

Lesson C5–6

Harvesting and Preparing Game Animals

Unit C. Animal Wildlife Management

Problem Area 5. Game Animals Management

Lesson 6. Harvesting and Preparing Game Animals

New Mexico Content Standard:

Pathway Strand: Natural Resources and Environmental Systems

Standard: IV: Employ knowledge of natural resource industries to describe production practices and processing procedures.

Benchmark: IV-A: Prepare presentations to describe how natural resource products are produced, harvested, processed and used.

Performance Standard: 2. Describe wildlife harvest techniques and procedures.

Student Learning Objectives. Instruction in this lesson should result in students achieving the following objectives:

1. Describe the uses of animal wildlife.
2. Describe hunting controls.
3. Describe procedures for hunting common game animals.
4. Describe methods of preparing game.

List of Resources. The following resources may be useful in teaching this lesson:

Recommended Resources. One of the following resources should be selected to accompany the lesson:

Stutzenbaker, Charles D. et al. *Wildlife Management Science and Technology*. 2nd ed. Upper Saddle River, New Jersey: Prentice Hall Interstate, 2003. (Chapter 16)

Other Resources. The following resources will be useful to students and teachers:

Porter, Lynn, et al. *Environmental Science and Technology*. 2nd ed. Upper Saddle River, New Jersey: Prentice Hall Interstate, 2003. (Textbook and Activity Manual) (Chapter 17)

List of Equipment, Tools, Supplies, and Facilities

Writing surface
Overhead projector
Transparencies from attached masters

Terms. The following terms are presented in this lesson (shown in bold italics):

Bag Limit
Blind
Consumptive
Decoy
Dressing
Gobblers
Hunting Gear
Hunting Season
Non-consumptive
Ornamentation
Shooting Hours

Interest Approach. Use an interest approach that will prepare the students for the lesson. Teachers often develop approaches for their unique class and student situations. A possible approach is included here.

Start a class discussion on the types of wildlife located in your area. Write the animals identified on the board. Once an extensive list is created, have the students start listing what each animal could be used for. Write their responses next to the name of the wildlife. Lead this discussion into discussing the content material of this lesson.

Summary of Content and Teaching Strategies

Objective 1: Describe the uses of animal wildlife.

Anticipated Problem: What are the uses of animal wildlife?

- I. Humans use animal wildlife in many ways. Historically, wildlife was a primary source of food for people. Currently, wildlife is can be used for food, clothing, ornamentation, medicine, and recreation.
 - A. Food is an obvious use for wildlife. As said above, historically, wildlife was a primary source of food. Using an animal for food usually involves killing the animal. The exception to this is using eggs.
 - B. Wildlife is also used for clothing. Both furs and leather from wildlife is often used in making clothing. Animal skins, such as snake, alligator, lizard, and kangaroo, fit into this category. As with food, this use also involves killing the animal.
 - C. **Ornamentation** is using products from wildlife for decorative purposes. Some common examples are pearls, elephant tusks, and seashells. Using wildlife products as ornaments often involves killing the animal. Historically, many wild animals, such as elephants, were hunted almost to extinction to collect ornamental products. Fortunately, new regulations and laws help protect endangered animals.
 - D. Wildlife can also be used for medical purposes. This usually involves using the animals in laboratory research. Some species of wildlife are perfectly suited to test new procedures or drugs on.
 - E. Recreation is the final category for wild animal uses. Recreation can be **consumptive** (using the animals in a way that involves killing the animals) or **non-consumptive**. Consumptive use involves hunting, fishing, or trapping the animals. Observing and enjoying the wildlife are non-consumptive uses of wildlife.

There are many techniques that can be used to assist students in mastering this material. Students need text material to aid in describing the uses of animal wildlife. Chapter 17 of the Environmental Science and Technology text is recommended. Use TM: C5–6A to aid in discussion on this topic.

Objective 2: Describe hunting controls.

Anticipated Problem: What are hunting controls?

- II. As stated above, hunting is a common use of wildlife. Not only does it provide food and clothing, it also is a source of recreation for many people. Hunting is the most common method of harvesting wildlife. To ensure the safety of hunters and to prevent over utilization of wildlife, hunting controls are used to regulate hunting. Most of these controls are implemented by state and federal agencies. Some local hunting clubs also institute further controls.

- A. The most common hunting control is the hunting license. This license shows that the hunter has paid a fee and is legally entitled to hunt. Fees collected from hunting licenses are often used to fund hunting safety courses and wildlife conservation efforts.
- B. The species that are legal to hunt is also a hunting control. If a species reaches a population level that is low, it may not be legal to hunt that species. Killing an illegal species often involves a severe fine, and possible jail time.
- C. The quantity of an animal that a hunter may kill in a day or a season is its **bag limit**. Bag limits are set by wildlife management agencies. Bag limits allow only a certain number of an animal to be killed so that the species may continue to thrive and be available for future generations of hunters.
- D. The hunting season length is another hunting control. Hunting a specific species of wildlife is often limited to a certain time of year, called the **hunting season**. Hunting an animal out of season is illegal.
- E. In addition to the limit of the hunting season, hunting is also often limited by shooting hours. **Shooting hours** are the time of the day when hunting is allowed. Shooting hours can vary by the species being hunted.
- F. The hunting gear is also a hunting control. **Hunting gear** is any device used to hunt wildlife. Often, this is a firearm or gun. The hunting gear that is legal to use can vary with the species being hunted. Some species, such as deer, will have parts of the hunting season limited to a certain type of hunting gear, such as bow season or black powder rifle season.
- G. Ammunition is regulated as a hunting control. Laws will allow only certain types of ammunition for hunting specific species of wildlife.
- H. The location where hunting is allowed is another hunting control. Discharging a firearm is usually limited to certain areas. Violating the laws associated with discharging a firearm can result in fines.
- J. The final hunting control involves the clothing worn by the hunter. The clothing worn by hunters is designed to protect the hunter. Laws usually require hunters to wear a certain amount of bright orange clothing. This is to provide visibility to other hunters and prevent accidental shootings.

There are many techniques that can be used to assist students in mastering this material. Students need text material to aid in describing hunting controls. Chapter 16 of the Wildlife Management Science and Technology, 2nd ed. text is recommended. Use TM: C5–6B to aid in discussion on this topic.

Objective 3: Describe procedures for hunting common game animals.

Anticipated Problem: What are the procedures for hunting common game animals?

- III. The most common method of harvesting game animals is hunting. The procedures used to hunt vary on the species of animal being hunted. Understanding the effective procedures can make hunting a safer, more productive activity.

- A. Quail often make large, grassy fields their home. When hunting quail, hunters start at one side of the habitat and slowly walk across. Often, dogs are used to spot quail. The dogs freeze and point to the quail. When the quail take off to fly, the hunters raise their shotguns and shoot the quail. The dogs retrieve the downed quail.
- B. Deer is a commonly hunted game animal. Several methods are utilized to hunt deer.
 - 1. Often, the hunter will position himself in a concealed location and wait for the deer to come by. This location may be on a raised platform called a tree stand, or in a blind. A **blind** is a structure designed to conceal a hunter. It is often constructed of canvas, tree limbs, lumber, and other materials to camouflage the hunter.
 - 2. Some hunters prefer to walk through the forest to hunt deer. They take precautions to walk quietly, camouflage themselves, and conceal their odor.
 - 3. Another method of hunting deer involves dogs. The hunter positions himself/herself in a location that will provide a clear shot at the deer, such as a road in the forest, a stream, or a clearing. The dogs are released at a remote location and chase the deer towards the hunter.
- C. Turkey is another commonly hunted game animal. The hunting season for turkeys varies throughout the country. Male turkeys, called **gobblers**, are often the goal of hunters. When hunting turkey, hunters camouflage themselves and wait for the turkeys to come by. Often, devices that mimic the sound of the turkey are used to lure turkeys close to the hunter. Shotguns are usually used to hunt turkeys.
- D. Duck and goose are usually hunted in and around streams and other bodies of water. Hunters usually use a combination of decoys and calls to lure the birds close to them. A **decoy** is a fake duck or goose. They are usually made of wood, plastic, or rubber. The hunters usually position themselves in a blind.
- E. Rabbit and squirrel are hunted in or near wooded areas. Both shotguns and rifles are used. Often, the hunter will walk through the area looking for rabbits and squirrels. Care must be taken to minimize noise.

There are many techniques that can be used to assist students in mastering this material. Students need text material to aid in describing procedures for hunting common game animals. Chapter 16 of the Wildlife Management Science and Technology, 2nd ed. text is recommended. Use TM: C5–6C to aid in discussion on this topic.

Objective 4: Describe methods of preparing game.

Anticipated Problem: How do we prepare game?

- IV. Properly preparing the game that is killed when hunting is necessary to gain full use of the animal while preventing spoilage and minimizing the loss or waste from the animal. The first step is called dressing. **Dressing** involves removing the hair, skin, internal organs, and other non-needed parts of the animal. Big game animals, such as deer, are handled differently than small game animals, such as squirrel.

- A. Big game animals are dressed as quickly as possible after being killed. They are usually hung from a tree or other structure. Next, the hunter will take a sharp knife and split the deer from the pelvic area to the neck to remove all the internal organs. The deer is left hanging to allow all the blood to flow out of the carcass. Once the blood is drained, the deer is refrigerated or packed in ice. It is usually taken home or to a meat processor for further processing. The carcass is cut into useable pieces of meat and/or processed in to sausage. Finally, all the meat is packaged for freezing, so the hunter may enjoy his kill for the whole year.
- B. Small game preparation varies by species. Animals with fur, such as squirrel, are usually skinned and dressed immediately after they are killed. The carcass is often cut in to quarters prior to cooking. Birds must have all the feathers removed. This is often done immediately after they are killed, or as soon as the hunt is over. The large feathers can easily be pulled off the carcass. The smaller ones must be singed off with a small fire. Next, the internal organs are removed and the carcass is thoroughly washed. Smaller birds are often cooked whole, while larger birds are sometimes quartered.

There are many techniques that can be used to assist students in mastering this material. Students need text material to aid in describing methods of preparing game. Chapter 16 of the Wildlife Management Science and Technology, 2nd ed. text is recommended. Use TM: C5–6D to aid in discussion on this topic.

Review/Summary. Use the student learning objectives to summarize the lesson. Have students explain the content associated with each objective. Student responses can be used in determining which objectives need to be reviewed or taught from a different angle. Questions at end of chapter in the textbook may also be used in the review/summary.

Application. This material could be applied by inviting a wildlife management officer or an avid hunter to class as a guest speaker.

Several opportunities for application are listed in the “Exploring” section at the end of Chapter 16 in the *Wildlife Management Science and Technology*, 2nd ed. text.

Evaluation.

Answers to Sample Test:

Part One: Matching

1 = j, 2 = b, 3 = d, 4 = f, 5 = e, 6 = c, 7 = a, 8 = k, 9 = g, 10 = h

Part Two: Completion

1. recreation
2. license
3. Deer

4. Duck, Goose
5. Quail

Part Three: Short Answer

1. Duck, goose, and turkey
2. Hunting season limits the time of year; hunting hours limit the time of day

Test

Lesson C5–6: Harvesting and Preparing Game Animals

Part One: Matching

Instructions. Match the term with the correct response. Write the letter of the term by the definition.

- | | |
|----------------|-------------------|
| a. Bag limit | f. Gobblers |
| b. Blind | g. Hunting gear |
| c. Consumptive | h. Hunting season |
| d. Decoy | j. Ornamentation |
| e. Dressing | k. Shooting hours |

- _____ 1. Using products from wildlife for decorative purposes.
- _____ 2. A structure designed to conceal a hunter.
- _____ 3. A fake duck or goose.
- _____ 4. Male turkeys.
- _____ 5. Removing the hair, skin, internal organs, and other non-needed parts of the animal.
- _____ 6. Using animals in a way that involves killing the animal.
- _____ 7. The quantity of an animal that a hunter may kill in a day or a season.
- _____ 8. The time of the day when hunting is allowed.
- _____ 9. Any device used to hunt wildlife.
- _____ 10. Hunting a specific species of wildlife is limited to a certain time of year.

Part Two: Completion

Instructions. Provide the word or words to complete the following statements.

1. Hunting and watching are examples of a _____ use of wildlife.
2. A _____ requires the hunter to pay a fee to hunt.
3. _____ are hunted by using blinds, tree stands, walking, or running dogs.
4. _____ and _____ are hunted in or near water.
5. _____ are hunted with dogs that point to the wildlife.

USES FOR WILDLIFE

◆ Food

→ Meat

→ Eggs

◆ Clothing

→ Furs

→ Skins

◆ Ornamentation

→ Pearls

→ Elephant Tusks

◆ Medical

→ Laboratory Experiments

◆ Recreation

→ Hunting

→ Watching

HUNTING CONTROLS

- ◆ **Hunting License—Limits hunting to only licensed people**
- ◆ **Legal Species—Limits the species that are allowed to be hunted**
- ◆ **Bag Limits—Limits the number of a species that may be killed**
- ◆ **Season Lengths—Limits the time of year hunting is allowed**
- ◆ **Shooting Hours—Limits the time of day that hunting is allowed**
- ◆ **Hunting Gear—Limits types of firearms allowed**
- ◆ **Ammunition—Limits types of ammunition allowed**
- ◆ **Location—Limits where firearms may be discharged**
- ◆ **Clothing—Limits clothing a hunter must wear**

HUNTING COMMON GAME ANIMALS

◆ Quail

- Hunted in fields
- Hunters use dogs to spot birds

◆ Deer

- Hunted in forests
- Hunters use blinds, walk, or dogs

◆ Duck and Goose

- Hunted in or near water
- Hunters use decoys and calls
- Hunters are usually in blinds

◆ Turkey

- Hunters camouflage themselves
- Hunters use turkey calls

◆ Rabbit and Squirrel

- Hunted in or near wooded areas
- Hunters usually walk

PREPARING GAME ANIMALS

◆ Large Game Animals

- Dress the animal (removing the internal organs)
- Drain the blood
- Pack in ice or refrigerate
- Further processed at home or by meat processor
- Packed for freezing

◆ Small Game Animals

- Hide or feathers removed
- Internal organs removed
- Carcass is often quartered for cooking