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Target Audience and Training Recommendation:

- Training will be delivered through an eLearning Storyline module.
- Training time is 15-20 minutes.
- All employees at an in-patient nursing care facility will receive this mandatory fire safety training.
 - All new employees will receive this training as part of their onboarding process.
 - All current employees will receive this training yearly as a refresher.
- Completion is tracked on the company LMS and reported to the Human Resources Department for record-keeping and facility audits.
- A 1-page job aid will be posted at nursing stations, in storage rooms, and in the employee break room.

Learning Objectives:

1. Identify what elements are needed for a fire to start.
2. Identify fire hazards and how to correct them.
3. Respond to a fire using the RACE procedure.
4. Select the correct fire extinguisher for the fire type.
5. Sequence the steps of the PASS process for using a fire extinguisher.

Learner Outcomes:

- Recognize common causes of fires in your facility and identify the proper way to store materials to prevent hazardous conditions. (Objectives 1 and 2)
- Identify the different classes of fire base on ignition source and burning materials. (Objectives 1 and 4)
- Describe what to do in the event of an actual fire. (Objectives 1, 3-5)


General Notes:

- User advances all slides, other than lightbox slides.
- Show Previous/Next/Submit buttons on the player, unless otherwise specified.
- Show slides in the menu, unless otherwise specified.
- Text is Open Sans unless otherwise noted.
- Theme colors:
 - dark gray: #595959
 - dark red: #C0504D
 - medium gold: #FFD777

Introduction to the course

Slide	On-screen Visuals and Text	Script/Narration
<p>1.1 Start Fire Safety Training</p>	<p>Cover slide – Play video of fire being put out with an extinguisher.</p> <p>Bring in text in upper left corner. Text disappears before next narration begins. [1] Text: Thirty seconds!</p> <p>Bring in text in upper left corner. Text disappears before next narration begins. [2] Text: Thirty seconds is all it takes for a small fire to turn into something that is dangerous and fast-moving.</p> <p>Bring in text in lower right corner. Text disappears before next narration begins. [3] Text: If a fire starts in your facility, do you know what to do?</p> <p>Bring in text in upper left corner. Leave on screen. [4] Text: Click start to begin this course.</p> <p>Bring in Start button in lower right corner.</p>	<p>[1] Thirty seconds!</p> <p>[2] Thirty seconds is all it takes for a small fire to turn into something that is dangerous and fast-moving. After about a minute, smoke begins to fill the room, spreading as rapidly as the flames.</p> <p>[3] If a fire starts in your facility, do you know what to do?</p> <p>[4] Click start to begin this course.</p>
	Developer Notes	Misc. Notes
	Hide previous/next buttons on player	Add narration to closed captioning.
	Synchronize text with narration.	

Slide	On-screen Visuals and Text	Script/Narration
<p>1.2 Course Navigation</p>	<p>Title Bar: Course Navigation</p> <p>Include screenshot of the player with blank “slide”. Text: Click in each red box to learn how to navigate this course. This module includes audio narration. Include speaker icon to the left of the last sentence.</p> <p>Add 5 rectangles (no fill, red outline) to place over the following 5 player features.</p> <p>When learner clicks each rectangle, the following text boxes appear. Add a red X in upper right hand corner to close when the user is finished with each. (The bold term is the player feature, the description is what displays in the text box)</p> <ul style="list-style-type: none"> • Menu sidebar: Use the menu sidebar to track your progress or to navigate the course in any order. Quiz slides are not displayed. • Navigation buttons: Use the navigation buttons to advance to the next slide or return to the previous slide. With quiz slides, you will see a submit button. • Volume: Adjust the volume of the narration. • Closed Captioning: Turn on or off closed captioning. • Accessibility settings: Change accessibility settings. 	<p>Click inside each red box to learn about the different player options and how to navigate this course. Click Next when you are ready to continue.</p>
	<p>Developer Notes</p>	<p>Misc. Notes</p>
	<p>Create a hotspot and layer for each of the 5 navigation features with explanatory text. User clicks red x icon to close layer and layers also close by clicking another hotspot.</p> <p>Player information:</p> <ul style="list-style-type: none"> • Use Classic player with color scheme = silver and page background = white. • Select Player font = Arial; font size = 100%; Captions font = Open Sans • Set player to display menu on right sidebar. • Set player to display only the features on this slide. <p>Create screen capture once all menu contains all correct slides.</p>	<p>Add narration to closed captioning.</p>

Slide	On-screen Visuals and Text	Script/Narration
<p>1.3 Personal checklist</p>	<p>Title Bar: How Prepared are You?</p>  <p>Create master "Transition" slide that includes a background image of a nursing home or hospital bed. Include illustrated character (Phoebe) on right side of slide.</p> <p>Include ungraded survey with multiple check boxes for preparedness on left of slide.</p> <p>Survey Text: Check each box that applies. I know how to prevent fires from starting. I know the RACE procedure for responding to fires. I know the location of all emergency exits. I know the location of fire extinguishers. I know the PASS procedure for using a fire extinguisher. I know which fire extinguisher to use for different fire types.</p>	<p>How prepared are you for a fire at your facility? Do you know where to go or what to do?</p> <p>[1] Check each statement that applies then continue to the next slide.</p>
	<p>Developer Notes</p>	<p>Misc. Notes</p>
	<p>Each option enters by wiping from top.</p> <p>Survey enters at narration [1].</p>	<p>Add narration to closed captioning.</p>

Slide	On-screen Visuals and Text	Script/Narration
1.4 Objectives	<p>Title Bar: Learning Outcomes</p> <p>Use master "Transition" slide. Include illustrated character (Phoebe) on left side of screen.</p> <p>Text on slide: [1] By the end of this course, you will be able to: [2] recognize causes of fires and how to store materials to prevent hazardous conditions. [3] identify different classes of fire. [4] describe what to do in the event of an actual fire.</p>	<p>By the end of this course, you will be able to:</p> <ul style="list-style-type: none"> • Recognize common causes of fires in your facility and identify the proper way to store materials to prevent hazardous conditions. • Identify the different classes of fire base on ignition source and burning materials. • And describe what to do in the event of an actual fire.
	Developer Notes	Misc. Notes
	<p>Character-Phoebe flies in from left before text enters. Objectives float up by paragraph; synchronize to narration.</p>	<p>Add narration to closed captioning.</p>

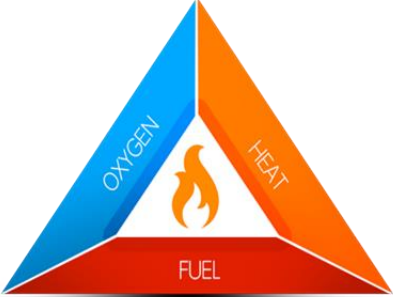
Causes of Fire

Targeted Learning Objectives

1. Identify what elements are needed for a fire to start.
2. Identify fire hazards and how to correct them.



Targeted Learner Outcomes



- Recognize common causes of fires in your facility and identify the proper way to store materials to prevent hazardous conditions. (Objectives 1 and 2)



Slide	On-screen Visuals and Text	Script/Narration	
2.1 Fire Triangle	<p>Title Bar: What is the fire triangle?</p>  <p>Include this image on the right side of slide.</p> <p>Add text box in upper left of slide. [1] Text: The fire triangle shows the interaction of the three elements needed for fires to start and continue.</p> <p>Instructions under image: [2] Text: Click each element in the image.</p> <p>Layers display in the lower left corner of slide. Always show all information from main layer.</p>	<p>This is the fire triangle. It shows the three elements needed to start a fire. Click each side of the fire triangle to learn more about the elements needed for a fire to start and continue burning.</p>	
	<p>Developer Notes</p> <p>Add hotspot over each side of the triangle and link to the three layers: Oxygen, Heat, Fuel</p> <p>Show visited state (pale gray, 50% transparency) when each side of the triangle is visited.</p>		<p>Misc. Notes</p> <p>Add narration to closed captioning.</p>
	<p>Layers display in the lower left corner of slide. Show all information from main layer.</p> <p>Layer: Fuel Text: FUEL is needed for fires to start and burn.</p>		<p>n/a</p>
Slide	On-screen Visuals and Text	Script/Narration	
2.1.a Fire Triangle	<p>Layers display in the lower left corner of slide. Show all information from main layer.</p> <p>Layer: Fuel Text: FUEL is needed for fires to start and burn.</p>	<p>n/a</p>	


	<p>Display 3 circles with the different types of fuel sources.</p> <ul style="list-style-type: none"> • Circle with clip art image of solid fuel • Circle with clip art image of liquid fuel • Circle with clip art image of gas fuel <p>Text box: Click each type of fuel to learn more.</p>	
	Developer Notes	Misc. Notes
	<p>Fuel layer: When learner clicks circle with solid fuel image, show Slide 2.2 Solid lightbox</p> <p>When learner clicks circle with liquid fuel image, show Slide 2.3 Liquid lightbox</p> <p>When learner clicks circle with gas fuel image, show Slide 2.4 Gas lightbox</p>	
Slide	On-screen Visuals and Text	Script/Narration
2.1.b Fire Triangle	<p>Layers display in the lower left corner of slide. Show all information from main layer.</p> <p>Layer: Heat Text: HEAT from an ignition source is needed for fires to start. Display 3 circles with the different types of heat sources.</p> <ul style="list-style-type: none"> • Circle with clip art image of match • Circle with clip art image of electrical outlet w/ sparks • Circle with clip art image of clothes iron or another hot surface <p>Text box: Click each ignition source to learn more.</p>	n/a
	Developer Notes	Misc. Notes
	<p>Heat layer: When learner clicks circle with match, show Slide 2.5 Flame lightbox.</p> <p>When learner clicks circle with outlet, show Slide 2.6 Electric lightbox.</p> <p>When learner clicks circle with clothing iron, show Slide 2.7 heat lightbox.</p>	
Slide	On-screen Visuals and Text	Script/Narration
2.1.c Fire Triangle	<p>Layers display in the lower left corner of slide. Show all information from main layer.</p> <p>Layer: Oxygen Text: Oxygen is needed for fires to start and burn.</p>	n/a



	Display 1 circle with the text: O2	
	Text box: Click the oxygen circle to learn more.	
	Developer Notes	Misc. Notes
	Oxygen layer: When learner clicks circle with O2, show Slide 2.8 Oxygen lightbox	



Slide	On-screen Visuals and Text	Script/Narration
<p>2.2 Solid Lightbox</p>	<p>Title Bar: Combustible Solid Text: Combustible solids can ignite and fuel a fire.</p> <p>Left of screen – show two buttons.</p> <ul style="list-style-type: none"> • Sources • Storage <p> [1] Bring in click button icon and text with narration. Text: Click each button to learn more.</p> <p>Sources button layer: Image on right side of screen: stacks of paper Show text: Sources:</p> <ul style="list-style-type: none"> • paper • clothing • cardboard • wood (furniture) <p>Storage button layer: Show text: Storage:</p> <ul style="list-style-type: none"> • store paper in metal cabinets • store items at least 18” below a sprinkler head <p> Bring in yellow caution icon.</p> <p>Bring in text: Keep away from flames or head sources.</p>	<p>Combustible solids can catch on fire and provide the fuel that a fire needs to burn.</p> <p>[1] Click each button to learn about common sources of combustible solids in your facility and ways to store combustible solids to reduce fire risks.</p>
	<p>Developer Notes</p> <p>Keep base layer text on screen when buttons are clicked.</p> <p>Use consistent layout for all fuel lightbox slides. For each button:</p> <ul style="list-style-type: none"> • Normal state: light gray background/black text • Mouse over state: dark red background/white text • Visited state: dark gray background/white text <p>Remove slide from menu. Do not display previous or next buttons.</p>	<p>Misc. Notes</p> <p>Add narration to closed captioning.</p>

Slide	On-screen Visuals and Text	Script/Narration
<p>2.3 Liquid lightbox</p>	<p>Title Bar: Flammable Liquid Text: Flammable liquids can ignite and fuel a fire.</p> <p>Left of screen – show two buttons.</p> <ul style="list-style-type: none"> • Sources • Storage <p> [1] Bring in click button icon and text with narration. Text: Click each button to learn more.</p> <p>Sources button layer: Image on right side of screen: cleaning supplies with flammable liquids Show text: Sources:</p> <ul style="list-style-type: none"> • cleaning solutions • rubbing alcohol • hand sanitizer • gasoline <p>Storage button layer: Image on right side of screen: metal storage locker for flammable liquids Show text: Storage:</p> <ul style="list-style-type: none"> • store in metal storage cabinets • keep at least 18” below a sprinkler head <p> Bring in red warning icon. Bring in text: Keep away from flames or head sources.</p>	<p>Flammable liquids can catch on fire and provide the fuel that a fire needs to burn.</p> <p>[1] Click each button to learn about common sources of flammable liquids in your facility and ways to store flammable liquids to reduce fire risks.</p>
	<p>Developer Notes</p> <p>Keep base layer text on screen when buttons are clicked.</p> <p>Use consistent layout for all fuel lightbox slides. For each button:</p> <ul style="list-style-type: none"> • Normal state: light gray background/black text • Mouse over state: dark red background/white text • Visited state: dark gray background/white text <p>Remove slide from menu. Do not display previous or next buttons.</p>	<p>Misc. Notes</p> <p>Add narration to closed captioning.</p>


Slide	On-screen Visuals and Text	Script/Narration
<p>2.4 Gas lightbox</p>	<p>Text: Ignitable gases can ignite and fuel a fire.</p> <p>Left of screen – show two buttons</p> <ul style="list-style-type: none"> • Sources • Storage <p> [1] Bring in click button icon and text with narration. Text: Click each button to learn more.</p> <p>Sources button layer: Image on right side of screen: tank of compressed gas Show text: Sources:</p> <ul style="list-style-type: none"> • propane • natural gas • oxygen <p>Storage button layer: Image on right side of screen: metal storage cage containing compressed gas tanks Show text: Storage:</p> <ul style="list-style-type: none"> • store gas tanks in metal cages • store outdoors or in a room with a fire safety door <p> Bring in red warning icon Bring in text: Keep away from flames or heat sources.</p>	<p>Ignitable gases can catch on fire and provide the fuel that a fire needs to burn.</p> <p>[1] Click each button to learn about common sources of ignitable gases in your facility and ways to store ignitable gases to reduce fire risks.</p>
	<p>Developer Notes</p>	<p>Misc. Notes</p>
	<p>Keep base layer text on screen when buttons are clicked.</p> <p>Use consistent layout for all fuel lightbox slides. For each button:</p> <ul style="list-style-type: none"> • Normal state: light gray background/black text • Mouse over state: dark red background/white text • Visited state: dark gray background/white text <p>Remove slide from menu. Do not display previous or next buttons.</p>	<p>Add narration to closed captioning.</p>

Slide	On-screen Visuals and Text	Script/Narration
<p>2.5 Heat lightbox</p>	<p>Title Bar: Hot Surface Text: Hot surfaces can heat fuel sources until they ignite and start a fire.</p> <p>Image on right side of screen: radiator or other hot surface that would be found in a patient’s room.</p> <p>Left of screen – show two buttons</p> <ul style="list-style-type: none"> • Sources • Prevention <p> [1] Bring in click button icon and text with narration. Text: Click each button to learn more.</p> <p>Sources button layer: Show text: Sources:</p> <ul style="list-style-type: none"> • radiators, heaters, or heated blankets • curling irons or clothing irons • light bulbs • toasters or coffee pots <p>Prevention button layer: Show text: Prevention:</p> <ul style="list-style-type: none"> • use and store hot items on stone or metal surfaces • use and store away from combustible materials 	<p>Hot surfaces can heat fuel sources until their ignition temperature is reached and a fire starts.</p> <p>[1] Click each button to learn about common sources of hot surfaces in your facility and ways to prevent hot surfaces from starting fires.</p>
	<p>Developer Notes</p> <p>Keep base layer text on screen when buttons are clicked. Use consistent layout for all heat lightbox slides. For each button:</p> <ul style="list-style-type: none"> • Normal state: light gray background/black text • Mouse over state: dark red background/white text • Visited state: dark gray background/white text <p>Remove slide from menu. Do not display previous or next buttons.</p>	<p>Misc. Notes</p> <p>Add narration to closed captioning.</p>

Slide	On-screen Visuals and Text	Script/Narration
2.6 electric lightbox	<p>Title Bar: Electric Spark</p> <p>Text: Electric sparks can ignite fuel sources and start a fire. Live electricity adds energy to the fire.</p> <p>Image on right side of screen: power strip that is overloaded or damaged electrical cord.</p> <p>Left of screen – show two buttons when slide loads</p> <ul style="list-style-type: none"> • Sources • Prevention <p> [1] Bring in click button icon and text with narration. Text: Click each button to learn more.</p> <p>Sources button layer: Show text: Sources:</p> <ul style="list-style-type: none"> • overloaded outlets or power strips • damaged electrical cords • faulty electrical devices <p>Prevention button layer: Prevention:</p> <ul style="list-style-type: none"> • check electrical devices for damage • do not overload outlets • turn off electricity if there is fire <p> Bring in red warning icon (exclamation point in triangle) Bring in text: Never use water on an electrical fire.</p>	<p>Electric sparks can ignite fuel sources to start a fire. Live electricity can continue to add energy to the fire.</p> <p>[1] Click each button to learn about common sources of electrical sparks in your facility and ways to prevent electricity from starting fires.</p>
	<p>Developer Notes</p> <p>Keep base layer text on screen when buttons are clicked.</p> <p>Use consistent layout for all heat lightbox slides.</p> <p>For each button:</p> <ul style="list-style-type: none"> • Normal state: light gray background/black text • Mouse over state: dark red background/white text • Visited state: dark gray background/white text <p>Remove slide from menu. Do not display previous or next buttons.</p>	<p>Misc. Notes</p> <p>Add narration to closed captioning.</p>

Slide	On-screen Visuals and Text	Script/Narration
<p>2.7 Flame lightbox</p>	<p>Title Bar: Burning Match or Open Flame Text: Open flames can ignite fuel sources and start a fire.</p> <p>Image on right side of screen: open flame, such as a candle, near combustible materials (paper, dried plants, etc.) that might be found in a patient’s room.</p> <p>Left of screen – show two buttons when slide loads</p> <ul style="list-style-type: none"> • Sources • Prevention <p> [1] Bring in click button icon and text with narration. Text: Click each button to learn more.</p> <p>Sources button layer: Show text: Sources:</p> <ul style="list-style-type: none"> • matches or lighters • candles • gas stoves or appliances <p>Prevention button layer: Prevention: Keep combustible materials away from open flames.</p> <p> Bring in yellow caution icon Bring in text: Never leave an open flame unattended.</p>	<p>Open flames can ignite fuel sources and start a fire.</p> <p>[1] Click each button to learn about common sources of open flames in your facility and ways to prevent flames from starting fires.</p>
	<p>Developer Notes</p>	<p>Misc. Notes</p>
	<p>Keep base layer text on screen when buttons are clicked. Use consistent layout for all heat lightbox slides. For each button:</p> <ul style="list-style-type: none"> • Normal state: light gray background/black text • Mouse over state: dark red background/white text • Visited state: dark gray background/white text <p>Remove slide from menu. Do not display previous or next buttons.</p>	<p>Add narration to closed captioning.</p>

Slide	On-screen Visuals and Text	Script/Narration
2.8 oxygen lightbox	<p>Title Bar: Oxygen</p> <p>Text:</p> <p>[1] Air contains enough oxygen for most fires to burn.</p> <p>[2] Fuel burns by reacting with oxygen and releasing heat, and products such as gas, smoke, and embers.</p> <p>[3] To prevent fires from spreading, oxygen needs to be cut off.</p> <p>[4] A fire extinguisher or wet blanket can be effective, depending on the type of fuel that is burning.</p> <p>Image on right side of screen: fire burning with embers and or smoke</p>	<p>[1] The air around us contains enough oxygen for most fires to burn. Oxygen is needed for combustion, which is the chemical process that occurs during fire.</p> <p>[2] When fuel burns, it reacts with oxygen in the air and releases heat gas, smoke, and embers.</p> <p>[3] To prevent fires from spreading, oxygen needs to be cut off.</p> <p>[4] A fire extinguisher or wet blanket can be effective, depending on the type of fuel that is burning.</p>
	Developer Notes	Misc. Notes
	<p>Synchronize text with narration.</p> <p>Remove slide from menu.</p> <p>Do not display previous or next buttons.</p>	<p>Add narration to closed captioning.</p>

Slide	On-screen Visuals and Text	Script/Narration
<p>2.9 Check for understanding</p>	<p>Title Bar: Check Your Understanding Text:</p> <p>[1] Determine if each object is a fuel source or heat source in the fire triangle. [2] Drag the object to the correct circle.</p> <p>Show 7 images that reflect common “sources” from the lightbox slides.</p> <ul style="list-style-type: none"> • 4 fuel source images: such as clothing, hand sanitizer or cleaning supplies, paper, compressed gas, etc. • 3 heat source images: such as candle, match, radiator or clothing iron, etc. <p>Learner drops images into matching circles</p> <ul style="list-style-type: none"> • One circle (drop zone) labelled as FUEL SOURCE -label should be outside of the circle. • One circle (drop zone) labelled as HEAT SOURCE -label should be outside of the circle. • Each drop zone circle is a different color to go with theme colors. <p>After submitting answers, learner receives feedback.</p> <p>Feedback Layers (modify Storyline default layers)</p>  <p>Try Again Layer: Incorrect text box = dark gray background Try Again button = dark gray background Text: That is incorrect. Please try again.</p> <p>Add character (Phoebe) on right – facing right with right hand extended and stressed expression</p> <p>Incorrect Layer Incorrect text box = dark red background</p>	<p>[1] Determine if each object is a fuel source or a heat source.</p> <p>[2] Drag each object to the correct circle. Click submit when you finish.</p>

	<p>Continue button = dark red background Text: You did not select the correct response. The [name the three heat source pictures] are heat sources; the other objects are fuel sources.</p> <p>Add character (Phoebe) on right – facing right with arms crossed and disappointed expression</p> <p>Correct Layer Correct text box = green background Continue button = green background Text: That’s right! The [name the three heat source pictures] are heat sources; the other objects are fuel sources.</p> <p>Add character (Phoebe) on right – facing forward with left hand on hip and right thumb up, with happy expression</p>	
	Developer Notes	Misc. Notes
	<p>Synchronize text to narration.</p> <p>Create a Drag and drop interaction so fuel source images go to fuel source circle/drop zone and heat source images go to heat source circle/drop zone.</p> <p>Allow two chances. Provide feedback by question</p> <p>Reset images to original position when returning to this slide.</p> <p>Continue button on response layers jumps to slide 3.1.</p> <p>Do not display next buttons – only previous and submit.</p> <p>Remove slide from menu.</p>	<p>Add narration to closed captioning.</p>

RACE Procedure to respond to fires

Targeted Learning Objectives

- 3. Respond to a fire using the RACE procedure.

Targeted Learner Outcomes

- Describe what to do in the event of an actual fire. (Objectives 1, 3-5)

Slide	On-screen Visuals and Text	Script/Narration
3.1 Responding to fires	Title Bar: Responding to Fires in Your Facility Use Transition slide from master. Include illustrated character (Phoebe) on left side of slide. Bring in speech bubble with text: Now that we learned about what causes fires and how to prevent them, we're going to learn how to respond to a fire in your facility.	Now that we learned about what causes fires and how to prevent them, we're going to learn how to respond to a fire in your facility.
	Developer Notes	Misc. Notes
	Synchronize text to narration.	Add narration to closed captioning.


Slide	On-screen Visuals and Text	Script/Narration
3.2 RACE Procedure	Title Bar: R.A.C.E. Procedure Text: [1] Click each letter to learn how to RACE into action if a fire is present. Four circles vertically arranged down left side of slide R A C E Information about each step displays as a layer in the blank area of the slide when each letter is clicked.	[1] Click each letter on the left side of your screen to learn how to RACE into action if a fire is present.
	Developer Notes	Misc. Notes
	Bring in images and text with narration. Set layers so text stops on one layer as new layer opens.	Add narration to closed captioning.
Slide	On-screen Visuals and Text	Script/Narration
3.2.a RACE Procedure	Display base layer. Layer displays in the blank area of the slide. Layer R:	Layer R: [1] Rescue anyone in immediate danger.


	<p>[1] On left side of layer, show rectangle that contains text: RESCUE Rescue anyone in immediate danger. Image of medical staff pushing person in a wheelchair Text: Step 1</p> <p>On right side of layer [2] show text: Know the safety precautions for the evacuation of your patients and yourself.</p> <ul style="list-style-type: none"> • Know your route. • Feel the door for heat. • Keep near the floor if there is smoke. <p>[3] show text: Move patients in five different ways:</p> <ol style="list-style-type: none"> 1. walk 2. wheelchair 3. 1-2 person carry 4. blanket drag 5. medical sled or stretcher 	<p>[2] What three safety precautions should you take as you evacuate the facility?</p> <p>[3] What are five different ways to move patients during an evacuation?</p>
	<p>Developer Notes</p> <p>Synchronize images and text with narration.</p> <p>Set layers so text stops on one layer as new layer opens</p>	<p>Misc. Notes</p> <p>Add narration to closed captioning.</p>
Slide	On-screen Visuals and Text	Script/Narration
3.2.b RACE Procedure	<p>Display base layer. Layer displays in the blank area of the slide.</p> <p>Layer A: [1] On left side of layer, show rectangle that contains text: ALARM Pull the nearest fire alarm and call 911 Image of medical staff pulling fire alarm Text: Step 2</p> <p>On right side of layer [2] show text: Fire alarm pull stations are located near:</p> <ul style="list-style-type: none"> • all stairwells • all building exits • every nursing station 	<p>Layer A: [1] Activate the Alarm.</p> <p>[2] Do you know where to find the alarm pull stations?</p> <p>[3] What information should you provide when calling nine one one to report a fire?</p>

	<p>[3] show text: When calling 911, provide information about:</p> <ol style="list-style-type: none"> 1. the location of the fire (building and floor number) 2. the size of the fire 3. whether everyone is evacuated 4. the type of fire (if known) 	
	Developer Notes	Misc. Notes
	<p>Synchronize images and text with narration.</p> <p>Set layers so text stops on one layer as new layer opens</p>	Add narration to closed captioning.
Slide	On-screen Visuals and Text	Script/Narration
3.2.c RACE Procedure	<p>Display base layer. Layer displays in the blank area of the slide.</p> <p>Layer C: [1] On left side of layer, show rectangle that contains text: [1] CONTAIN Close all doors in the fire area. Image of medical staff with a closed door Text: Step 3</p> <p>On right side of layer [2] show text: Close all doors and windows to prevent rapid spread of fire.</p> <p>This helps cut off oxygen for the fire and prevents it from reaching additional fuel sources.</p> <p>[3] show text: Fire doors are located at:</p> <ul style="list-style-type: none"> • all stairwells • all hallways 	<p>Layer C: [1] Contain the fire by closing all doors and windows in the fire area.</p> <p>[2] How does closing the doors and windows prevent the fire from spreading?</p> <p>[3] Do you know where the fire doors are located in your facility?</p>
	Developer Notes	Misc. Notes
	<p>Synchronize images and text with narration.</p> <p>Set layers so text stops on one layer as new layer opens</p>	Add narration to closed captioning.
Slide	On-screen Visuals and Text	Script/Narration
3.2.d RACE Procedure	<p>Display base layer. Layer displays in the blank area of the slide.</p> <p>Layer E:</p>	<p>Layer E: [1] Extinguish the fire if it is small.</p>

	<p>[1] On left side of layer, show rectangle that contains text: [1] EXTINGUISH Put out fires if they are small. Image of medical staff holding a fire extinguisher and standing near small trash can with fire Text: Step 3</p> <p>On right side of layer [2] show text: Fire extinguishers are located near:</p> <ul style="list-style-type: none"> • all stairwells • all building exits • every nursing station <p>[3] show text: Select the appropriate fire extinguisher.</p> <p>Use the PASS procedure for operating a fire extinguisher. Be sure you are between the fire and an exit.</p>	<p>[2] Do you know where the fire extinguishers are located in your facility?</p> <p>[3] It is important to use the correct fire extinguisher and the PASS procedure. We will learn about these later in this course.</p>
	Developer Notes	Misc. Notes
	<p>Synchronize images and text with narration.</p> <p>Set layers so text stops on one layer as new layer opens</p>	<p>Add narration to closed captioning.</p>

Slide	On-screen Visuals and Text	Script/Narration
3.3 Quiz 1	<p>Title Bar: Check Your Understanding Image of patient room with flames coming out of a garbage can. Patient in room. Medical staff in room.</p> <p>Text: A small fire starts in a patient’s room. What should you do? Drag each step into the correct order.</p> <p>Answer Choices: Rescue anyone in immediate danger. Activate the alarm. Contain the fire. Extinguish the fire.</p> <p>Choices are displayed in the correct order.</p> <p>Feedback Layers (modify storyline default layers)</p>	<p>A small fire starts in a patient’s room. What should you do?</p> <p>Drag each of the four steps in correct order.</p> <p>Click submit when you finish.</p>

	 <p>Try Again Layer Incorrect text box = dark gray background Try Again button = dark gray background Text: That is incorrect. Please try again.</p> <p>Add character (Phoebe) on right – facing right with right hand extended and stressed expression</p> <p>Incorrect Layer Incorrect text box = dark red background Continue button = dark red background Text: You did not select the correct response. You want to use the R.A.C.E. procedure to respond to a fire.</p> <p>Add character (Phoebe) on right – facing right with arms crossed and disappointed expression</p> <p>Correct Layer Correct text box = green background Continue button = green background Text: That’s right! You correctly used the R.A.C.E. procedure to respond to a fire.</p> <p>Add character (Phoebe) on right – facing forward with left hand on hip and right thumb up, with happy expression</p>	
	<p>Developer Notes</p>	<p>Misc. Notes</p>
	<p>Synchronize text to narration.</p> <p>Allow two chances. Shuffle answers Provide feedback by question</p> <p>Continue button on response layers jumps to slide 3.4.</p> <p>Do not display next buttons – only previous and submit.</p> <p>Remove slide from menu.</p>	<p>Add narration to closed captioning.</p>

Slide	On-screen Visuals and Text	Script/Narration
<p>3.4 Check For Understanding</p>	<p>Title Bar: Check Your Understanding Default background Medical staff standing next to fire alarm with thinking expression</p> <p>Text: Which locations have a fire alarm near them? Check all that apply. elevators stairwells* nursing stations* building exits* patient rooms storage closets</p> <p>*= correct responses</p> <p>Feedback Layers (modify storyline default layers)</p>  <p>Try Again Layer Incorrect text box = dark gray background Try Again button = dark gray background Text: That is incorrect. Please try again.</p> <p>Add character (Phoebe) on right – facing right with right hand extended and stressed expression</p> <p>Incorrect Layer Incorrect text box = dark red background Continue button = dark red background Text: You did not select the correct responses. Alarm stations are near stairwells, building exits, and nursing stations.</p> <p>Add character (Phoebe) on right – facing right with arms crossed and disappointed expression</p> <p>Correct Layer Correct text box = green background Continue button = green background</p>	<p>Which locations have a fire alarm near them? Click the box to check each correct answer. Check all that apply. Click submit when you finish.</p>

Storyboard Project Name: Fire Safety Training eLearning

	<p>Text: That’s right! Alarm stations are near stairwells, building exits, and nursing stations.</p> <p>Add character (Phoebe) on right – facing forward with left hand on hip and right thumb up, with happy expression</p>	
	<p>Developer Notes</p> <p>Synchronize text to narration.</p> <p>Allow two chances. Shuffle answers Provide feedback by question</p> <p>Continue button on response layers jumps to slide 4.1. Do not display next buttons – only previous and submit.</p> <p>Remove slide from menu.</p>	<p>Misc. Notes</p> <p>Add narration to closed captioning.</p>

Selecting the right fire extinguisher



Targeted Learning Objectives



1. Identify what elements are needed for a fire to start.
4. Select the correct fire extinguisher for the fire type.



Targeted Learner Outcomes

- Identify the different classes of fire base on ignition source and burning materials. (Objectives 1 and 4)
- And describe what to do in the event of an actual fire. (Objectives 1, 3-5)


Slide	On-screen Visuals and Text	Script/Narration
4.1 Types of Fire Extinguishers	Title Bar: Types of Fire Extinguishers Use Transition slide from master. Include illustrated character on left side of slide. Bring in speech bubble with text: Now that we've learned about the RACE process for responding to a fire, we're going to learn how to select the right type of fire extinguisher for each different type of fire.	[1] Now that we've learned about the RACE process for responding to a fire, we're going to learn how to select the right type of fire extinguisher for each type of fire.
	Developer Notes	Misc. Notes
	Synchronize text to narration.	Add narration to closed captioning.

Slide	On-screen Visuals and Text	Script/Narration
<p>4.2 Part of Fire Extinguisher</p>	<p>Title Bar: Parts of a Fire Extinguisher Image of a fire extinguisher that includes colored label, class, and pin. Display on left side of slide.</p>  <p>Text: Click each number to learn about each part.</p> <p>5 Markers positioned at pin, nozzle, handle, label and class.</p> <p>Marker 1: Pull Ring The pull ring locks the fire extinguisher until it is ready for use. You need to pull out this ring before the fire extinguisher is ready to use. [include zoomed in image of pull ring from extinguisher]</p>  <p>Marker 2: Nozzle The nozzle should be pointed towards the base of the fire. This is where the extinguishing agent exits from the fire extinguisher.</p> <p>Marker 3: Handles or Levers The handles must be squeezed together to release the extinguishing agent. They can only be squeezed once the pin is removed.</p> <p>Marker 4: Color Label The color label tells you what type of extinguishing agent is in the fire extinguisher. If the label is cream, as in this example, the extinguisher contains foam. [include zoomed in image of the colored label from extinguisher]</p>	<p>To learn about the different parts of a fire extinguisher, click each numbered marker.</p>

	 <p>Marker 5: Letter or Class Label Each letter on a fire extinguisher corresponds to a specific class of materials that can be extinguished. The fire extinguisher in this example can extinguish Class A (combustible solids) and Class B (combustible liquids) materials. [include zoomed in image of class labels from extinguisher]</p> 	
	<p>Developer Notes</p>	<p>Misc. Notes</p>
	<p>Use numbered markers on each area.</p> <p>Fill background of popup box (color=medium gold)</p> <p>Show marker header text when mouse hovers over the market and show the full text when the learner clicks the marker</p>	<p>Add narration to closed captioning.</p>

Slide	On-screen Visuals and Text	Script/Narration
<p>4.3 Using the correct fire extinguisher</p>	<p>Title Bar: Using the Correct Fire Extinguisher</p> <p>[1] Text: There are 5 Main Types of Fire Extinguishing Materials</p>   <p>Include 5 different fire extinguishers. Add a colored text box near the top of each extinguisher for the materials type and the class symbol (use or do not use) for A=common materials, B=flammable liquids, and live electrical.</p> <p>Red = water Blue = dry powder Black = carbon dioxide CO2 Cream = AFFF foam Yellow = wet chemicals (not shown in provided image: A=green, B=red, electrical=red)</p> <p>On the left side of the slide, [2] Text: Type of Fire Text: A. Common Materials Class A green label image Class A red label image Text: B. Flammable Liquids Class B green label image Class B red label image Text: C. Live Electrical electrical green label image electrical red label image</p>	<p>[1] When using a fire extinguisher, it's important that the extinguishing materials are effective. Look at the five different types of fire extinguishers to see which extinguishing material should be used for different fires.</p> <p>[2] There are three classes or types of fires we are going to compare.</p> <p>If an extinguisher has a green label, it can be safely and effectively used for that class of fire.</p> <p>A red label means that the fire extinguisher would be ineffective or even dangerous to use for that class of fire.</p> <p>[3] For example, an extinguisher with a red label contains water as the extinguishing material.</p> <p>[4] This extinguisher should never be used on live electrical fires. Water is a conductor and using this extinguisher could lead to electrocution.</p>

	<p>Arrange class label images so they are aligned to the same position as the label on the fire extinguishers.</p> <p>On the red label/water extinguisher, [3] Add a rectangle (no fill, medium gold outline) over the “water” label to highlight it with the narration.</p> <p>[4] Add a rectangle (no fill, medium gold outline) over the red electrical label to highlight it with the narration.</p>	
	Developer Notes	Misc. Notes
	Synchronize text to narration.	Add narration to closed captioning.
	Use wheel animation for the highlight boxes for [3] and [4]	

Slide	On-screen Visuals and Text	Script/Narration
<p>4.4 Extinguisher check for understanding</p>	<p>Title Bar: Check Your Understanding. Text: A flammable cleaning liquid catches fire and then spreads to a pile of laundry.</p> <p>Click on the fire extinguisher that should be used to put out this fire.</p> <p>Answer Choices: Use images of the water, dry powder*, and carbon dioxide extinguishers from slide 4.3 *= correct response</p> <p>Feedback Layers (modify storyline default layers)</p>  <p>Try Again Layer Incorrect text box = dark gray background Try Again button = dark gray background Text: That is incorrect. Please try again.</p> <p>Add character (Phoebe) on right – facing right with right hand extended and stressed expression</p> <p>Incorrect Layer Incorrect text box = dark red background Continue button = dark red background Text: You did not select the correct response. Only dry powder can be used for both flammable liquids and textiles.</p> <p>Add character (Phoebe) on right – facing right with arms crossed and disappointed expression</p> <p>Correct Layer Correct text box = green background Continue button = green background Text: That’s right! Only dry powder can be used for both flammable liquids and textiles.</p>	<p>Read the scenario then click the fire extinguisher that should be used to put out this fire. Click submit when you finish.</p>

	Add character (Phoebe) on right – facing forward with left hand on hip and right thumb up, with happy expression	
	Developer Notes	Misc. Notes
	<p>Synchronize text to narration.</p> <p>Allow two chances. Shuffle answers Provide feedback by question</p> <p>Continue button on response layers jumps to slide 5.1. Do not display next buttons – only previous and submit.</p> <p>Remove slide from menu.</p>	Add narration to closed captioning.

PASS Procedure for using a fire extinguisher


Targeted Learning Objectives

- 5. Sequence the steps of the PASS process for using a fire extinguisher.

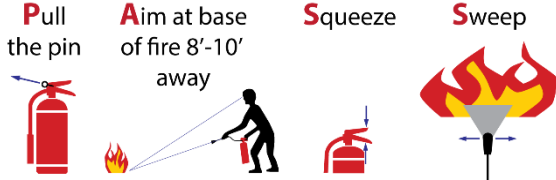

Targeted Learner Outcomes

- Describe what to do in the event of an actual fire. (Objectives 1, 3-5)

Slide	On-screen Visuals and Text	Script/Narration
5.1 Using a Fire Extinguisher	Title Bar: Using a Fire Extinguisher	Now that we learned how to pick the right fire extinguisher for different types of fires, we're going to learn how to use the PASS procedure to operate a fire extinguisher. Click Next to continue.
	Use Transition slide from master. Include illustrated character on right side of slide.	
	[1] Bring in speech bubble with text: Now that we learned how to pick the right fire extinguisher for different types of fires, we're going to learn how to use the PASS procedure to operate a fire extinguisher.	
	Developer Notes	Misc. Notes
	Synchronize text to narration.	Add narration to closed captioning.

Slide	On-screen Visuals and Text	Script/Narration
<p>5.2 PASS procedure</p>	<p>Title Bar: P.A.S.S. Procedure</p>  <p>Text: [1] Click each letter to learn how to use the PASS procedure for fire extinguishers. Four circles vertically arranged down middle of the fire extinguisher image</p> <p>P A S S</p> <p>Information about each step displays as a layer in the blank area of the slide when each letter is clicked.</p> <p>Layer Pull: Text: Step 1 Pull the pin to unlock the extinguisher.</p> <p>Image of medical staff illustrating pulling the pin from the extinguisher.</p> <p>Layer Aim: Text: Step 2 Aim the hose towards the base of the fire.</p> <p>Image of medical staff aiming the fire extinguisher hose towards the base of a fire.</p> <p>Layer Squeeze: Text: Step 3 Squeeze the handle to release the extinguishing agent.</p> <p>Image of medical staff aiming the fire extinguisher hose towards the base of a fire, squeezing the handle, and releasing extinguishing agent.</p>	<p>[1] Click each letter on the left side of your screen to learn how to use the PASS procedure for operating fire extinguishers.</p> <p>Pull Layer: Pull the pin to unlock the extinguisher.</p> <p>Aim Layer: Aim the hose at the base of the fire.</p> <p>Squeeze Layer: Squeeze the handle to release the extinguishing agent.</p> <p>Sweep Layer: Sweep the hose back and forth to put out the fire.</p>

	<p>Layer Sweep: Text: Step 4 Sweep the hose back and forth as you put out the fire.</p> <p>Image of medical staff sweeping the hose back and forth to put out a fire.</p>	
	<p>Developer Notes</p>	<p>Misc. Notes</p>
	<p>Synchronize text on each layer to narration. Set layers so text stops on one layer as new layer opens</p>	<p>Add narration to closed captioning.</p>

Slide	On-screen Visuals and Text	Script/Narration
<p>5.3 Pass check for understanding</p>	<p>Title Bar: Check Your Understanding</p> <p>Text:</p> <p>[1] Drag each step number to its matching picture to show the order of the PASS procedure.</p> <p>Pull the pin Aim at base of fire 8'-10' away Squeeze Sweep</p>  <p>Four images, each shows one step of the PASS procedure (remove text).</p> <p>Text boxes with numbered steps:</p> <p>Step 1 Step 2 Step 3 Step 4</p> <p>Feedback Layers (modify storyline default layers)</p> <div data-bbox="409 982 938 1234" style="border: 1px solid gray; padding: 10px;">  </div> <p>Incorrect Layer Incorrect text box = dark red background Continue button = dark red background Text: You did not select the correct response. Remember to follow the P.A.S.S. procedure when using an extinguisher. Add character (Phoebe) on right – facing right with arms crossed and disappointed expression</p> <p>Correct Layer Correct text box = green background Continue button = green background Text: That’s right! You followed the P.A.S.S. procedure when using an extinguisher. Add character (Phoebe) on right – facing forward with left hand on hip and right thumb up, with happy expression</p>	<p>Consider the four steps of the PASS procedure.</p> <p>[1] Drag each step number to the picture that illustrates that step. Click submit when you finish.</p>

	Developer Notes	Misc. Notes
	<p>Synchronize text to narration.</p> <p>Learner drags text onto matching image. Allow one chance. Provide feedback by question</p> <p>Continue button on response layers jumps to slide 6.1. Do not display next buttons – only previous and submit.</p> <p>Remove slide from menu.</p>	<p>Add narration to closed captioning.</p>

Assessment

Assessed Learning Objectives

1. Identify what elements are needed for a fire to start.
3. Respond to a fire using the RACE procedure.
4. Select the correct fire extinguisher for the fire type.
5. Sequence the steps of the PASS process for using a fire extinguisher.

Assessed Learner Outcomes

- Identify the different classes of fire base on ignition source and burning materials. (Objectives 1 and 4)
- Describe what to do in the event of an actual fire. (Objectives 1, 3-5)

Slide	On-screen Visuals and Text	Script/Narration
6.1 Course Summary	<p>Title Bar: Course Summary</p> <p>Use Transition slide from master. Include illustrated character (Phoebe) on left side of slide.</p> <p>Bring in speech bubble with text:</p> <p>[1] By now you should be able to:</p> <ul style="list-style-type: none"> • identify elements that cause fires and ways to reduce fire risks • [2] use the RACE procedure to respond to fires • [3] select the correct fire extinguisher to use • [4] operate a fire extinguisher using the PASS procedure 	<p>[1] By now you should be able to:</p> <p>identify elements that cause fires and ways to reduce fire risks</p> <p>[2] use the RACE procedure to respond to fires</p> <p>[3] select the correct fire extinguisher to use</p> <p>[4] and operate a fire extinguisher using the PASS procedure</p>
	Developer Notes	Misc. Notes
	Synchronize text to narration.	Add narration to closed captioning.

Slide	On-screen Visuals and Text	Script/Narration
6.2 Test Introduction	Title Bar: Are you ready to test what you learned? Use Transition slide from master. Include illustrated character (Phoebe) on left side of slide. Bring in speech bubble with text: [1] You will be presented with a scenario with several choices. [2] Can you demonstrate that you know what to do if a fire starts at your facility?	[1] To see if you are able to apply everything you learned, you will be presented with a scenario with several choices. [2] Can you demonstrate that you know what to do if a fire starts at your facility? When you are ready to test what you learned, go to the next slide.
	Developer Notes	Misc. Notes
	Synchronize text to narration	Add narration to closed captioning.

See branching scenario flowchart on the last page of this document.

Slide	On-screen Visuals and Text	Script/Narration
6.3 Q1	Title Bar: [n/a -do not display] Text: A patient overloaded a power strip and a small electrical fire started in his room, also igniting paper in the trash. What should you do first? 3 buttons: A. Rescue patients in immediate danger. B. Grab the nearest fire extinguisher. C. Run to the exit and save yourself. Image of patient room with flames coming out of electrical outlet and garbage can. Patient in room. Medical staff in room. *note: medical staff character should be the same character throughout the entire assessment.	A patient overloaded a power strip and a small electrical fire started in his room, also igniting paper in the trash. What should you do first? Click the best choice.
	Developer Notes	Misc. Notes
	Button A: Go to slide 6.6 Button B: Go to slide 6.4 Button C: Go to slide 6.5 Attach number variable to each button. Add 1 point if the correct response (button A) is clicked; subtract 1 point if each incorrect response (button b or button c) is clicked.	Add narration to closed captioning.

Slide	On-screen Visuals and Text	Script/Narration
6.4 Q1: Fire Extinguisher Feedback	Title Bar: [n/a -do not display] Text: While you were finding the fire extinguisher, the fire and smoke spread in the room. Your patient is injured. Same images as slide 6.3 but with medical staff holding fire extinguisher. Add larger flames and fill room with smoke. Button: Return to other choices.	That's incorrect! While you were finding the fire extinguisher, the fire and smoke spread in the room. Your patient is injured. Return to the other choices to select a better response.
	Developer Notes	Misc. Notes
	Button: Go to Slide 6.3	Add narration to closed captioning.

Slide	On-screen Visuals and Text	Script/Narration
6.5 Q1: Exit Feedback	Title Bar: [n/a -do not display] Text: While you were leaving the building, the fire and smoke spread in the room. Your patient is injured. Same images as slide 6.3 but with medical staff missing. Add larger flames and fill room with smoke. Button: Return to other choices.	That's incorrect! While you were leaving the building, the fire and smoke spread in the room. Your patient is injured. Return to the other choices to select a better response.
	Developer Notes	Misc. Notes
	Button: Go to Slide 6.3 Do not display previous or next buttons. Remove slide from menu.	Add narration to closed captioning.

Slide	On-screen Visuals and Text	Script/Narration
<p>6.6 Q2: Fire next step</p>	<p>Title Bar: [n/a -do not display]</p> <p>Text:</p> <p>[1] Good thinking!</p> <p>[2] All patients in immediate danger have been rescued.</p> <p>You pulled the alarm, called 911, and contained the fire in the patient’s room. The fire is small. What should you do next?</p> <p>3 buttons:</p> <ul style="list-style-type: none"> A. Throw water on the fire. B. Grab the nearest fire extinguisher. C. Run to the exit and save yourself. <p>Image of medical staff standing in hallway near fire alarm and door. No patients in the image.</p>	<p>[1] Good thinking!</p> <p>[2] All patients in immediate danger have been rescued. You pulled the alarm, called nine one one, and contained the fire in the patient’s room. The fire is small. What should you do next?</p> <p>Select the best choice.</p>
	<p>Developer Notes</p>	<p>Misc. Notes</p>
	<p>Button A: Go to slide 6.7 Button B: Go to slide 6.9 Button C: Go to slide 6.8</p> <p>Bring text in with narration. When slide is revisited, do not show text [1] or play narration [1]</p> <p>Attach number variable to each button. Add 1 point if the correct response (button B) is clicked; subtract 1 point if each incorrect response (button a or button c) is clicked.</p> <p>Do not display previous or next buttons. Remove slide from menu.</p>	<p>Add narration to closed captioning.</p>

Slide	On-screen Visuals and Text	Script/Narration
6.7 Q2: Water Feedback	Title Bar: [n/a -do not display] Text: Bad decision! Water is a good conductor of electricity and should never be added to an electrical fire. Adding water could cause you to get electrocuted. Same images as slide 6.3 but with medical staff pouring water on fire. Add "electricity" images showing possible electrocution. Button: Return to other choices.	Bad decision! Water is a good conductor of electricity and should never be added to an electrical fire. Adding water could cause you to get electrocuted. Return to the other choices to select a better response.
	Developer Notes	Misc. Notes
	Button: Go to Slide 6.6 Do not display previous or next buttons. Remove slide from menu.	Add narration to closed captioning.

Slide	On-screen Visuals and Text	Script/Narration
6.8 Q2: Exit Feedback	Title Bar: [n/a -do not display] Text: Dangerous Choice! While you were running to the exit, the fire spread and is now a much larger fire, leading to more damage and possible injuries. Same images as slide 6.3 but with medical staff and patient missing. Add larger flames. Button: Return to other choices.	That's a dangerous Choice! While you were running to the exit, the fire spread and is now a much larger fire, leading to more damage and possible injuries. Return to the other choices to select a better response.
	Developer Notes	Misc. Notes
	Button: Go to Slide 6.6 Do not display previous or next buttons. Remove slide from menu.	Add narration to closed captioning.

Slide	On-screen Visuals and Text	Script/Narration
6.9 Q3	<p>Title Bar: [n/a -do not display]</p> <p>Text:</p> <p>[1] You made the right decision!</p> <p>[2] Click the fire extinguisher you should use to put out the fire.</p> <p>3 images: (use fire extinguisher images from slide 4.3)</p> <ul style="list-style-type: none"> A. Blue label/dry powder extinguisher B. Black label/carbon dioxide extinguisher C. Cream label/AFFF foam extinguisher <p>Image of medical staff standing next to the three extinguishers.</p>	<p>[1] You made the right decision!</p> <p>[2] Click the fire extinguisher you should use to put out the fire.</p>
	<p>Developer Notes</p> <p>Image A: Go to slide 6.12 Image B: Go to slide 6.10 Image C: Go to slide 6.11</p> <p>Bring text in with narration. When slide is revisited, do not show text [1] or play narration [1]</p> <p>Attach number variable to each image choice. Add 1 point if the correct response (button A) is clicked; subtract 1 point if each incorrect response (button b or button c) is clicked.</p> <p>Do not display previous or next buttons. Remove slide from menu.</p>	<p>Misc. Notes</p> <p>Add narration to closed captioning.</p>

Slide	On-screen Visuals and Text	Script/Narration	
6.10 Q3: CO2 Feedback	<p>Title Bar: [n/a -do not display]</p> <p>Text: That’s not the best choice. Carbon dioxide (CO2) can be used on the electric fire but it does not displace enough oxygen to smother combustible materials like paper and fabrics. There is a good chance that the fire won’t be completely put out and could ignite again.</p> <p>Same images as slide 6.3 but with patient missing and medical staff holding fire extinguisher with black label. Add electricity images to show possible electrocution.</p> <p>Button: Return to other choices.</p>	<p>That’s not the best choice. Carbon dioxide can be used on the electric fire but it does not displace enough oxygen to smother combustible materials like paper and fabrics. There is a good chance that the fire won’t be completely put out and could ignite again. Return to the other choices to select a better response.</p>	
	Developer Notes		Misc. Notes
	Button: Go to Slide 6.9		Add narration to closed captioning.

Slide	On-screen Visuals and Text	Script/Narration	
6.11 Q3: Foam Feedback	<p>Title Bar: [n/a -do not display]</p> <p>Text: That’s not the best choice. While foam will work for the paper fire, it should not be used on electrical fires. The foam can conduct electricity and there is a chance you can get shocked or electrocuted!</p> <p>Same images as slide 6.3 but with patient missing and medical staff holding fire extinguisher with cream label. Add electricity images to show possible electrocution.</p> <p>Button: Return to other choices.</p>	<p>That’s not the best choice. While foam will work for the paper fire, it should not be used on electrical fires. The foam can conduct electricity and there is a chance you can get shocked or electrocuted! Return to the other choices to select a better response.</p>	
	Developer Notes		Misc. Notes
	<p>Button: Go to Slide 6.9</p> <p>Do not display previous or next buttons. Remove slide from menu.</p>		Add narration to closed captioning.

Slide	On-screen Visuals and Text	Script/Narration
<p>6.12 Q4: Extinguisher Procedure</p>	<p>Title Bar: [n/a -do not display] Text: [1] Good choice! Dry powder is the best extinguisher material because it is rated for both electrical fires and combustible solids, like paper and fabrics.</p> <p>[2] What are the correct steps to use a fire extinguisher? Click the button that shows the steps in the correct order.</p> <p>3 buttons with PASS images: (use the 4 PASS images from slide 5.3, arranging each image in a different order)</p> <ul style="list-style-type: none"> A. Squeeze Sweep Pull Aim B. Pull Squeeze Aim Sweep C. Pull Aim Squeeze Sweep 	<p>[1] That's a Good choice! Dry powder is the best extinguisher material because it is rated for both electrical fires and combustible solids, like paper and fabrics.</p> <p>[2] Now that you have the correct fire extinguisher, what are the correct steps to use it? Click the button that shows the steps in the correct order.</p>
	<p>Developer Notes</p>	<p>Misc. Notes</p>
	<p>Button A: Go to slide 6.13 Button B: Go to slide 6.14 Button C: Go to slide 6.15</p> <p>Bring text in with narration. When slide is revisited, do not show text [1] or play narration [1]</p> <p>Attach number variable to each button. Add 1 point if the correct response (button C) is clicked; subtract 1 point if each incorrect response (button A or button B) is clicked.</p> <p>Do not display previous or next buttons. Remove slide from menu.</p>	<p>Add narration to closed captioning.</p>

Slide	On-screen Visuals and Text	Script/Narration
6.13 Q4: SSPA Feedback	Title Bar: [n/a -do not display] Text: That's not the correct order for operating a fire extinguisher. For a fire extinguisher to work correctly, you first need to pull the pin. While you were struggling to use the fire extinguisher, the fire spread and is now too big to put out yourself. Return to the other choices to select a better response. Same images as slide 6.3 but with patient missing and medical staff holding fire extinguisher with blue label. Add more fire image to show spreading/growing fire. Button: Return to other choices.	That's not the correct order for operating a fire extinguisher. For a fire extinguisher to work correctly, you first need to pull the pin. While you were struggling to use the fire extinguisher, the fire spread and is now too big to put out yourself. Return to the other choices to select a better response.
	Developer Notes	Misc. Notes
	Button: Go to Slide 6.12	Add narration to closed captioning.
	Do not display previous or next buttons. Remove slide from menu.	

Slide	On-screen Visuals and Text	Script/Narration
6.14 Q4: PSAS Feedback	Title Bar: [n/a -do not display] Text: That's not the correct order for operating a fire extinguisher. Squeezing the handle before you aim, discharges the contents of the fire extinguisher in the wrong place. You wasted materials and the fire has grown too big to put out yourself. Return to the other choices to select a better response. Same images as slide 6.3 but with patient missing and medical staff holding fire extinguisher with blue label. Add more fire image to show spreading/growing fire. Button: Return to other choices.	That's not the correct order for operating a fire extinguisher. Squeezing the handle before you aim, discharges the contents of the fire extinguisher in the wrong place. You wasted materials and the fire has grown too big to put out yourself. Return to the other choices to select a better response.
	Developer Notes	Misc. Notes
	Button: Go to Slide 6.12	Add narration to closed captioning.
	Do not display previous or next buttons. Remove slide from menu.	

Slide	On-screen Visuals and Text	Script/Narration
6.15 Q4 Correct	<p>Title Bar: [n/a -do not display] Text: Congratulations! You have successfully put out the fire. Click the Next button to continue.</p> <p>Same images as slide 6.3 but with patient missing. Fire extinguisher with blue label is on the ground. Fire is put out with ashes/dry powder where fire was. Medical staff is celebrating.</p> <p>Button: Next</p>	<p>Congratulations! You operated the fire extinguisher in the correct order. You have successfully put out the fire. Click the Next button to continue.</p>
	Developer Notes	Misc. Notes
	<p>Button: Go to Slide 6.16 if count is greater than or equal 4 Go to Slide 6.17 if count is less than or equal 3</p> <p>Do not display previous or next buttons. Remove slide from menu.</p>	<p>Add narration to closed captioning.</p>

Slide	On-screen Visuals and Text	Script/Narration
6.16 Try Again	<p>Title Bar: How did you do? Use Transition slide from master. Include illustrated character (Phoebe) on left side of slide.</p> <p>Bring in speech bubble with text: [1] You made one or more incorrect choices during the scenario and are not prepared to respond to a fire. Please try again.</p> <p>Button: Try Again</p>	<p>[1] You made one or more incorrect choices during the scenario and are not prepared to respond to a fire. Please try again. [2]Click the Try Again button to repeat this scenario.</p>
	Developer Notes	Misc. Notes
	<p>Button: Go to Slide 6.3 to begin assessment from the start.</p> <p>Do not display previous or next buttons. Remove slide from menu.</p>	<p>Add narration to closed captioning.</p>

Storyboard Project Name: Fire Safety Training eLearning

Slide	On-screen Visuals and Text	Script/Narration
6.17 Exit	<p>Title Bar: How did you do?</p> <p>Use Transition slide from master. Include illustrated character (Phoebe) on left side of slide.</p> <p>Bring in speech bubble with text: [1] Congratulations! You selected all correct responses. You know how to respond to a fire in your facility.</p> <p>[2] Please Exit the course.</p> <p>Button: Exit</p>	<p>Congratulations!</p> <p>[1] You selected all correct responses and know how to respond to a fire in your facility.</p> <p>[2] To Exit the course, please click the Exit button.</p>
	Developer Notes	Misc. Notes
	<p>Bring text in with narration. Button: Exit the course.</p> <p>Do not display previous or next buttons. Remove slide from menu.</p>	<p>Add narration to closed captioning.</p>

Assessment: Flowchart for Branching Scenario

