Mind’s-Eye Openers

Purpose: To help your students achieve the awareness needed to identify mistaken-for-game situations.

Visuals such as the optical illusions shown here can be quite a mind’s-eye opener in a classroom. For example, the old woman /young woman drawing can be utilized quite effectively. Show half the group the line drawing of a young woman, the other half an old woman. Have them study it for a while, then show the whole group the drawing. It will be much more difficult to see the image that they were not originally imprinted with. Talk about the role of the mind in “seeing” and how what you are looking for affects what you see. This can be related to deer hunting.

Think about the image on the cover of this Journal issue, this could be a classic mistaken-for-game scene. A hunter asking his brain to find a deer could easily turn the hunter rattling the antlers into a deer. Then imagine the same scene with the hunter holding the antlers dressed in hunter orange, thus breaking the mindset. Just talking to your students about being 100% sure is not enough.

Having students “fooled” in a safe setting by seeing a deer in a picture, when in fact there is no deer, reinforces the safety law of being 100% sure before shooting. Adding hunter orange to the same visual should demonstrate the value of wearing hunter orange and how it can keep the student safe from the less responsible hunter. They first need to experience this mindset dilemma — then they can understand and change their awareness and behavior. Utilizing mind’s-eye opener visuals will effectively help your student experience “premature closure” and “early blur” as it relates to game identification and achieve the awareness needed to identify mistaken-for-game situations.