

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,
#EEEECE1, #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: <i>Welcome</i>			Objective: [#]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Top and bottom border from slide template	[Slide Title] Introduction to Dog Handling	Welcome to an Introduction to Dog Handling. This course provides an overview of dog handling to make your volunteer experience successful.	The slide directions and buttons time in with VO Start button jumps to slide 1.3

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

Slide [1.2]/ Menu Title: <i>Navigation</i>			Objective: [#]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
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 Title] Navigation	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.	A transparent box with a yellow outline will highlight each player button as the VO describes the function of each button Jump to slide 1.3 when user clicks Next

		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 course.	
Notes:			

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

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

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

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

Slide [1.4b]/ Menu Title: <i>Greeting a Dog Layer 2</i> [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 text appears under 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
Notes:			

Slide [1.4c]/ Menu Title: <i>Greeting a Dog Layer 3</i> [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 text appears under 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
Notes:			

Slide [1.4d]/ Menu Title: <i>Greeting a Dog Layer 4</i> [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 Icon of eyes staring	[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

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

Slide [1.5]/ Menu Title: <i>Knowledge Check</i>			Objective: [1]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Top and bottom border from slide template Green background for KC from slide template 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 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	[Slide Title] Knowledge Check [Directions] What should you do when greeting a dog? Drag and drop each answer choice into the correct or incorrect box on the left. When you are done, select Submit. [Answer Bubbles; answers provided in brackets, not to be included in slide text] - Pat your leg repeatedly[incorrect] - Let the dog approach you[correct]	Time to check what you've learned so far! When greeting a dog, there are a few 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 each action to the corresponding box on the left. When you are done, select Submit.	Freeform drag-and-drop KC interaction Allow 2 attempts in the form settings Transparent rectangle covers white answer boxes until audio reaches "when you are done..." Dropped items arranged in tile format There will be 7 examples, 4 correct, 3 incorrect Drag items reveal one at a time with a fade in animation Items return to start point if dropped outside of a drop target Delay item drop states until the interaction is submitted

	• Avoid staring the dog in the eye[correct] • Offer back of hand[correct] • Pet the dog[incorrect] • Crouch/Kneel[correct] • Give the dog a treat[incorrect]		Each drag item has a correct and incorrect state. The correct state is green. The incorrect state is red. Resume saved state on base layer so user can fix incorrect answers only Submit button is disabled when timeline starts Submit button changes state to normal when user hovers mouse over “let the dog approach you” answer – do not restore previous state when user hovers out When the learner clicks submit, it will show either the correct layer or the try again layer on the first attempt. After the second attempt, if still incorrect, the incorrect feedback layer will show.
Notes:			

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

“Correct!” appears in green on the right side of the screen in large font. Correct state of drag buttons appear Base layer with the sorted answers is visible	Correct! Great job! You remember the correct way to greet a dog! [Button] Continue	Great job! You remember the correct way to greet a dog! Click the continue button to move on in the course.	Jump to slide 1.6 when learner clicks continue Continue has hover state
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 right side of the screen in large font Correct and incorrect states appear Base layer with the sorted answers is visible	Try Again! Remember, there are four key points to keep in mind when greeting a dog! [Button] Try Again	Remember, there are four key points to keep in mind when greeting a dog! You will see the incorrect answers in red. Click Try again, then fix the incorrect answers before hitting submit again.	When user click Try Again, hide this layer Show base layer when user clicks Try Again Try Again has hover state 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 Base layer with the sorted answers is visible	Remember, when greeting a dog you should: crouch/kneel, offer the back of your hand, allow the dog to approach you, and avoid staring in the dog's eyes. [Button] Continue	approach you, and avoid staring in the dog's eyes. Click the continue button to move on in the course.	Jump to slide 1.6 when user clicks continue Continue has hover state
Notes:			

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

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

Slide [1.6b]/ Menu Title: Physical Enrichment Layer [hidden from menu]	Objective: [2]
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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 catching a frisbee appears on right side of rectangle	[Slide Title] 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	Physical enrichment gives dogs physical exercise and activities, which helps to prevent boredom and improve their overall health. Examples of physical enrichment include agility courses, playing fetch, and swimming.	Same slide directions for slides 1.6a, 1.6b, 1.6c, and 1.6d
Notes:			

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

	• Playing with other dogs • Training		
Notes:			

Slide [1.6d]/ Menu Title: Sensory 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 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:			

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:			

Slide [1.7b]/ Menu Title: KC Try Again [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] 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
Notes:			

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 3 Accordion tabs take up a third of the screen on the left slide Accordion Cover takes up remaining 2/3 of slide on right Accordion cover is different color than tabs Icon of dog sitting on lower righthand corner Tabs use colors from palette, but each tab has a different color Closed accordion shows on screen start	[Slide Title] Behaviors [Tabs] Happy Fearful Aggressive [Text shown on closed accordion] Dog Behaviors Dogs experience a range of moods, just like humans. It is important to know the body language associated with each mood so you can easily identify how a dog is feeling. Select each tab on the left to learn more. Click Next after visiting all tabs.	Dogs experience different moods and they often display distinct body language based on their mood. Each tab will go into detail about a dog's head, tail, body, and mouth when they are feeling happy, 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.	When learner clicks each tab, it will slide open to it's open position and display the information for that tab Use motion path to have each tab glide across the screen when opening and closing Next button is restricted until all tabs have been selected and viewed When learner clicks next, jump to 1.9 Transparent box prevents learner from clicking on tabs until audio ends
Notes:			

Slide [1.8a]/ Menu Title: Behaviors – Happy layer [hidden from menu]			Objective: [3]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Happy tab appears on right side of screen Image of happy dog on left. Text is on the right side of the layer 13 pixel soft edge on image X icon appears in top left corner Four rounded white rectangles appear to the right of the image. The text of the four subheadings will be displayed on one of the white rounded rectangles.	[Subheadings] <u>Head</u> Relaxed or slightly tilted, soft and relaxed eyes. <u>Tail</u> Wags, often with the whole body wagging with it. <u>Body</u> Relaxed and loose, no visible tension or stiffness. <u>Mouth</u> Open/panting, tongue hanging out.	When a dog is feeling happy, you will see their head relaxed or slightly tilted. Their eyes will be soft and relaxed. The tail and often the whole body of the dog will be wagging, while their body is relaxed without any visible tension. A happy dog will have an open or panting mouth with their tongue hanging out.	When user clicks X icon, pause audio and close layer White rounded rectangles with text fade in with VO
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 screen next to happy tab Image of fearful dog on left. Text is on the right side of the layer 13 pixel soft edge on image X icon appears in top left corner	[Subheadings] <u>Head</u> Held low, ears back, eyes wide. <u>Tail</u> Tucked between legs, or low and still. <u>Body</u> Stiff and tense, hunching or cowering.	When a dog is feeling fearful, you will see their head held low, their ears back, and eyes wide. Their tail may be tucked between their legs or it will be low and still. You can expect their body to be stiff and tense while hunching or cowering. Lastly, a fearful dog will have a closed or slightly open mouth with excessive lip licking.	When user clicks X icon, pause audio and close layer White rounded rectangles with text fade in with VO

Four rounded white rectangles appear to the right of the image. The text of the four subheadings will be displayed on one of the white rounded rectangles.	Mouth Closed/slightly open, excessive lip licking		
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 of screen next to happy and fearful tabs Image of aggressive dog on left. Text is on the right side of the layer 13 pixel soft edge on image X icon appears in top left corner Four rounded white rectangles appear to the right of the image. The text of the four subheadings will be displayed on one of the white rounded rectangles.	[Subheadings] Head Held high and forward, ears up and forward, intense stare. Tail Held high and stiff, or wagging in rapid motion. Body Stiff and tense, standing tall, ready to lunge. Mouth Lips pulled back to expose teeth, growling/barking.	An aggressive dog will hold their head high and forward with their ears up and an intense stare. Their tail will be pointing up and stiff with a rapid wagging motion. You can expect their body to be stiff and tense while standing tall, possibly ready to lunge. An aggressive dog will have it's lips pulled back to expose their teeth while growling or barking.	When user clicks X icon, pause audio and close layer White rounded rectangles with text fade in with VO
Notes:			

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

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

	Chest		
Notes:			

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:			

Slide [1.10b]/ Menu Title: KC Try Again			Objective: [3]
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
Notes:			

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 Walking Dogs			Objective: [4]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Top and bottom borders from slide template 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.	[Slide Title] Dog Walking [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.	When walking dogs, follow these steps for a successful walk. 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.	Title and slide directions fade in when timeline starts 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

	4. Avoid interactions with others. 5. Clean up after the dog. 6. Remove the leash safely.		
Notes:			

Slide [1.12]/ Menu Title: Quiz Intro			Objective: [#]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Top and bottom border from slide template Background image: photograph of four dogs sitting together on a log Background image is 50% transparent White semi-transparent box appears on left half of screen, like the welcome slide.	[Slide Title] Graded Quiz 5 Questions 80% to pass [Directions] Click the Start Quiz button to begin. [Button] Start Quiz	Now it's time for your final graded assessment. This will give you the opportunity to demonstrate what you've learned about dog handling. You will answer a series of 5 questions. You must 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. When you are ready to begin, click the Start Quiz button.	Start Quiz button has hover and down states Title fades in on timeline start 5 questions and 80% fade in with VO Directions and button fade in with VO 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 top/bottom borders 3 blue rounded rectangle boxes appear along the bottom of the slide Drag bubbles are stacked on top of each other so only one shows at a time Drag bubbles are white with a blue outline Drop target is a transparent rounded rectangle with blue outline sitting right above “happy”, “fearful”, and “aggressive”	[Slide Title] Question 1 [Directions/Question] Drag and drop each body language description to the corresponding mood. When you are done, click Submit. [Drop boxes] Happy Fearful Aggressive [Drag Options] Ears forward, tail stiff, barking/growling, showing teeth [Aggressive] Ears back, eyes wide, tense body, tucked tail, excessive licking [Fearful] Slight head tilt, wagging tail, relaxed body, and open mouth [Happy]	[None]	Freeform drag and drop Submit answers and jump to question 2 when user click submit Return item to start point if dropped outside any drop target Reveal drag items one at a time Snap dropped items to tile Delay item drop states until interaction is submitted
Notes:			

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

Green Quiz template with top/bottom borders Choices appear on left On the right, drop down boxes appear next to each choice	[Slide Title] Question 2 [Directions/Question] What are examples of the four enrichment 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]	[None]	Matching drop-down quiz template Submit answer and jump to question 3 when user clicks submit
Notes:			

Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
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 posture with tail tucked between the legs d. Licking the lips and ears back	[None]	Multiple choice quiz template Submit answer and jump to Question 4 when user clicks submit
Notes:			

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 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 shelter		Submit answer and jump to Question 5 when user clicks submit
Notes:			

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

	[Directions/Question] Is the following statement true or false? When greeting a dog, you should allow the dog to approach you first. When you are done, click Submit. [Answer choices] True False		Jump to results when user clicks submit
Notes:			

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

Slide [1.18a]/ Menu Title: Results Success Layer [Hidden from menu]			Objective: [#]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Green circle with white check mark appears at the top center of the slide	[Slide Title] 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 Continue	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 Continue button jumps to slide 1.19 Review button shows incorrect/correct responses
Notes:			

Slide [1.18b]/ Menu Title: Results Failure Layer [hidden from menu]			Objective: [#]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:

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

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

	List the steps for walking a dog		
Notes:			

Slide [1.20]/ Menu Title: Congratulations			Objective: [#]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Top and bottom border from slide template 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	[Slide Title] Congratulations! [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. [Button] Done	Congratulations! You have successfully completed this course. As a continuation of your training, you will apply what you 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. Click the done button to exit the course.	Exit course when learner clicks Done button Congratulations! Fades in when timeline starts Directions and button fade in with VO
Notes:			