With crossbows, it is important to always keep your hand below the flight rail. This means keeping your hand out of the path of the string. This will prevent injury in case of accidental release."*

TALKING POINT: *"Never dry fire a crossbow. This means shooting the bow without a bolt on the rail. This can cause serious damage to yourself and the bow".*

RANGE SAFETY RULES AND ETTIQUETTE

TALKING POINT: *"Ok we are almost ready to start shooting. Before we do so, we need to explain a few things to ensure everyone's safety."*

ACTION: Point at the firing line.

TALKING POINT: *"This is called the firing line. During the duration of this activity, we ask everyone stay behind this line except shooters and instructors. Please do not cross the firing line unless asked by an instructor. We promise everyone will get a chance to shoot today."*



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

TALKING POINT: *“When it is your turn to shoot, please come up and stand at the front of the shooting line. The instructor will give you a brief overview of the bow you are going to shoot and how to properly cock the bow, get in position and shoot. After you have shot, the instructor will let you know when it is safe to retrieve your bolts. When you retrieve the bolts, keep the point facing away from your body and walk, do not run.”*

TALKING POINT: *“There are three primary range commands you need to know – cease fire, range is hot, and range is cold. Out of these three commands, cease fire is probably the most important. If you hear anyone yell cease fire, this signals that the range is not safe to shoot and all shooters should immediately stop shooting, put their crossbow on safe, remove the bolt from the rail, and set it down. When the range is cold, no shooters are permitted to shoot and all bows should be unloaded. Please do not handle the crossbows while the range is cold. Lastly, if you hear the range is hot that means the range is clear and safe to shoot.”*

ACTION: At this point you can start bringing students up to shoot. To help with safety we recommend having a lead range safety officer present to be responsible to range commands and ensuring everyone not shooting is staying behind the firing line.

SHOOTING

ACTION: Briefly go over how to use the crossbow: how to use the safety; how to use the scope; and how to load the bow.

ACTION: Use a chair and tripod to give the students a sturdy rest to shoot from. Express the importance of placing the stock of the crossbow into the shoulder and adjusting their eye relief to see the full circle in the scope.

ACTION: When the range is hot, allow the shooter to cock the crossbow and shoot the bow. Allow each student up to 3 shots. Once the shooter is done, state that the range is cold, and allow bolt retrieval.

LEARN TO CALL ACTIVITY

To successfully conduct this activity, you will need a variety of deer calls. Rattling antlers and can calls can be reused. Grunt tubes should be provided for students to keep.

TALKING POINT: *“Deer make a variety of sounds, and it is important to know what each call means and how to use it when hunting. There are four main deer calls. The grunt, rattle, bleat, and snort wheeze.”*



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

ACTION: Play the video found [here](#) to demonstrate how to make a variety of deer calls. Following the video, allow time for the students to practice with their calls.

TREE STAND AND GROUND BLIND ACTIVITY

To successfully conduct this activity, you will need a variety of tree stands (hang on, ladder, and climber), a ground blind, a lifeline, and safety harnesses in several different sizes. You will also need an area with tall, straight trees to safely place tree stands. If you do not have a wooded area, a telephone pole will work for set-up demonstration purposes only (do not attempt to use the stand).

See videos below for directions to set up each type of stand:

[Ladder Stand](#)

[Hang-on Stand](#)

[Climber](#)

[Saddle](#) (optional)

This activity should take about one hour to complete.

TALKING POINT: *“When it comes to hunting deer with a crossbow, there are a few different tactics you can use. Two of those options are tree stands and ground blinds. In this activity we will cover the different types of tree stands and blinds, and how to set each one up.”*

ACTION: Begin by demonstrating how to put a safety harness on and wear it correctly. Go through each tree stand and allow the students to assist with putting the stand up. If time allows and it is safe to do so, allow each student to try the different tree stands.

ACTION: Demonstrate how to set up a ground blind. All the students to take turns setting up and packing up the blind.

BLOOD TRAILING ACTIVITY

In this activity, students will have the opportunity to learn how to follow a blood trail and the importance of flagging a blood trail. You will need to make blood mixtures ahead of time. Follow the recipes below to make blood that replicates a heart and lung shot, liver shot, and gut shot. It is recommended to make all three to demonstrate the differences. Lay 3 different blood trails.

This activity should take roughly an hour to complete.



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

Lung and Heart Shot Blood

- ½ cup water
- 1 tablespoon cocoa powder
- ¼ cup corn syrup
- 1 teaspoon plus 4 drops red food coloring

Mix the cocoa into the water using a whisk. Add corn syrup and food coloring. Blend well. Put into quart-sized, plastic zip-top bag.

Liver Blood

- 1 cup water
- 2 tablespoons cocoa powder
- ½ cup corn syrup
- 1 teaspoon red food coloring
- 8 drops green food coloring

Mix the cocoa into the water using a whisk. Add corn syrup and food coloring, blend well. Put into quart-sized, plastic zip-top bag.

Stomach/Paunch Shot

- Grass & other plant materials (enough to fill a large plastic zip top bag about 1/3 of the way.
- 4 heaping tablespoons of coffee grounds (used or new)
- 1 cup dry oatmeal
- 1 cup dry oatmeal
- 3 cups of instant mashed potatoes
- 2 cups water (depending on your plant material, you may need more. Add until you have the consistency of apple sauce).

Put plant material into a gallon-size zip-top bag. Add coffee and dry oatmeal. Mix well. Add instant mashed potatoes, mix well. Add water, mix well.

ACTION: Make a blood trail for each scenario. Leave the bag at the end of each trail to signify the deer. Once you have your three blood trails made, divide students into three groups.

TALKING POINT: *"We are going to take turns tracking a deer that has been heart/lung shot, liver, shot, and gut shot. When you find the first sign of blood, mark it with a strip of surveyor's tape. When trailing the deer, do not walk directly on the blood trail. Take your time and be observant."*



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

“Be alert for signs other than blood. Overturned leaves, hoof prints, trampled grass, tufts of hair, and flattened leaves indicate an animal has passed through.”

ACTION: Have the groups of students rotate through each blood trail scenario. When the students are finished, reconvene as a group and ask the following questions.

“What evidence did you find on your blood trails?”

“What did you find most difficult in tracking your deer?”

“Did other signs on the trail help you find the deer? If so, what were they?”

OPTIONAL: FIELD DRESSING AND PROCESSING ACTIVITY

To successfully teach this section, you will need a sharp knife, disposable gloves, meat bags, and dead deer (not field dressed). If you have more than one deer, first demonstrate how to field dress and process, and then let the students give it a try. If you have time prior to the activity, print out a few venison [recipes](#) people can take home with them.

This station should take 1-1.5 hours.

TALKING POINT: *“There are several different ways to field dress a deer. Today we will be using the method prepared by the National Deer Association.”*

ACTION: Begin by showing the students how to field dress the deer. (Click [here](#) for a step-by-step pictorial guide). If you have more than one deer, allow the students to assist with field dressing.

Click [here](#) for a step-by-step video.

ACTION: Demonstrate how to break the deer down and remove the meat from the bone. If needed, use the video [here](#) to demonstrate how to do this. Allow the students to practice on their own.

TALKING POINT: *“Once you have deboned your meat, you will need to store it. If you are planning to eat it within the next 2-3 days, it can be stored in the refrigerator. If you are planning to freeze the meat, cut it into meal sized portions and use freezer wrap, vacuum bags, or plastic freezer storage bags to package it.”*



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

OPTIONAL: SCOUTING ACTIVITY

If you are hosting your program in an area with known deer sign such as rubs, scrapes, scat, bedding areas etc., consider including a scouting activity as part of your program.

TALKING POINT: *“Pre-season scouting is important for a successful hunt. Today we will look at some deer sign and talk about what to look for in the field.”*

ACTION: Take the students and show them the sign, explain what it is and why it is in that area. Use the guide [here](#) from the National Deer Association to help explain.

OPTIONAL: COMPOUND BOW ACTIVITY

If time allows and you have access to Genesis bows and arrows, you can do a compound bow station.

ACTION: Show the students the video [here](#) to demonstrate the 11 steps to safely shooting a Genesis compound bow.

RANGE SAFETY RULES AND ETIQUETTE

TALKING POINT: *“Ok we are almost ready to start shooting. Before we do so, we need to explain a few things to ensure everyone’s safety.”*

ACTION: Point at the firing line.

TALKING POINT: *“This is called the firing line. During the duration of this activity, we ask everyone stay behind this line except shooters and instructors. Please do not cross the firing line unless asked by an instructor. We promise everyone will get a chance to shoot today.”*

TALKING POINT: *“When it is your turn to shoot, please come up and stand at the front of the shooting line. After you have shot, the instructor will let you know when it is safe to retrieve your arrows. When you retrieve the arrows, keep the point facing away from your body and walk, do not run.”*

TALKING POINT: *“There are three primary range commands you need to know – cease fire, range is hot, and range is cold. Out of these three commands, ceasefire is probably the most important. If you hear anyone yell cease fire, this signals that the range is not safe to shoot and all shooters should immediately stop shooting, remove their arrow from the rest, and hang their bow on the rack. When the range is cold, no shooters are permitted to shoot, and all bows should be*



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

unloaded. Please do not handle the bows while the range is cold. Lastly, if you hear the range is hot that means the range is clear and safe to shoot."

ACTION: At this point you can start bringing students up to shoot. To help with safety we recommend having a lead range safety officer present to be responsible to range commands and ensuring everyone not shooting is staying behind the firing line.

SCHEDULING A PROGRAM

FINDING A LOCATION

To successfully host this program, you will need a location with the following amenities:

- Handicap accessible
- Bathrooms
- Suitable lighting
- Access to electricity
- Suitable seating (enough seats for each student)
- Safe area to shoot crossbows

Some of the Game Commission's [public shooting ranges](#) have an archery range. Because many of these locations do not have electricity, if you wish to utilize Game Commission ranges for programs you may need to bring a generator to provide the PowerPoint presentation. If you are going to use a Game Commission public shooting range, we recommend temporarily closing the shooting range to the public for the duration of the program.

Most local sportsmen clubs have an indoor classroom and outdoor shooting range. You can find a list of local sportsmen clubs with shooting ranges as well as private shooting ranges [here](#).

SETTING UP ONLINE REGISTRATION

Once you lock down a date, time, and location, you can set up registration for your learn to hunt event on [Kalkomey's Outreach Manager System](#) (same login webpage for event manager different password/username). If you do not have access to the outreach manager or if you are unsure how to use it, feel free to reach out to the Hunter Education and Outreach Division (mentoredhunting@pa.gov) in Harrisburg who will be happy to help you post an event.

Steps to upload a learn to hunt event on outreach manager:

37. Go to <https://my.register-ed.com/login/login> and log in.
38. Click "Public Hunting and Shooting Programs" under Agency Programs
39. Click "create"
40. Under Choose a Program select "Pennsylvania Public Hunting and Shooting Programs"



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

41. Under Event Name select “learn to hunt”

42. Enter the location

43. Enter the date and time

44. Type in the event capacity (how many participants can you reasonably take)

45. Enter waitlist capacity (if you want a waitlist)

46. Provide an event description. See example below:

Interested in hunting deer during archery season this fall? Join the Pennsylvania Game Commission for an in-person Learn to Hunt: Deer Archery program on (date) from (time to time) at (location).

During this program, participants will learn about deer behavior and habitat preferences, hunting regulations, finding places to hunt, choosing the right bow, how to shoot a bow, processing deer for consumption and much more!

47. Enter a registration confirmation message. Example below:

Thank you for registering for the Game Commission’s Learn to Hunt Deer Archery Program! This program will start promptly at (time) on (date) at (location) and will last approximately 4 hours. Questions pertaining to the event can be sent to ____.

48. Click “create” event



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

LEARN TO HUNT: Deer with Firearms

INTRODUCTION

The Learn to Hunt: Deer with Firearms program is designed to help new hunters become successful deer hunters. The program is divided into two primary sections: a classroom portion and a hands-on activity portion.

The classroom portion of the program utilizes a PowerPoint presentation to provide students introductory knowledge on species identification, biology, and habitat preferences; hunting regulations; hunting equipment; and hunting strategies. This portion of the program is designed to be taught before the activity portion.

The activity portion of the program relies on instructor led activities which requires a safe area to shoot firearms. We recommend having students break up and rotate through the tree stand, calling, and any optional stations first, then have everyone go through the learn to shoot activity together.

SPECIFIC LEARNING OBJECTIVES

At the conclusion of this program participants should:

- Know and understand Pennsylvania's deer hunting regulations including license requirements, season dates, bag limits, fluorescent orange requirements, antler restrictions and legal arms/ammunition.
- Know how to find public hunting locations near them.
- Know the minimum equipment needed to go deer hunting.
- Know and understand different methods of deer hunting.
- Know how to safely shoot a firearm.
- Know how to field dress and process a deer.

EQUIPMENT NEEDS

To successfully teach the classroom portion of this program you will need:

- Computer with PowerPoint
- Projector
- Speakers (optional)
- Screen or empty wall to project presentation on
- Learn to Hunt: Deer with Firearms PowerPoint Presentation
- Access to internet

To successfully teach the activity portion of this program you will need:



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

- Location to safely shoot firearms
- 2-5 rifles (preferably .223, .243 or similar small caliber)
- Ammunition for rifles
- Safety Glasses
- Hearing Protection (ear plugs or ear muffs)
- Paper targets for shooting
- Disposable gloves
- A knife for cleaning and processing
- Ziplock bags
- Freezer bags or freezer paper
- Tape
- A minimum of 1 deer (preferably not field dressed)
- Recent copies of the hunting and trapping digest
- Knives for skinning and processing
- Can calls
- Rattling antlers or a rattle bag
- A grunt tube for each student
- Tree stands (hang on, ladder, and climber)
- Safety harnesses in a variety of sizes
- Life-Line
- Haul Rope

CURRICULUM: CLASSROOM PORTION

For this portion of the program, instructors should use the prepared Learn to Hunt: Deer with Firearms PowerPoint found on the H: drive [here](#). The talking points and action items for each slide can be found in the notes section. Please note, action items are italicized. The presentation should take approximately 30 minutes to present and approximately 15-20 minutes should be allotted at the end for a question-and-answer session.

*If you do not have access to the Game Commission's H:drive, you can request access to the PowerPoint and other materials needed at mentoredhunting@pa.gov. For reference, you can find a recording the virtual only Learn to Hunt: Deer with Firearms program on the agency's learn to hunt webpage [here](#).

*If you are not able to obtain a deer for the field dressing and processing portion of the hands-on curriculum, play the two videos located on the last slide of the PowerPoint above. If you need assistance obtaining a deer, please email mentoredhunting@pa.gov.



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

CURRICULUM: ACTIVITY PORTION

For this portion of the program, depending on class size, students should be separated into groups of 10-15 individuals. When separating individuals into groups, please keep parents/guardians with children. The groups can then rotate through a series of hands-on activities or stations. The length, materials needed, set-up, talking points (*italicized*), and other resources for each station are outlined below.

LEARN TO SHOOT ACTIVITY

To successfully conduct this activity, you will need access to an indoor or outdoor shooting range (or another safe location to shoot firearms), 2-5 rifles, ammunition for rifles, earplugs, safety glasses, and paper targets. Prior to the start of the program, all firearms should be inspected to ensure the guns are safe and working properly. Prior to shooting, have each participant who wishes to participate in shooting firearms sign a [waiver](#).

This activity should take about one hour to complete, depending on the number of students in the class.

FIREARMS SAFETY INTRODUCTION

ACTION: Assemble students to discuss the basic firearm safety rules. Ask students if they know the firearms safety rules and go over any rules that they miss.

TALKING POINT: *"Before we get started, we would like to go over a few safety rules. Can anyone share a basic firearm safety rule?"*

TALKING POINT: *"First, when handling a firearm ALWAYS keep it pointed in a safe direction. This means you only point the muzzle at something you intend to shoot. Always keep your finger off the trigger until you are ready to shoot."*

ACTION: Demonstrate some [safe carries](#) for students.

TALKING POINT: *"Treat all firearms as if they are loaded and keep the safety on until you are ready to shoot. Every time you handle a gun, open the chamber and check to see if it is loaded."*

ACTION: Demonstrate how to turn the safety on/off and how to check the chamber.

TALKING POINT: *"Always positively identify your target and know what is behind it before shooting."*



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

RANGE SAFETY RULES AND ETIQUETTE

TALKING POINT: *"Ok we are almost ready to start shooting. Before we do so, we need to explain a few things to ensure everyone's safety."*

ACTION: Point at the firing line.

TALKING POINT: *"This is called the firing line. During the duration of this activity, we ask everyone stay behind this line except shooters and instructors. Please do not cross the firing line unless asked by an instructor. We promise everyone will get a chance to shoot today."*

TALKING POINT: *"When it is your turn to shoot, please come up and stand at the front of the shooting line. Please make sure you have a pair of safety glasses on and earplugs in. The instructor will give you a brief overview of the shotgun you are going to shoot and how to aim."*

TALKING POINT: *"There are three primary range commands you need to know – cease fire, range is hot, and range is cold. Out of these three commands, cease fire is probably the most important. If you hear anyone yell cease fire, this signals that the range is not safe to shoot and all shooters should immediately stop shooting, put their firearm on safe, and set it down. When the range is cold, no shooters are permitted to shoot and firearms should be unloaded with the chambers open on the table. Please do not handle the firearm while the range is cold. Lastly, if you hear the range is hot that means the range is clear and safe to shoot."*

ACTION: Show everyone where they can get safety glasses and earplugs. At this point you can start bringing students up to shoot. To help with safety we recommend having a lead range safety officer present to be responsible to range commands and ensuring everyone not shooting is staying behind the firing line.

SHOOTING

ACTION: Briefly go over how to use the firearm: how to use the safety; how to use the scope; and how to load the gun.

ACTION: If standing to shoot, demonstrate a safe shooting stance. Express the importance of placing the butt of the gun into the shoulder pocket and to lean forward into the shot, not backwards.

ACTION: When the range is hot, provide the shooter with a cartridge and allow to shoot.



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

LEARN TO CALL ACTIVITY

To successfully conduct this activity, you will need a variety of deer calls. Rattling antlers and can calls can be reused. Grunt tubes should be provided for students to keep.

TALKING POINT: *“Deer make a variety of sounds, and it is important to know what each call means and how to use it when hunting. There are four main deer calls. The grunt, rattle, bleat or mew, and snort wheeze.”*

ACTION: Play the video found [here](#) to demonstrate how to make a variety of deer calls. Following the video, allow time for the students to practice with their calls.

TREE STAND AND GROUND BLIND ACTIVITY

To successfully conduct this activity, you will need a variety of tree stands (hang on, ladder, and climber) a ground blind, a lifeline, and safety harnesses in several different sizes. You will also need an area with tall, straight trees to safely place tree stands. If you do not have a wooded area, a telephone pole will work for set-up demonstration purposes only (do not attempt to use the stand).

See videos below for directions to set up each type of stand:

[Ladder Stand](#)

[Hang-on Stand](#)

[Climber](#)

[Saddle](#) (optional)

This activity should take about one hour to complete.

TALKING POINT: *“When it comes to hunting deer with a rifle, there are a few different tactics you can use. Two of those options are tree stands and ground blinds. In this activity we will cover the different types of tree stands and blinds, and how to set each one up.”*

ACTION: Begin by demonstrating how to put a safety harness on and wear it correctly. Go through each tree stand and allow the students to assist with putting the stand up. If time allows and it is safe to do so, allow each student to try the different tree stands.

ACTION: Demonstrate how to set up a ground blind. All the students to take turns setting up and packing up the blind.



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

OPTIONAL: FIELD DRESSING AND PROCESSING ACTIVITY

To successfully teach this section, you will need a sharp knife, disposable gloves, meat bags, and dead deer (not field dressed). If you have more than one deer, first demonstrate how to field dress and process, and then let the students give it a try. If you have time prior to the activity, print out a few venison [recipes](#) people can take home with them.

This station should take 1-1.5 hours.

TALKING POINT: *“There are several different ways to field dress a deer. Today we will be using the method prepared by the National Deer Association.”*

ACTION: Begin by showing the students how to field dress the deer. Click [here](#) for a step-by-step pictorial guide or click [here](#) for a step-by-step video. If you have more than one deer, allow the students to assist with field dressing.

ACTION: Demonstrate how to break the deer down and remove the meat from the bone. If needed, use the video [here](#) to demonstrate how to do this. Allow the students to practice on their own.

TALKING POINT: *“Once you have deboned your meat, you will need to store it. If you are planning to eat it within the next 2-3 days, it can be stored in the refrigerator. If you are planning to freeze the meat, cut it into meal sized portions and use freezer wrap, vacuum bags, or plastic freezer storage bags to package it.”*

OPTIONAL SCOUTING ACTIVITY

If you are hosting your program in an area with known deer sign such as rubs, scrapes, scat, bedding areas etc., consider including a scouting activity as part of your program.

TALKING POINT: *“Pre-season scouting is important for a successful hunt. Today we will look at some deer sign and talk about what to look for in the field.”*

ACTION: Take the students and show them the sign, explain what it is and why it is in that area. Use the guide [here](#) from the National Deer Association to help explain.



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

SCHEDULING A PROGRAM

FINDING A LOCATION

To successfully host this program, you will need a location with the following amenities:

- Handicap accessible
- Bathrooms
- Suitable lighting
- Access to electricity
- Suitable seating (enough seats for each student)
- Safe area to shoot shotguns

Most of the Game Commission's [public shooting ranges](#) have a rifle range. Because many of these locations do not have electricity, if you wish to utilize Game Commission firearm ranges for programs you may need to bring a generator to provide the PowerPoint presentation. If you are going to use a Game Commission public shooting range, we recommend temporarily closing the shooting range to the public for the duration of the program.

Most local sportsmen clubs have an indoor classroom and outdoor shooting range. You can find a list of local sportsmen clubs with shooting ranges as well as private shooting ranges [here](#).

SETTING UP ONLINE REGISTRATION

Once you lock down a date, time, and location, you can set up registration for your learn to hunt event on [Kalkomey's Outreach Manager System](#) (same login webpage for event manager different password/username). If you do not have access to the outreach manager or if you are unsure how to use it, feel free to reach out to the Hunter Education and Outreach Division (mentoredhunting@pa.gov) in Harrisburg who will be happy to help you post an event.

Steps to upload a learn to hunt event on outreach manager:

49. Go to <https://my.register-ed.com/login/login> and log in.
50. Click "Public Hunting and Shooting Programs" under Agency Programs
51. Click "create"
52. Under Choose a Program select "Pennsylvania Public Hunting and Shooting Programs"
53. Under Event Name select "learn to hunt"
54. Enter the location
55. Enter the date and time
56. Type in the event capacity (how many participants can you reasonably take)
57. Enter waitlist capacity (if you want a waitlist)
58. Provide an event description. See example below:



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

Interested in hunting deer this fall? Join the Pennsylvania Game Commission for an in-person Learn to Hunt: Deer with Firearms program on (date) from (time to time) at (location).

During this program, participants will learn about deer behavior and habitat preferences, hunting regulations, finding places to hunt, choosing the right firearm, how to shoot a firearm, field dressing and processing deer, and much more!

59. Enter a registration confirmation message. Example below:

Thank you for registering for the Game Commission's Learn to Hunt Deer with a Firearm Program! This program will start promptly at (time) on (date) at (location) and will last approximately ____ hours. Questions pertaining to the event can be sent to ____.

60. Click "create" event



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

APPENDIX A: PROMOTING A PROGRAM

USING SOCIAL MEDIA TO PROMOTE

Roughly 90% of Americans use social media making it a great channel to advertise news and information. However, all social media platforms are not created equal and are not used equally by users. When considering using social media to promote an event, it is important to consider who your target audience is so you can advertise on the social media platforms they are most likely to use.

Below is a summary of social media platforms and user demographics:

- FACEBOOK
 - 57% male, 43% female
 - 31% 25-35 years old, 22% 18-25 years old, 18% 35-45 years old
 - Not much variation in use in income, education, or geographic location
 - Would recommend boosting posts from regional Facebook pages because of geographic relevance.
- INSTAGRAM
 - 50/50% Male vs. Female
 - 32% 25-35 years old, 30% 18-25 years old, 16% 35-45 years old
 - Roughly 50% of individuals making \$75K or more use Instagram
 - Not much variation in use in education
- TIKTOK
 - 57% female, 43% male
 - 42% 18-25 years old, 31% 25-25 years old, 13% 35-45 years old
 - 90% of individuals making \$50K or less use tiktok
 - 19% of tiktok users have a college degree
- LINKEDIN
 - 57% male, 43% female
 - 60% 25-35 years old, 18% 18-25 years old
 - 50% of individuals making \$75K or more use LinkedIn
 - 51% of college graduates use LinkedIn
- TWITTER
 - 68% Male, 32% female
 - 28% 35-45 years old, 26% 25-35 years old, 25% 18-25 years old



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

ORGANIC SOCIAL MEDIA POSTS

Roughly 90% of Americans use social media making it a great channel to advertise news and information. With approximately 300K followers, the agency's Facebook channel is an efficient way to communicate information with Pennsylvania's hunters, trappers, and wildlife enthusiasts. The Game Commission recently created regional Facebook pages as a way to provide geographic specific information to the public that isn't necessarily relevant to the entire state. These regional Facebook pages provide a unique opportunity to advertise the learn to hunt programs in your region. Please see sample posts below.

Please note, a large percentage of followers on the agency's Facebook channels are current hunters and trappers. If you are looking to reach a new and diverse audience (potential new hunters) you may want to consider boosting posts to better reach your target audience. See "PAID SOCIAL MEDIA POSTS" section for more information.

SAMPLE FACEBOOK CAPTION:

Want to learn to hunt but not sure where to start?

Sign up for the Game Commission's Learn to Hunt: Squirrels program at (location) on (date) at (time). REGISTER NOW: (link).

This in-person program will teach you everything you need to know to get started squirrel hunting from where to hunt to what gear to use to preparing meat for the table. Through this program, participants will have an opportunity to shoot firearms commonly used for squirrel hunting.

The Pennsylvania Game Commission's Learn to Hunt Programs are designed to help individuals of all ages become successful hunters. Participants will learn about game animal behavior, habitat preferences, choosing a firearm, preparing wild game meat for the table, and more. LEARN MORE: <https://bit.ly/pgclearntohunt>.

GRAPHICS:

A variety of graphics to promote the learn to hunt programs can be found [here](#).

PAID SOCIAL MEDIA POSTS

While the Game Commission's social media channels are sufficient ways to promote various events, keep in mind the majority of followers are current hunters and trappers. If you are trying to reach potential hunters (new hunters), it may be beneficial to consider putting some money behind a paid social media add on a platform that best reaches your target audience. To boost a post on the regional Facebook page, please consult the agency's social media team with the following information:



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

- Prepared Caption and Graphic

- Example caption:

Want to learn to hunt but not sure where to start?

Sign up for the Game Commission's Learn to Hunt Squirrels program at (location) on (date) at (time). REGISTER NOW: (link).

This in-person program will teach you everything you need to know to get started squirrel hunting from where to hunt to what gear to use to preparing meat for the table. Through this program, participants will have an opportunity to shoot firearms commonly used for squirrel hunting.

The Pennsylvania Game Commission's Learn to Hunt Programs are designed to help individuals of all ages become successful hunters. Participants will learn about game animal behavior, habitat preferences, choosing a firearm, preparing wild game meat for the table, and more.

LEARN MORE: <https://bit.ly/pgclearntohunt>.

- Consider altering your caption to appeal to your target audience. For example, surveys show that women between the ages of 25-45 are less likely to hunt alone or without a close friend or family member. Graphics that contain images of families or friends hunting together may be more appealing to women.
 - A variety of graphics to promote our learn to hunt programs are available [here](#). If you don't see what you are looking for or if you don't have access to the H:drive, please reach out to mentoredhunting@pa.gov for assistance.
- Target Audience
 - Geographic Area – what counties would you like the post to go to? Keep in mind most people will not travel over an hour for a program.
 - Age Range – is there a specific age range you are targeting?
 - Interests – Facebook has the ability to place adds in front of people based on their interests (hunting, trapping, fishing, camping, hiking, etc.). We have found individuals who fish and camp are more likely to also have an interest in hunting. But maybe you want to target people who like country music or like to forage.
- Timeline for Promotion
 - When do you want the promotion to go out? For how long?
 - We recommend promoting at least one post for 24 hours between 1 month and two weeks prior to the event. Then doing a reminder post a couple days prior.
- How much money do you want to put behind the post?



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

- Traditionally, for the virtual learn to hunt programs we put \$250-500 on each post for 24-48 hours, which usually results in 200-300 registrations. While this is good information, please note that people are usually more hesitant to commit to in-person programs.

EMAIL BLASTS

The HE and Outreach Division has the ability to send emails to our previous learn to hunt participants and recent hunter trapper education graduates through GovDelivery. Every year, we strive to send out email blasts to these individuals on a quarterly basis (January, April, July, October). If you have an upcoming learn to hunt program in your region, please let us know so we can include information about your event in our upcoming email blast.

LOCAL RADIO STATIONS

Radio stations are required to “serve in the interest of the public” by the Federal Communications Commission. Most radio stations meet this requirement by dedicating 1/3 of their commercial time to air public service announcements (PSAs) for free, therefore PSAs are a cheap and effective way to share information about events. However, because PSAs are free to air and there is limited space available for promotions, airtime for PSAs can be highly competitive to get.

Here are some tips to increase the chances of landing airtime for PSAs:

- Understand the different types of radio stations (music, informational, college) and who their primary audience is. Radio stations will be more likely to play PSAs that are relevant to their audience.
- Once you figure out your preferred media outlets, do some research to figure out what their requirements are for PSAs – how to submit PSAs, preferred length, preferred format.
 - Submit your PSA according to these guidelines along with a cover letter explaining the importance of your PSA to their audience.
 - Most radio stations will want you to submit PSAs ready-to-air, while others may want you to simply provide a script for radio announcers to read.
- Make a personal connection with the public relations or community relations manager at the radio station. After you have submitted the PSA, give he/she a call to introduce yourself as a government employee and to kindly ask for the PSA to be aired. This provides the individual an opportunity to learn more about the event and why it is important.
- Send a thank you note! Once you get confirmation that your PSA will air, send the public relations or community relations manager a thank you note to show appreciation.



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

HOW TO WRITE A PSA SCRIPT

Most stations prefer PSAs that fit within a 30 second or less spot. When writing the script for your PSA include the following at the top of the page: Timeframe for PSA (start date, end date), length of PSA (20-30 seconds), agency that submitted PSA (PA Game Commission), title of PSA and purpose. Use easy to read font and double space the text to make it easier to read.

- Open with a “hook” – word or phrase to catch the audience’s attention.
 - Example: “Are your kids glued to their phones? Get your kids outside this weekend...”
 - Example: “Do you like to eat locally sourced organic food? Consider joining the Game Commission’s learn to hunt program and learn how to harvest your own meat!”
- PSAs should include simple language and should focus on a main point. PSAs with too many messages or complicated language aren’t as easy to remember and may lose the listeners attention.
- Include a call to action for listeners – what should they do as a result of listening to the PSA?

Before recording your PSA (or sending it into the station), test the PSA to ensure it meets the required time limit (20-30 seconds). You can test the PSA by have 3-5 different people read the PSA to see how long it takes each person to read it clearly. If you are consistently over the time limit, consider shortening the PSA. On average a 60–75-word PSA will take 30 seconds to read.

HOW TO PRODUCE A PSA

Many radio stations will prefer ready-to-air or pre-recorded PSAs. Because radio stations will be less likely to air PSAs that are low-quality. To produce a high-quality PSA please consider the following:

- Reaching out to our digital communications division (Tyler Hock, Scott Lynn, John Feltovic) to schedule a time to record a PSA. This would be the preferred option.
- If you must record the PSA yourself:
 - Consider using an audio recording software that will provide you with the ability to edit your audio recording easily. There are some free audio recording platforms online.
 - Our computers do have a voice recording app on them. You can download the recording to your computer as a mp4.
 - Use a good microphone. Avoid using your computers microphone to record audio for a PSA.
 - Record the audio in a quiet place. Avoid having any background noise.
 - Avoid reading the PSA in monotone. Raise and lower your voice depending on the message.



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

- Take your time. PSAs need to be clear and easy to understand.
- Save the PSA in the format preferred by the radio station.

LOCAL EVENT WEBSITES

Many counties, cities, and towns have websites dedicated to promoting events in their local area, like the [county tourism websites](#). Some of these websites will allow you to post details about your event for free.

FLYER CAMPAIGN

Flyers can be a good way to get the word out in the immediate area surrounding of the event. When determining locations to post flyers, consider areas your target audience might frequent and make sure the flyer is eye-catching to them. For example, if we know campers are likely to be interested in hunting look to see if there are any nearby campgrounds or state parks where you can hang flyers.

Click [here](#) for fillable flyers! If you don't see something that suits your needs or don't have access to the H:drive contact us at mentoredhunting@pa.gov.



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

APPENDIX B: EXAMPLE PROGRAM SCHEDULES

The Learn to Hunt curriculum includes optional stations. The length of each workshop can be modified based on the location, size of the class, etc. Below are some example class schedules with recommended workshop length based on stations included. It is recommended that 45 minutes be allotted for each rotation. An hour or more should be allotted for the Learn to Shoot portion, depending on class size.

LEARN TO HUNT SQUIRRELS WORKSHOP (4 hours)

Example Schedule:

12:00 PM – 12:15 PM

- Registration and Check-In

12:15 PM – 1:00 PM

- Classroom Instruction

1:00 PM – 1:45 PM

- Rotate Stations
 - Introduction to Shotguns
 - Processing a Squirrel

1:45 PM- 2:00 PM

- Break

2:00 PM – 2:45 PM

- Rotate Stations
 - Introduction to Shotguns
 - Processing a Squirrel

2:45 PM – 3:00 PM

- Break

3:00 PM – 4:00 PM

- Learn to Shoot Station (entire group)



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

LEARN TO HUNT PHEASANTS WORKSHOP (with optional stations included 7 hours)

Example Schedule:

12:00 PM – 12:15 PM

- Registration and Check-In

12:15 PM – 1:00 PM

- Classroom Instruction

1:00 PM – 1:45 PM

- Rotate Stations
 - Introduction to Shotguns
 - Mock Pheasant Hunt
 - Pheasant Cleaning Activity
 - OPTIONAL: Dog Demonstration

1:45 PM- 2:00 PM

- Break

2:00 PM – 2:45 PM

- Rotate Stations
 - Introduction to Shotguns
 - Mock Pheasant Hunt
 - Pheasant Cleaning Activity
 - OPTIONAL: Dog Demonstration

2:45 PM – 3:30 PM

- Rotate Stations
 - Introduction to Shotguns
 - Mock Pheasant Hunt
 - Pheasant Cleaning Activity
 - OPTIONAL: Dog Demonstration

3:30PM – 3:45 PM

- Break

3:45 PM- 4:30 PM

- Rotate Stations
 - Introduction to Shotguns
 - Mock Pheasant Hunt
 - Pheasant Cleaning Activity
 - OPTIONAL: Dog Demonstration

4:30 PM-7:00 PM

- Learn to Shoot Activity (entire group) followed by clay shooting



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

LEARN TO HUNT PHEASANTS WORKSHOP (without optional stations 5 hours)

Example Schedule:

12:00 PM – 12:15 PM

- Registration and Check-In

12:15 PM – 1:00 PM

- Classroom Instruction

1:00 PM – 1:45 PM

- Rotate Stations
 - Introduction to Shotguns
 - Mock Pheasant Hunt
 - Pheasant Cleaning Activity

1:45 PM- 2:00 PM

- Break

2:00 PM – 2:45 PM

- Rotate Stations
 - Introduction to Shotguns
 - Mock Pheasant Hunt
 - Pheasant Cleaning Activity

2:45 PM – 3:30 PM

- Rotate Stations
 - Introduction to Shotguns
 - Mock Pheasant Hunt
 - Pheasant Cleaning Activity

3:30PM – 3:45 PM

- Break

3:45 PM- 5:00 PM

- Learn to Shoot Activity



PENNSYLVANIA GAME COMMISSION

HUNTER/TRAPPER EDUCATION

2001 ELMERTON AVENUE HARRISBURG, PA 17110-9797 | 717-787-7015

APPENDIX C: Program Evaluation

To measure the success of these programs, surveys have been created for participants to complete prior to, directly after, and at least a year after taking the program. These surveys will not only allow us to track how many participants purchase hunting licenses or mentored permits afterwards but also make improvements to these programs in the future.

Pre-Surveys

All Learn to Hunt programs should be posted on outreach manager for interested individuals to register for the event. A pre-survey has been created and will be added as a “pop-up” after individuals register for a class. Through the survey, individuals will be asked if they have ever purchased a hunting or trapping license so we can gauge program effectiveness at recruiting new hunters and trappers.

Post Surveys

Individuals must provide an email to register for a learn to hunt program on outreach manager. Program rosters, with emails, can be downloaded program by program through outreach manager. For efficiency, program rosters will be pulled quarterly and compiled into one email list that can be used to send a follow-up survey for participants. A link to take or share the post-survey can be found here: <https://www.surveymonkey.com/r/NK6DJXW>

License Data Review

At the end of each year license year, the HE and Outreach Division will compile a list of all learn to hunt participants hosted that FY using the rosters from outreach manager. This list will be used to run a report in huntfishpa to determine how many participants purchased licenses during the FY. This percentage can then be compared to the percentage of individuals who noted they have never purchased a license in our pre-surveys.