# **Dog Handling**

Target Audience: New volunteers at the dog shelter

## **Learning Objectives:**

- 1. Select the correct way to greet a dog
- 2. Recognize examples of the types of enrichment for dogs
- 3. Identify a dog's mood based on body language
- 4. List the steps for walking a dog

Seat Time: 30 minutes

#### **Outline:**

- Course Intro / Navigation / Objectives
- Greeting a Dog
- Knowledge Check
- Enrichment
- Knowledge Check
- Dog Behaviors
- Identifying Moods
- Knowledge Check
- Steps for Walking Dogs
- Quiz
- Summary
- Congratulations

Color Palette Hex Codes: #1F497D, #EEECE1, #38A3A5, #57CC99, #80ED99, #22577A, #C7F9CC,

Custom Slide Layout (Content slides)

**Text Here** 

Custom Slide Layout (Knowledge

Check and Quiz slides)

**Text Here** 

#### **Reviewer Directions:**

- For comments, revisions, questions, etc. please add a comment using Word
- Text in brackets [] does not appear on the slide or in the voice over
- All images sourced legally and free of cost

### **Developer Directions:**

- Font:
  - o Roboto (body)
  - o Roboto Medium (Headings)
  - o Size: 16-18pt for slide text
  - o Size: 32 for slide titles
- Slide dimensions: 960x540
- Use Modern player in Storyline
- Seekbar visible and controllable for the learner on all slides and layers
- Menu is "free" in the Player properties.
- Slide numbers with letters (ex. 1.8a) indicate layers for corresponding slide number
- Text in brackets [] does not appear on the slide or in the voice over
- Use custom color scheme for shapes throughout (see Color Palette and HEX numbers on storyboard cover sheet)
- For quiz questions, the bolded answer choices are the correct answers
- All animations last 0.75-1 second(s)

Module Resources/References: Job aide on Dog Aggression

Slide [1.1]/ Menu Title: Welcome		Objective: [#]	
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Top and bottom border from slide	[Slide Title]	Welcome to an Introduction to Dog	The slide directions and
template	Introduction to Dog	Handling. This course provides an	buttons time in with VO
	Handling	overview of dog handling to make your	
		volunteer experience successful.	Start button jumps to slide 1.3

Background Image: photographic	[Slide Directions; in	Click start to begin or click navigation for	
image of a person walking several	italics]	a navigation tutorial.	Navigation button jumps to
dogs	Click the Start button to		slide 1.2
Semi-transparent white box	begin the course.		
overlaying the background image on	Click the Navigation		
the left side of the screen	button for a navigation		
	tutorial.		
Custom Start and Navigation	[Buttons]		
buttons under Title and Description			
	Start		
	Navigation		
Notes:			

Slide [1.2]/ Menu Title: Navigation			Objective: [#]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Visual / Display:  Top and bottom border from slide template  Screenshot image of the course taking up most of the slide. Image shows menu, play/pause button, seekbar, restart, volume, prev and next, and submit buttons, along with the Resources tab in the top right corner.	Slide Text: [Slide Title] Navigation	Narration / Voiceover:  To navigate through the course, take a moment to review the course player.  If you'd like to move forward or backward in the course, click the next or previous buttons. Use the volume button to adjust the volume of the course. The replay button allows you to restart the entire slide over, or you can use the seekbar to review any portion of the slide. The play and pause button will allow you to pause the course. Click the button again to resume. On the left, the menu will allow	
		you to revisit a slide.	

	During this course, you will answer Knowledge Check and quiz questions. To submit your answers on those slides, click the checkmark to submit your answers. Finally, there is a Resources tab in the top
	right corner where you can find additional information on dog handling.  Click the next button now to begin the
Notes:	course.

Slide [1.3]/ Menu Title: Objectives			Objective: [#]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Top and bottom border from slide	[Slide Title]	By the end of this training, you will be	Title and "by the end of this
template	Objectives	able to:	training" fades in when timeline starts
Image of woman petting dogs	By the end of this	Select the correct way to greet a dog	
appears on right side of slide	training, participants will be able to:	Recognize examples of the types of enrichment for dogs	Each objective fades in with VO
		Identify a dog's mood based on body	Select Next to continue fades
Checkboxes used instead of bullet	Select the correct way to	language and	in with VO
points for the list of objectives	greet a dog	List the steps for walking a dog.	
			Disable next button until
Directions to select Next to continue appears in bottom right under the	Recognize examples of the types of enrichment	Select Next to continue.	timeline ends on this slide.
image	for dogs		Jump to 1.4 when user clicks
			Next.
	Identify a dog's mood		
	based on body language		

List the steps for walking a dog	
Select Next to continue	
Notes:	

Slide [1.4]/ Menu Title: Greeting a Dog			Objective: [1]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Top and bottom border from slide	[Slide Title]	When greeting a dog, it's important to	Title fades in when timeline
template	Greeting a Dog	make a great first impression. Use the	starts
		slider to see ideas to keep in mind. After	
Slider asset appears on the bottom	Drag the arrow to the	viewing all four steps, select Next to	Slider and slide text fade in
of the slide. Text and icon for each	right to see the four	continue.	when timeline mentions "use
layer appear above the slider.	steps to make a great		the slider"
	first impression when		The Next button will be
	meeting a dog. Then,		disabled until all four points on
	click Next to continue.		the slider are viewed
Notes:			

Slide [1.4a]/ Menu Title: Greeting a Dog Layer 1 [hidden from menu]		Objective: [1]	
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Icon of person kneeling with hand	[Slide Title]	Kneel or crouch down so you are on the	This layer corresponds with the
extended	Greeting a Dog	dog's level	first point in the slider
Slide text appears under the icon	Kneel or crouch to get on the dog's level		interaction
Notes:			

Slide [1.4b]/ Menu Title: Greeting a Dog Layer 2 [hidden from menu]		Objective: [1]	
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Icon and text from layer 1.4a shows Icon of back of hand next to kneeling icon	[Slide Title]  Greeting a Dog  Offer the back of your hand for sniffing	Offer the back of your hand so the dog can sniff you	This layer corresponds with the second point in the slider interaction
Slide text appears under icon			
Notes:			

Slide [1.4c]/ Menu Title: Greeting a Dog Layer 3 [hidden from menu]		Objective: [1]	
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Icons and text from layers 1.4a and 1.4b show  Icon of a dog next to back of hand icon	[Slide Title]  Greeting a Dog  Allow the dog to make the approach	Allow the dog to approach you first	This layer corresponds with the third point in the slider interaction
Slide text appears under icon			
Notes:			

Slide [1.4d]/ Menu Title: Greeting a Dog Layer 4 [hidden from menu]		Objective: [1]	
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Icons and text from layers 1.4a, 1.4b, and 1.4c show	[Slide Title] Greeting a Dog	Do not start the dog in the face as this will intimidate them	This layer corresponds with the fourth point in the slider interaction
Icon of eyes staring			interaction

Slide text appears under icon	Do not stare the dog in the face	
Notes:		

Slide [1.5]/ Menu Title: Knowledge C	Slide [1.5]/ Menu Title: Knowledge Check				
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:		
Top and bottom border from slide template	[Slide Title] Knowledge Check	Time to check what you've learned so far! When greeting a dog, there are a few	Freeform drag-and-drop KC interaction		
Green background for KC from slide template	[Directions] What should you do when greeting a dog?	things to keep in mind. Each white box on the right includes a possible action to do when greeting a dog. Decide if each action is correct or incorrect and drag	Allow 2 attempts in the form settings		
Two vertical rounded rectangles on left half of screen, dark blue from color palette Left box has green checkmark icon at the top Right box has red X icon at the top	Drag and drop each answer choice into the correct or incorrect box on the left. When you are done, select Submit.	each action to the corresponding box on the left. When you are done, select Submit.	Transparent rectangle covers white answer boxes until audio reaches "when you are done"  Dropped items arranged in tile		
Answers are presented in white rounded rectangles stacked on top of each other so the learner sees one at a time  The rectangles on the left are drop targets	[Answer Bubbles; answers provided in brackets, not to be included in slide text]  • Pat your leg repeatedly[incor rect]		format  There will be 7 examples, 4 correct, 3 incorrect  Drag items reveal one at a time with a fade in animation		
	<ul><li>Let the dog approach you[correct]</li></ul>		Items return to start point if dropped outside of a drop target  Delay item drop states until the interaction is submitted		

Notes:
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Slide [1.5a]/ Menu Title: Knowledge Check Correct Layer [hidden from menu]		Objective: [1]	
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:

"Correct!" appears in green on the	Correct!	Great job! You remember the correct way	Jump to slide 1.6 when learner
right side of the screen in large font.		to greet a dog! Click the continue button	clicks continue
	Great job! You	to move on in the course.	
Correct state of drag buttons appear	remember the correct		Continue has hover state
	way to greet a dog!		
Base layer with the sorted answers			
is visible	[Button]		
	Continue		
Notes:			

Slide [1.5b]/ Menu Title: Try Again Layer [hidden from menu]			Objective: [1]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
"Try Again!" appears in red on the	Try Again!	Remember, there are four key points to	When user click Try Again, hide
right side of the screen in large font		keep in mind when greeting a dog! You	this layer
	Remember, there are	will see the incorrect answers in red. Click	
Correct and incorrect states appear	four key points to keep	Try again, then fix the incorrect answers	Show base layer when user
	in mind when greeting a	before hitting submit again.	clicks Try Again
Base layer with the sorted answers	dog!		
is visible			Try Again has hover state
	[Button]		
	Try Again		Insert number variable named
			"Try". Add value 1 to Try when
			user clicks Try Again
Notes:			

Slide [1.5c]/ Menu Title: Incorrect Layer [hidden from menu]			Objective: [1]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
"Incorrect!" appears in red on the right side of the screen in large font	Incorrect!	Not quite! Remember, when greeting a dog you should: crouch/kneel, offer the back of your hand, allow the dog to	Show this layer when Try variable is greater than or equal to 1

Correct and incorrect states appear	Remember, when greeting a dog you	approach you, and avoid staring in the dog's eyes. Click the continue button to	Jump to slide 1.6 when user
Base layer with the sorted answers	should: crouch/kneel,	move on in the course.	clicks continue
is visible	offer the back of your		Continue has hover state
	hand, allow the dog to approach you, and avoid		Continue has hover state
	staring in the dog's eyes.		
	[0]		
	[Button]		
	Continue		
Notes:			

Slide [1.6]/ Menu Title: Enrichment			Objective: [2]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Top and bottom border from slide	[Slide Title]	Enrichment is great exercise for a dog's	Title, directions, and brain icon
template	Enrichment	mind. Our volunteers help our dogs get	fade on when timeline starts
		mental, physical, social, and sensory	
Directions appear under top border	[Directions]	enrichment. Click each button to learn	Transparent box prevents
	Daily enrichment is	more about the different types of	learner from clicking the
Icon of brain shows on right side of	important mental	enrichment. After learning about each	enrichment buttons until VO
screen	stimulation for a dog's	type of enrichment, click the X to close	ends
	mind. Click each button	the information pop-up. After visiting	
Four horizontal rectangle buttons	to learn more. After	each button, select next to continue.	Buttons fade in when
show on left side of screen, evenly	visiting each button,		mentioned in the VO
distributed	select next to continue.		
			Next button is disabled until all
	[Buttons]		4 buttons are visited
	Mental Enrichment		
	Physical Enrichment		Hover state for buttons
	Social Enrichment		Visited state for buttons
	Sensory Enrichment		
Notes:			

Slide [1.6a]/ Menu Title: Mental Enri	chment Layer [hidden from	menu]	Objective: [2]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Same visual layout for slides 1.6a, 1.6b, 1.6c, and 1.6d	[Slide Title]  Mental Enrichment	Mental enrichment stimulates a dog's brain and cognitive abilities. Examples	Same slide directions for slides 1.6a, 1.6b, 1.6c, and 1.6d
Green rounded rectangle takes up most of screen	This type of enrichment stimulates a dog's brain and cognitive abilities,	include puzzle toys, treat-dispensing toys, and scent games.	Examples fade in with VO  When user clicks hot spot over
Layer title bolded and centered	providing mental stimulation.		the X icon, this layer hides
Image of dog using puzzle toy appears on right side of rectangle	<ul><li>Examples include:</li><li>Puzzle toys</li><li>Treat-dispensing</li></ul>		
Description of enrichment appears under slide title	toys • Scent games		
Examples in bulleted list			
X icon appears in top right corner of rectangle			
Hot spot appears over rectangle			
Notes:	1		

Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Same visual layout for slides 1.6a,	[Slide Title]	Physical enrichment gives dogs physical	Same slide directions for slides
1.6b, 1.6c, and 1.6d  Image of dog catching a frisbee appears on right side of rectangle	Physical Enrichment This type of enrichment provides a dog with physical exercise and activities, helping to prevent boredom and improve physical health.  Examples include:  Agility courses Fetch Swimming	exercise and activities, which helps to prevent boredom and improve their overall health. Examples of physical enrichment include agility courses, playing fetch, and swimming.	1.6a, 1.6b, 1.6c, and 1.6d

Slide [1.6c]/ Menu Title: Social Enrichment Layer [hidden from menu]			Objective: [2]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Same visual layout for slides 1.6a, 1.6b, 1.6c, and 1.6d  Image of two dogs playing appears on right side of rectangle	[Slide Title] Social Enrichment  This type of enrichment provides a dog with social interaction and helps improve their social skills.  Examples include:  Playing with humans	Social enrichment provides dogs with experiences to improve their social skills. This includes playing with humans, other dogs, or training.	Same slide directions for slides 1.6a, 1.6b, 1.6c, and 1.6d

	<ul><li>Playing with other dogs</li><li>Training</li></ul>	
Notes:		

Slide [1.6d]/ Menu Title: Sensory Enr	Objective: [2]		
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Same visual layout for slides 1.6a, 1.6b, 1.6c, and 1.6d  Image of dog sniffing on the beach appears on right side of rectangle	[Slide Title] Sensory Enrichment  This type of enrichment stimulates a dog's senses, providing them with new and interesting experiences.  Examples include:  New environments New sounds and smells New textures	Sensory enrichment will stimulate a dog's senses, providing them with new and interesting experiences. Examples of sensory enrichment include new environments, sounds, smells, and textures.	Same slide directions for slides 1.6a, 1.6b, 1.6c, and 1.6d
Notes:	New textures		

Slide [1.7]/ Menu Title: Knowledge Check			Objective: [2]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Green KC/Quiz template with top and bottom border	[Slide Title] Knowledge Check	Let's take a moment to check what you just learned!	2 attempts on KC

Four white rectangles appear evenly distributed spread across most of the page. On each white rectangle, there is a photograph corresponding to the four enrichment types.  Photograph 1: Dog swimming Photograph 2: Two dogs playing Photograph 3: Dog sniffing Photograph 4: Dog doing puzzle  At the top of each white rectangle, a blue oval appears for the drop target  Four white drag ovals appear at bottom of slide	[Directions/Question] What are examples of the four enrichment types? Drag each white oval at the bottom to the blue oval above the picture that matches the enrichment type. Click submit when finished.  [Drag Options] Mental [dog doing puzzle] Physical [dog swimming] Social [dogs playing] Sensory [dog sniffing]	What are examples of the four enrichment types for dogs? Drag each white oval at the bottom to the blue oval above the picture that matches the enrichment type. Click submit when finished.	Correct states of drag items are green Incorrect states of drag items are red  Title fades in on timeline start White drag items fade in with VO  Drag and drop submits when user clicks submit  Return drag items to start point if dropped outside any target  Dropped items snap to center of drop targets  Delay item drop states until interaction is submitted
Notes:			

Slide [1.7a]/ Menu Title: KC Correct [hidden from menu]			Objective: [2]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Green box appears on screen, drag items are still visible with the correct states showing on base layer	[Slide Title] Correct!  You matched the correct enrichment types to their examples!	Great work! You matched the correct enrichment types to their examples. Click continue to advance in the course.	When user clicks continue, hide layer and jump to next slide Continue button has hover state

	[Button] Continue	
Notes:		

Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Red box appears on screen, drag items are still visible with the correct/incorrect states showing on base layer	[Slide Title] Try Again!  You didn't match the enrichment types correctly this time, but try again!  [Button] Try Again	Not quite! The incorrect answers are shown in red. Click "try again" then fix the answers in red before clicking submit again.	Hide layer when user clicks Try Again Try again button has hover state

Slide [1.7c]/ Menu Title: KC Incorrect [hidden from menu]			Objective: [2]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Red box appears on screen, drag items are still visible with the correct/incorrect states showing on base layer	[Slide Title] Incorrect  As a reminder: swimming is physical enrichment, playing is social enrichment, sniffing new places is sensory enrichment, and puzzles are mental enrichment.	That's not quite right. As a reminder, swimming is physical enrichment, playing is social enrichment, sniffing new places is sensory enrichment, and puzzles are mental enrichment.  Click continue to advance in the course.	Hide layer and jump to next slide when user clicks continue  Continue has hover state

Notes:

Slide [1.8]/ Menu Title: Behaviors			Objective: [3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
No top and bottom border for this slide	[Slide Title] Behaviors	Dogs experience different moods and they often display distinct body language	When learner clicks each tab, it will slide open to it's open
3 Accordion tabs take up a third of the screen on the left slide	[Tabs] Happy Fearful	based on their mood. Each tab will go into detail about a dog's head, tail, body, and mouth when they are feeling happy,	position and display the information for that tab
Accordion Cover takes up remaining 2/3 of slide on right Accordion cover is different color than tabs	Aggressive  [Text shown on closed accordion]	fearful, and aggressive. Select each tab to learn more. When finished with each tab, click the X icon to close the tab. After visiting all tabs, click next.	Use motion path to have each tab glide across the screen when opening and closing  Next button is restricted until
Icon of dog sitting on lower righthand corner	Dog Behaviors  Dogs experience a range of moods, just like		all tabs have been selected and viewed  When learner clicks next, jump
Tabs use colors from palette, but each tab has a different color	humans. It is important to know the body		to 1.9
Closed accordion shows on screen start	language associated with each mood so you can easily identify how a dog is feeling.		Transparent box prevents learner from clicking on tabs until audio ends
Notes:	Select each tab on the left to learn more. Click Next after visiting all tabs.		

Slide [1.8a]/ Menu Title: Behaviors –	Objective: [3]		
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Happy tab appears on right side of	[Subheadings]	When a dog is feeling happy, you will see	When user clicks X icon, pause
screen	<u>Head</u>	their head relaxed or slightly tilted. Their	audio and close layer
	Relaxed or slightly tilted,	eyes will be soft and relaxed. The tail and	
Image of happy dog on left. Text is	soft and relaxed eyes.	often the whole body of the dog will be	White rounded rectangles with
on the right side of the layer	<u>Tail</u>	wagging, while their body is relaxed	text fade in with VO
	Wags, often with the	without any visible tension. A happy dog	
13 pixel soft edge on image	whole body wagging	will have an open or panting mouth with	
	with it.	their tongue hanging out.	
X icon appears in top left corner	<u>Body</u>		
	Relaxed and loose, no		
Four rounded white rectangles	visible tension or		
appear to the right of the image.	stiffness.		
The text of the four subheadings	<u>Mouth</u>		
will be displayed on one of the	Open/panting, tongue		
white rounded rectangles.	hanging out.		
Notes:			

Slide [1.8b]/ Menu Title: Behaviors - Fearful layer [hidden from menu]			Objective: [3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Fearful tab appears on right side of	[Subheadings]	When a dog is feeling fearful, you will see	When user clicks X icon, pause
screen next to happy tab	<u>Head</u>	their head held low, their ears back, and	audio and close layer
	Held low, ears back, eyes	eyes wide. Their tail may be tucked	
Image of fearful dog on left. Text is	wide.	between their legs or it will be low and	White rounded rectangles with
on the right side of the layer	<u>Tail</u>	still. You can expect their body to be stiff	text fade in with VO
	Tucked between legs, or	and tense while hunching or cowering.	
13 pixel soft edge on image	low and still.	Lastly, a fearful dog will have a closed or	
		slightly open mouth with excessive lip	
X icon appears in top left corner	<u>Body</u>	licking.	
	Stiff and tense, hunching		
	or cowering.		

Four rounded white rectangles	<u>Mouth</u>	
appear to the right of the image.	Closed/slightly open,	
The text of the four subheadings	excessive lip licking	
will be displayed on one of the		
white rounded rectangles.		
Notes:		

Slide [1.8c]/ Menu Title: Behaviors – Aggressive layer [hidden from menu] Objective: [3]				
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:	
Aggressive tab appears on right side	[Subheadings]	An aggressive dog will hold their head	When user clicks X icon, pause	
of screen next to happy and fearful	<u>Head</u>	high and forward with their ears up and	audio and close layer	
tabs	Held high and forward,	an intense stare. Their tail will be pointing		
	ears up and forward,	up and stiff with a rapid wagging motion.	White rounded rectangles with	
Image of aggressive dog on left. Text	intense stare.	You can expect their body to be stiff and	text fade in with VO	
is on the right side of the layer	<u>Tail</u>	tense while standing tall, possibly ready		
	Held high and stiff, or	to lunge. An aggressive dog will have it's		
13 pixel soft edge on image	wagging in rapid motion.	lips pulled back to expose their teeth		
	<u>Body</u>	while growling or barking.		
X icon appears in top left corner	Stiff and tense, standing			
	tall, ready to lunge.			
Four rounded white rectangles	<u>Mouth</u>			
appear to the right of the image.	Lips pulled back to			
The text of the four subheadings	expose teeth,			
will be displayed on one of the	growling/barking.			
white rounded rectangles.				
Notes:				

Slide [1.9]/ Menu Title: Identifying Moods			Objective: [3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:

Top and bottom borders from slide	[Slide Title]	As a volunteer at our shelter, you will	Disable Next button until
template	Identifying Moods	encounter dogs that experience a range	timeline completes
3 photographs of dogs show across the screen (one happy, fearful, and aggressive)	[Slide Text] Recognizing a dog's mood based on their body language will help you decide how to respond or react to a dog.	of moods including happy, fearful, and aggressive.  Recognizing a dog's mood based on their body language will help you decide how to respond or react to a dog.  To learn more about responding to aggressive dogs, click the resources tab.	3 photographs fade in with VO  Next button jumps to slide 1.10
Neteri		Click next to continue.	
Notes:			

Slide [1.10]/ Menu Title: KC			Objective: [3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Green slide template with top and bottom borders	[Slide Title] Knowledge Check  [Question/Directions] Which parts of a dog will help you identify their mood? Select all that apply.  [Answer choices] Paws Head Tail Fur Body Mouth	After covering quite a bit about a dog's body language, let's check what you've learned! Which parts of a dog will help you identify their mood? Select all that apply, then click submit to continue.	Submit multiple response when user clicks submit

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Slide [1.10a]/ Menu Title: KC Correct			Objective: [3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Green box appears in the middle of the screen	[Slide Title] Correct  You know the four dog parts that help identify a dog's mood!  [Button] Continue	Great job! You know the four dog parts that help identify a dog's mood! Click continue to advance in the course.	Hide layer and jump to next slide when user clicks continue
Notes:			

Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Red box appears in the middle of the screen	[Slide Title] Try Again! Remember, there are four body parts that help you identify a dog's mood.  [Button] Try Again	Not quite! There are four body parts that help identify a dog's mood. See if you can get them correct with another try. Click Try Again for another chance!	Hide layer when user clicks try again button

Slide [1.10c]/ Menu Title: KC Incorrect			Objective: [3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Red box appears in the middle of the screen	[Slide Title] Incorrect  As a reminder, the head, tail, body, and mouth are the body parts that will help you identify a dog's mood!	Sorry, that's incorrect. As a reminder, the head, tail, body, and mouth are the body parts that will help you identify a dog's mood! Click continue to advance in the course.	Hide slide layer when user clicks continue and jump to next slide.
Notes:	•		

Slide [1.11]/ Menu Title: Steps for W	alking Dogs		Objective: [4]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Top and bottom borders from slide template	[Slide Title] Dog Walking	When walking dogs, follow these steps for a successful walk.	Title and slide directions fade in when timeline starts
Video of woman walking a dog in the woods plays in the background on a loop  6 white bubbles list the steps of walking dogs. The first 3 appear on the left side of the screen so you can still see the background video. The last 3 steps appear on the right side of the screen.	[Directions] When walking dogs, follow these steps for a successful walk. Then click Next to continue.  [Steps] 1. Put on the leash and grab waste bags. 2. Exit the shelter calmly. 3. Let the dog sniff freely.	Number one – put the leash on the dog and make sure you have waste bags with you. Number two – Exit the shelter calmly to avoid over-exciting the dog. Number three- let the dog sniff and explore within safe boundaries. Number four – avoid interactions with other dogs and humans for safety reasons. Number five – clean up after the dog and toss the waste in a designated area. And number six – upon returning to the shelter, remove the leash when the dog is securely inside.	Next button is disabled until timeline ends on this slide  When the video completed, the video plays again to give a looping effect  Bubbles fade in with VO

	<ul> <li>4. Avoid interactions with others.</li> <li>5. Clean up after the dog.</li> <li>6. Remove the leash safely.</li> </ul>
Notes:	

Slide [1.12]/ Menu Title: Quiz Intro			Objective: [#]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Top and bottom border from slide template	[Slide Title] Graded Quiz	Now it's time for your final graded assessment. This will give you the	Start Quiz button has hover and down states
Background image: photograph of four dogs sitting together on a log	5 Questions 80% to pass	opportunity to demonstrate what you've learned about dog handling. You will answer a series of 5 questions. You must	Title fades in on timeline start 5 questions and 80% fade in
Background image is 50% transparent	[Directions] Click the Start Quiz button to begin.	earn an 80% to pass and you may use as many attempts as needed to pass the quiz. You will be able to review your answers only once you complete the quiz.	with VO Directions and button fade in with VO
White semi-transparent box appears on left half of screen, like the welcome slide.	[Button] Start Quiz	When you are ready to begin, click the Start Quiz button.	Jump to Question 1 when user clicks Start Quiz
Notes:			

Slide [1.13]/ Menu Title: Question 1 [hidden from menu]			Objective: [3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:

Green Quiz template with	[Slide Title]	[None]	Freeform drag and drop
top/bottom borders	Question 1		
3 blue rounded rectangle boxes appear along the bottom of the slide	[Directions/Question]  Drag and drop each body language description to		Submit answers and jump to question 2 when user click submit
Drag bubbles are stacked on top of each other so only one shows at a time	the corresponding mood. When you are done, click Submit.		Return item to start point if dropped outside any drop target
Drag bubbles are white with a blue outline	[Drop boxes] Happy Fearful Aggressive		Reveal drag items one at a time  Snap dropped items to tile
Drop target is a transparent rounded rectangle with blue outline sitting right above "happy", "fearful", and "aggressive"	[Drag Options] Ears forward, tail stiff, barking/growling, showing teeth [Aggressive]		Delay item drop states until interaction is submitted
	Ears back, eyes wide, tense body, tucked tail, excessive licking [Fearful]		
Notes:	Slight head tilt, wagging tail, relaxed body, and open mouth [Happy]		

Slide [1.14]/ Menu Title: Question 2			Objective: [2]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:

Green Quiz template with	[Slide Title]	[None]	Matching drop-down quiz
top/bottom borders	Question 2		template
Choices appear on left	[Directions/Question]		Submit answer and jump to
	What are examples of		question 3 when user clicks
On the right, drop down boxes	the four enrichment		submit
appear next to each choice	types? Select the		
	corresponding examples		
	from the drop-down		
	arrow. When you are		
	done, click Submit.		
	[Choices]		
	Mental Enrichment		
	Physical Enrichment		
	Social Enrichment		
	Sensory Enrichment		
	[Matches]		
	puzzles, treat-dispensing		
	toys, scent games		
	[mental]		
	agility courses, fetch,		
	swimming [physical]		
	playing with humans,		
	dogs, and training		
	[social]		
	new sounds, smells,		
	textures, and		
	environments [sensory]		

Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Visual / Display: Green Quiz template with top/bottom borders	[Slide Title] Question 3  [Directions/Question] Which of the following body language cues is typically associated with a dog displaying an aggressive mood? When you are done, click Submit.  [Answer Choices] a. Relaxed tail wagging from side to side b. Ears perked up and forward c. Crouched body	Narration / Voiceover: [None]	Animation / Interaction:  Multiple choice quiz template  Submit answer and jump to Question 4 when user clicks submit
	posture with tail tucked between the legs		
Notes:	d. Licking the lips and ears back		

Slide [1.16]/ Menu Title: Question 4	[hidden from menu]		Objective: [4]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Green Quiz template with top/bottom borders	[Slide Title] Question 4	[None]	Sequence Drag and Drop quiz template

[Directions/question]  What are the steps for walking a dog? Drag and	Submit answer and jump to Question 5 when user clicks submit
drop the answers into the correct sequence. When you are done, click Submit.	Sublifit
[Answer choices – the correct order is shown below]	
Put the leash on and grab waste bags	
<ul><li>2. Exit the shelter calmly</li><li>3. Dispose of any</li></ul>	
waste in a designated area	
4. Unleash the dog in a secure location in the shelter	
	What are the steps for walking a dog? Drag and drop the answers into the correct sequence. When you are done, click Submit.  [Answer choices – the correct order is shown below]  1. Put the leash on and grab waste bags 2. Exit the shelter calmly 3. Dispose of any waste in a designated area 4. Unleash the dog in a secure location in the

Slide [1.17]/ Menu Title: Question 5	hidden from menu]		Objective: [1]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Green Quiz template with top/bottom borders	[Slide Title] Question 5	[None]	True/false template

Is the following statement true or false?	clicks submit
	[
When greeting a dog,	
you should allow the dog	
to approach you first.	
When you are done, click	
Submit.	
[Answer choices]	
True	
False	

Slide [1.18]/ Menu Title: Results			Objective: [#]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Top and bottom border from slide	[Slide Title]	[Narration only on layers]	Set up slide using a results
template	Quiz Results		slide, only have quiz questions
Green background from KC/Quiz	YOUR SCORE: XX%		1-5 (no KCs) contribute to the score
template	PASSING SCORE: 80%		
Curry have in country of courses above			Success layer will show if quiz
Gray box in center of screen shows with quiz percentage			results are greater than or equal to passing score
			Failure layer will show if results are less than passing score
			Base layer shows through on the layers

		Do not show points variable, only percentage
		80% to pass shows for passing score
		Disable next and previous buttons
Notes:		

Visual / Display:Slide Text:Narration / Voiceover:Animation / Interaction:Green circle with white check mark appears at the top center of the slide[Slide Title]Congratulations, you passed the quiz! You may click the review button to review your answers, or click continue to go to the next slide.Base layer shows through may click the review button to review your answers, or click continue to go to the next slide. Continue button jumps to slide 1.19 Review button shows incorrect/correct responses Review button shows incorrect/correct responses	Slide [1.18a]/ Menu Title: Results Sud	ccess Layer [Hidden from m	enu]	Objective: [#]
appears at the top center of the slide    Quiz Results	Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Review Quiz Continue  Notes:	appears at the top center of the slide	Quiz Results  Congratulations, you passed the Dog Handling course! You are one step closer to making a difference in the lives of the dogs here at the shelter!  [Buttons]  Review Quiz	may click the review button to review your answers, or click continue to go to	Continue button jumps to slide 1.19  Review button shows

Slide [1.18b]/ Menu Title: Results Fai	lure Layer [hidden from me	enu]	Objective: [#]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:

Red circle with white X appears at	[Slide Title]	You did not pass the quiz. To review the	Reset results and jump to 1.13
the top center of the slide	Quiz Results  Not quite! If needed, please review the content of the course and retake the quiz when you are ready!	answers, click the review button. To retry the quiz, click the retry button.	when user clicks retry quiz  Review button shows  correct/incorrect responses
Notes:	[Buttons] Review Quiz Retry Quiz		

Slide [1.19]/ Menu Title: Summary			Objective: [#]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Picture of corgi sitting takes up left	[Slide Title]	You should now be able to	Title and "you should now be
half of screen	Summary		able to" fade in when timeline
Bullet points for list show checkmarks instead of bullets	You should now be able to:	Select the correct way to greet a dog, recognize examples of the types of	starts
		enrichment for dogs, identify a dog's	Objectives fade in with VO
	Select the correct way to greet a dog	mood based on body language, and, list the steps for walking a dog.	Next button disabled until timeline ends
	Recognize examples of		
	the types of enrichment		
	for dogs		
	Identify a dog's mood based on body language		

	List the steps for walking a dog	
Notes:		

Slide [1.20]/ Menu Title: Congratulat Visual / Display:	Slide Text:	Narration / Voiceover:	Objective: [#] Animation / Interaction:
Top and bottom border from slide template	[Slide Title] Congratulations!	Congratulations! You have successfully completed this course. As a continuation of your training, you will apply what you	Exit course when learner click Done button
Background Image: photographic image of a person walking several dogs (same image as Welcome slide)  Semi-transparent white box overlaying the background image on the left side of the screen	[Directions] You have successfully completed this course. Check out the Resources tab to learn more about the Do's and Don'ts of dog aggression. Click the Done button to exit.	have learned in this course by handling dogs in real life at our shelter. A staff member will be present to ensure you are ready to start your work as a volunteer.  Remember to visit the Resources tab for a handout to help you understand the Do's and Don'ts with aggressive dogs.	Congratulations! Fades in when timeline starts  Directions and button fade in with VO
	[Button]	Click the done button to exit the course.	