Introduction to Home and Fire Safety

Target Audience: The primary target audience is foster parents who are new to the organization and working to complete their licensure. The foster home evaluation team will also complete the training since they are responsible for ensuring all foster homes are meeting requirements, including having a family escape plan. If foster parents that are already licensed would like to take the course due to a lack of a family escape plan for their home, they will have the course available to them as well.

Learning Objectives:

- 1. Identify common home fire hazards
- 2. Identify fire prevention strategies for common fire hazards in a home
- 3. Arrange the steps to create a family escape plan
- 4. Differentiate the proper steps to take for kitchen fires

Seat Time: 30 minutes

Outline:

- Course Intro / Navigation / Objectives
- #1 Safety Protocol
- Home Fire Hazards
- Prevention Strategies
- Knowledge Check
- Family Escape Plan
- Knowledge Check
- Knowledge Check
- Grease Kitchen Fires
- Other Kitchen Fire Types
- Kitchen Fire Summary
- Course Summary
- Assessment
- Congratulations

Directions: Items in [brackets] will not appear on the slide or recorded in voiceover (VO). There is a Notes section for each table. Please use the notes section to leave feedback including edits, questions, or concerns. Specifically, the spelling and wording within the "Slide Text" column will

need feedback, as that is the information the learner will see. If you feel there is too much on one slide or layer, please leave a comment in the notes as to what you would prefer the learner to see.

Global Comments:



- Color Palette:
- Slide Dimensions: 16:9 ratio with slide size (1280:720)
- Fonts: Source Sans Pro Black (Titles/Headings); Source Sans Pro (Text/Body)
- Player: Modern Player with Dark Navy (hex: 011936) background color
 - Player navigation used unless otherwise noted in slide details
 - o Controls Available: Play/Pause, Volume, Playback Speed, Accessibility Controls, Seekbar (Allow user to drag seekbar)
- Slide Numbers: 1.5 represents the base layer of a slide; 1.5a indicates a layer for the corresponding slide number
- Slide Preview:



- Unless otherwise noted, the "Next" Button should be hidden until the timeline finishes on the voiceover.
- Images/Videos: All should be sourced from the Articulate Content Library 360 or other locations where developer has rights to use the media.

Module Resources/References: "7-Steps to Creating a Family Escape Plan" PDF Job Aid

| Slide [1.1]/ Menu Title: <i>Introduction F</i> Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
|--|--------------------------------------|--|---|
| Background video: | [Slide Title] | Welcome to "Introduction to Home | The Title will fade in timed with the |
| Lit candles flickering | Introduction to Home & Fire Safety | and Fire Safety." In this course, you | VO reference |
| | | will learn about prevention strategies | |
| Course title set in semitransparent | [Directions] | for common household fire hazards | The Navigation button and |
| hexagon shape on right $\frac{1}{3}$ of the | To learn how to move through the | as well as how to prepare a family | instructions will float in together timed with the VO reference |
| slide, overlapping the background video | course, click the navigation button. | escape plan for your home. You will | timed with the vo reference |
| Video | To begin the course, click the state | also learn about different types of | The State button and instructions will |
| Custom Navigation and Start buttons | button. | kitchen fires and the proper steps to | float in together timed with the VO |
| | [Buttons] | take should a kitchen fire occur in | reference |
| Directions included above the | Navigation | your home. | |
| corresponding button | | | The Navigation button will jump to |
| | Start | To learn how to navigate the course, | the next slide (slide 1.2) |
| | | click the navigation button. To skip | The Start button will jump to slide 1.3 |
| | | navigation instructions and begin the | |
| | | course, click the start button. | |

| Slide [1.2]/ Menu Title: Navigation | Slide [1.2]/ Menu Title: <i>Navigation</i> | | |
|--|--|--|--|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| Large screenshot image of the player centered on the screen showing | [Slide Title] Course Navigation | To learn how to navigate this course, use the mouse to scroll over each of | Directions and markers fade in timed with VO. |
| menu on the left and player features across the bottom | [Directions] | the yellow, glowing icons to learn about the control buttons and | The icons will have hover states so |
| Yellow "information" markers are located next to each player feature | Scroll over each yellow information icon to learn how to navigate this course. | optional setting changes available for this course. | the learner knows which icon they are currently viewing. |
| | Select Next to continue. | | User will click Next to continue. |
| | [Marker Text] | | |
| | [Menu] Use the menu to navigate to a specific slide. A checkmark will appear | | |

| | to the right of slides that you have visited. [Pause/Play] Use the arrow here to pause or play the audio on each slide. You may also select locations along the seekbar to skip to different parts of the audio. [Replay] Replay the slide by clicking the repeat icon. [Volume] You can control the volume slider by clicking on the speaker icon. [Playback Speed] This icon controls the playback speed. You may speed up or slow down the audio. [Settings] Control additional course settings using the gear icon. [Prev/Next] Use the previous and next icons to proceed through the course. | |
|--------|--|--|
| Notes: | | |

| Slide [1.3]/ Menu Title: Learning Object | Slide [1.3]/ Menu Title: <i>Learning Objectives</i> | | |
|---|--|--|---|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| Background image: Photographic image of emergency exit sign with no people. | [Slide Title] Learning Objectives [Slide Text] By the end of this course, participants will be able to: Identify common home fire hazards Identify fire prevention strategies for common fire hazards in a home | By the end of this course, participants will be able to: Identify common home fire hazards Identify fire prevention strategies for common fire hazards in a home Arrange the steps to create a family escape plan | Each learning objective will float in from the bottom of the screen, timed individually with the VO. User will click Next to continue. |

| | Arrange the steps to create a family escape plan Differentiate the proper steps to take for kitchen fires | Differentiate the proper steps to take for kitchen fires |
|--------|--|--|
| Notes: | | |

| Slide Text: | Narration / Voiceover: | Animation / Interaction: |
|----------------------|--|---|
| [Slide Title - None] | The most important rule for home and fire safety is: | Use the split entrance animation for the graphic. |
| [Slide Text - None] | If you suspect a fire in your home, call 9-1-1 immediately and follow your family escape plan. | User will click Next to continue. |
| | | |
| | | |
| | | |
| | | |
| | | |
| | [Slide Title - None] | [Slide Title - None] The most important rule for home and fire safety is: [Slide Text - None] If you suspect a fire in your home, call |

| Slide [1.5]/ Menu Title: Home Fire Hazards Objective: [1] | | Objective: [1] | |
|--|-------------------|-----------------------------------|---------------------------------------|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| This slide will start with the black | [Slide Title] | Throughout your home, there are | Restrict navigation until the learner |
| textured background with red textbox | Home Fire Hazards | many types of fire hazards. It is | has completed the timeline on all |
| for the title. | | important that you are able to | layers. |

While VO plays, a video of a burning building will begin to play. The video will exit the screen and icons will appear.

There will be 5 icons on the screen, representing categories of the home for fire hazards

- Outlet Icon to represent fire hazards for outlets and cords
- Fire Icon to represent fire hazards for candles, lighters, and matches
- Cigarette/Smoking Icon to represent smoking fire hazards
- Fireplace Icon to represent fireplace fire hazards
- Appliance Icon to represent fire hazards for appliances

Align the icons from left to right across the screen horizontally. The icons will act as buttons for a tabbed interaction.

[Directions]

Click on each icon to learn about the different types of fire hazards, then click next to continue.

identify the hazards in your home so that you can take action to prevent a fire from occurring.

Let's look at the types of fire hazards. Click on each icon to learn more.

When you have viewed the information from all icons, click the next button to continue.

The video begins to play with the timeline and continues showing until it fades out before the icons fade in. The fading animations should not overlap from the video to the icons.

Create hotspots over each icon to ensure the user has an easier clickable surface.

- Outlet Hotspot jumps to Outlet layer 1.5a
- Fire Hotspot jumps to Fire layer 1.5b
- Cigarette/Smoking Hotspot jumps to Smoking layer 1.5c
- Fireplace Hotpsot jumps to Fireplace layer 1.5d
- Appliance Hotspot jumps to Appliance layer 1.5e

Icons and coordinating hotspots should fade in with the VO reference to the icons.

The learner is restricted from clicking on the icons until the VO for the base layer has completed.

When learner clicks next, slide will move to 1.6.

| Slide [1.5a]/ Menu Title: | | Objective: [1] | |
|---|-------------------|------------------------|---------------------------------------|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| This slide layer will show the base | [Slide Title] | [None] | Restrict navigation until the learner |
| layer background, title, and icons. The | Home Fire Hazards | | has completed the timeline on all |
| | | | layers. |

| directions from the base layer will | [Directions] | |
|--|---|---|
| need to be hidden from this layer. | Click on the X to exit the current tab. | The learner is restricted from clicking on the icons until the timeline for the |
| Use colored shapes to create the idea | [Layer Title] | layer has completed (approximately 5 |
| of a tab that has opened. The shapes provide a background for the Outlet | Fire Hazards for Outlets and Cords | seconds). |
| Icon and provide a space under the | [Information using bullets] | Create a hotspot over the X icon with |
| icon row for an image and text. | Outlets without an outlet cover | a trigger to close the layer when the |
| | Outlets that are warm to the | hotspot is clicked. |
| Align the layer title and text on the | touch | |
| left half of the shape. | Fraying cords or extension cords | The learner is also free to click the |
| | Connecting multiple extension | icons to change layers. |
| On the right side of the shape include | cords together | |
| a fire hazard image involving cords or | | |
| outlets. | | |
| In the top right corner of the "tab" | | |
| shape by the picture, create an X icon | | |
| to allow the user to click to close the | | |
| layer. | | |
| Notes: | | |

| Slide [1.5b]/ Menu Title: | | | Objective: [1] |
|---------------------------------------|---|------------------------|---|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| This layer has the same layout as | [Slide Title] | [None] | Restrict navigation until the learner |
| layer 1.5a, but the tab shapes are | Home Fire Hazards | | has completed the timeline on all |
| highlighting the Fire Icon. | | | layers. |
| | [Directions] | | |
| The image on this layer should | Click on the X to exit the current tab. | | The learner is restricted from clicking |
| include candles, lighters, or matches | | | on the icons until the timeline for the |
| that are in use or have been used. | [Layer Title] | | layer has completed (approximately 5 |
| | Fire Hazards Candles, Lighters, & | | seconds). |
| | Matches | | |
| | | | Create a hotspot over the X icon with |
| | [Information using bullets] | | a trigger to close the layer when the |
| | Lit candles placed directly on | | hotspot is clicked. |
| | tables | | |

| Candles staying lit after the adult | The learner is also free to click the |
|---|---------------------------------------|
| has left the room or gone to bed | icons to change layers. |
| Candles within reach of children | |
| or pets | |
| Lighters and matches within the | |
| reach of children | |
| Using a match without running | |
| water on it afterward | |
| Using a lighter or match to | |
| illuminate a dark area, such as a | |
| closet | |
| Notes: | |

| Slide [1.5c]/ Menu Title: | | | Objective: [1] |
|--|--|------------------------|---|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| This layer has the same layout as | [Slide Title] | [None] | Restrict navigation until the learner |
| layer 1.5a, but the tab shapes are | Home Fire Hazards | | has completed the timeline on all |
| highlighting the Cigarette/Smoking | | | layers. |
| lcon. | [Directions] | | |
| | Click on the X to exit the current tab. | | The learner is restricted from clicking |
| The image on this layer should | | | on the icons until the timeline for the |
| include a very full and small ashtray. | [Layer Title] | | layer has completed (approximately 5 |
| | Fire Hazards for Smoking | | seconds). |
| | [Information using bullets] | | Create a hotspot over the X icon with |
| | Leaving burning cigarettes | | a trigger to close the layer when the |
| | unattended | | hotspot is clicked. |
| | Ashtrays that are too small or too | | |
| | full | | The learner is also free to click the |
| | Smoking in bed | | icons to change layers. |
| | Smoking when tired, drinking, or | | |
| | when taking medication that can | | |
| | affect attention or consciousness | | |

| Slide [1.5d]/ Menu Title: | | | Objective: [1] |
|--|---|------------------------|---|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| This layer has the same layout as | [Slide Title] | [None] | Restrict navigation until the learner |
| layer 1.5a, but the tab shapes are | Home Fire Hazards | | has completed the timeline on all |
| highlighting the Fireplace Icon. | | | layers. |
| | [Directions] | | |
| The image on this layer should | Click on the X to exit the current tab. | | The learner is restricted from clicking |
| include a fireplace with items too | | | on the icons until the timeline for the |
| close to an active fire in the fireplace | [Layer Title] | | layer has completed (approximately 5 |
| or a fireplace without a visible screen. | Fire Hazards for Fireplaces | | seconds). |
| | [Information using bullets] | | Create a hotspot over the X icon with |
| | Chimney that has not been | | a trigger to close the layer when the |
| | cleaned or serviced | | hotspot is clicked. |
| | Chimney flue is not working | | |
| | properly | | The learner is also free to click the |
| | Fireplace does not have a screen | | icons to change layers. |
| | Wood in fireplace is placed too | | |
| | far forward | | |
| | Decorative items are too close to | | |
| | the fireplace | | |
| Notes: | | | |

| Slide [1.5e]/ Menu Title: | | | Objective: [1] |
|---|---|------------------------|--|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| This layer has the same layout as layer 1.5a, but the tab shapes are highlighting the Appliance Icon. | [Slide Title] Home Fire Hazards | [None] | Restrict navigation until the learner has completed the timeline on all layers. |
| The image on this layer should include appliances with their cords showing. | [Directions] Click on the X to exit the current tab. [Layer Title] Fire Hazards for Appliances | | The learner is restricted from clicking on the icons until the timeline for the layer has completed (approximately 5 seconds). |
| | [Information using bullets]Appliances plugged into extension cords | | Create a hotspot over the X icon with a trigger to close the layer when the hotspot is clicked. |

| | Appliances that do not have | The learner is also free to click the |
|--------|-----------------------------------|---------------------------------------|
| | proper ventilation to prevent | icons to change layers. |
| | overheating | |
| | Flammable items placed too close | |
| | to appliances that produce heat | |
| | Allowing food to cook while | |
| | leaving the room | |
| | Leaving the dryer lint after each | |
| | use | |
| Notes: | | |

| Slide [1.6]/ Menu Title: Prevention St. | rategies | | Objective: [2] |
|--|--|---|---|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| This slide will be set up like slide 1.5. While VO plays, a video of a kitchen will play, such as a gas stove being lit. The video will exit the screen and icons will appear. The same five icons will be used on this slide from slide 1.5. The icons will act as buttons for a tabbed interaction. | [Slide Title] Prevention Strategies [Directions] Click each icon to learn about the different types of fire prevention strategies, then click next to continue. | With each fire hazard that exists in your home, there are prevention strategies that can be used. By the end of this portion of the course, you should be able to identify fire prevention strategies for each type of fire hazard that has been discussed. Click on each icon to learn about home fire prevention. When you have viewed the information from all icons, click the next button to continue. | Restrict navigation until the learner has completed the timeline on all layers. The video begins to play with the timeline and continues showing until it fades out before the icons fade in. The fading animations should not overlap from the video to the icons. Create hotspots over each icon to ensure the user has an easier clickable surface. Outlet Hotspot jumps to Outlet layer 1.6a Fire Hotspot jumps to Fire layer 1.6b Cigarette Hotspot jumps to Smoking layer 1.6c Fireplace Hotspot jumps to Fireplace layer 1.6d Appliance Hotspot jumps to Appliance layer 1.6e |

| | | Icons and coordinating hotspots should fade in with the VO reference to the icons. |
|--------|--|---|
| | | The learner is restricted from clicking on the icons until the VO for the base layer has completed. |
| | | When learner clicks Next, slide will jump to 1.7. |
| Notes: | | |

| Slide [1.6a]/ Menu Title: | Slide [1.6a]/ Menu Title: | | |
|---|---|------------------------|---|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| This slide layer will show the base | [Slide Title] | [None] | Restrict navigation until the learner |
| layer background, title, and icons. The directions from the base layer will | Prevention Strategies | | has completed the timeline on all layers. |
| need to be hidden from this layer. | [Directions] | | layers. |
| , | Click on the X to exit the current tab. | | The learner is restricted from clicking |
| Use the same colored shapes as layer | | | on the icons until the timeline for the |
| 1.5a to create the idea of a tab that | [Layer Title] | | layer has completed (approximately 5 |
| has opened. The shapes provide a | Fire Prevention for Outlets and Cords | | seconds). |
| background for the Outlet Icon and | | | |
| provide a space under the icon row | [Information using bullets] | | Create a hotspot over the X icon with |
| for an image and text. | All outlets should have an outlet cover | | a trigger to close the layer when the hotspot is clicked. |
| Align the layer title and text on the | Check outlets regularly. If it is | | , i |
| right half of the shape. | warm to the touch, call an electrician immediately. | | The learner is also free to click the icons to change layers. |
| On the left side of the shape include | Cords should be in good shape | | |
| an image involving cords or outlets | with no fraying, cuts, or exposed | | |
| that looks safe. | wires | | |
| | Do not connect multiple power | | |
| In the top right corner of the "tab" | strips or extension cords together | | |
| shape by the picture, create an X icon | Plug power strips directly into an | | |
| to allow the user to click to close the layer. | outlet | | |

| | Keep cords organized; remove extra cords; relocate to an open outlet | |
|--------|--|--|
| Notes: | | |

| Slide [1.6b]/ Menu Title: | | | Objective: [2] |
|---|---|------------------------|--|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| This layer has the same layout as layer 1.6a, but the tab shapes are highlighting the Fire Icon. | [Slide Title] Home Fire Hazards | [None] | Restrict navigation until the learner has completed the timeline on all layers. |
| | [Directions] | | idy er si |
| The image on this layer should include candles, lighters, or matches that are safely being used such as a | Click on the X to exit the current tab. [Layer Title] | | The learner is restricted from clicking on the icons until the timeline for the layer has completed (approximately 5 |
| candle on a proper surface. | Fire Prevention for Candles, Lighters, and Matches | | seconds). |
| | [Information using bullets] Candles should be placed on fire-resistant surfaces, such as | | Create a hotspot over the X icon with a trigger to close the layer when the hotspot is clicked. |
| | glass Candles should be put out when leaving the room or home and when going to bed | | The learner is also free to click the icons to change layers. |
| | Candles, lighters, and matches should be out of reach from children and pets | | |
| | After using a match, run it under cold water before discarding Use a flashlight to light up dark | | |
| Notes: | areas, such as a closet | | |

| Slide [1.6c]/ Menu Title: | | Objective: [2] | |
|---------------------------|-------------|------------------------|--------------------------|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |

| This layer has the same layout as | [Slide Title] | [None] | Restrict navigation until the learner |
|------------------------------------|--|--------|---|
| layer 1.6a, but the tab shapes are | Home Fire Hazards | | has completed the timeline on all |
| highlighting the Cigarette/Smoking | | | layers. |
| Icon. | [Directions] | | |
| | Click on the X to exit the current tab. | | The learner is restricted from clicking |
| The image on this layer should | | | on the icons until the timeline for the |
| include a clean ashtray. | [Layer Title] | | layer has completed (approximately 5 |
| | Fire Prevention for Smoking | | seconds). |
| | [Information using bullets] | | Create a hotspot over the X icon with |
| | Never leave burning cigarettes | | a trigger to close the layer when the |
| | unattended | | hotspot is clicked. |
| | Ashtrays should be kept clean | | |
| | Never smoke in bed | | The learner is also free to click the |
| | Do not smoke when tired, | | icons to change layers. |
| | drinking, or when taking | | |
| | medication that can affect | | |
| | attention or consciousness | | |
| Notes: | | | |

| Slide [1.6d]/ Menu Title: | | | Objective: [2] |
|--------------------------------------|---|------------------------|---|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| This layer has the same layout as | [Slide Title] | [None] | Restrict navigation until the learner |
| layer 1.6a, but the tab shapes are | Home Fire Hazards | | has completed the timeline on all |
| highlighting the Fireplace Icon. | | | layers. |
| | [Directions] | | |
| The image on this layer should | Click on the X to exit the current tab. | | The learner is restricted from clicking |
| include a fireplace with a fireplace | | | on the icons until the timeline for the |
| screen without anything near the | [Layer Title] | | layer has completed (approximately 5 |
| fireplace that could catch on fire. | Fire Prevention for Fireplaces | | seconds). |
| | [Information using bullets] | | Create a hotspot over the X icon with |
| | Have chimney serviced regularly | | a trigger to close the layer when the |
| | Fireplace has a fire screen | | hotspot is clicked. |
| | Before starting a fire: | | |
| | Ensure chimney flue is in | | The learner is also free to click the |
| | proper working order and is | | icons to change layers. |
| | open | | |

| 0 | Firewood is placed as far back as possible Decorative items are removed from area around fireplace | | |
|--------|--|---|--|
| Notes: | | · | |

| Slide [1.6e]/ Menu Title: | | | Objective: [2] |
|-------------------------------------|--|------------------------|---|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| This layer has the same layout as | [Slide Title] | [None] | Restrict navigation until the learner |
| layer 1.6a, but the tab shapes are | Home Fire Hazards | | has completed the timeline on all |
| highlighting the Appliance Icon. | | | layers. |
| | [Directions] | | |
| The image on this layer should | Click on the X to exit the current tab. | | The learner is restricted from clicking |
| include home appliances in a clean, | | | on the icons until the timeline for the |
| organized space. | [Layer Title] | | layer has completed (approximately 5 |
| | Fire Prevention for Appliances | | seconds). |
| | [Information using bullets] | | Create a hotspot over the X icon with |
| | Appliances plugged directly into | | a trigger to close the layer when the |
| | outlet | | hotspot is clicked. |
| | Appliances have space around | | |
| | them to prevent overheating | | The learner is also free to click the |
| | • Flammable items follow the "3 | | icons to change layers. |
| | feet from heat" rule | | |
| | Stay in kitchen when cooking | | |
| | Pot handles stay turned to the | | |
| | back of the stove | | |
| | Clean dryer lint after each use. | | |
| Notes: | | | |

| Slide [1.7]/ Menu Title: Knowledge Check | | | Objective: [1 & 2] |
|--|-----------------|--|--------------------------------------|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| This slide will start with the black | [Slide Title] | Let's check in to see what you have | This slide is a multiple-response KC |
| textured background with red textbox | Knowledge Check | learned. Take a moment to view the | interaction. |
| for the title. | | living room with a fireplace. Use the | |
| | [Question] | image to identify two fire hazards and | |

There is a textbox with the knowledge check question.

The answer choices are below the question.

All slide text is on the left half of the slide.

On the right half of the slide is the following image:



In the image on the right, identify **<u>two</u>** fire hazards and their prevention strategies.

[Answer Choices - correct are bolded, but are not to be bolded in slide text]

- The lamp A fire prevention strategy would be to relocate the lamp further from the fireplace.
- The fireplace A fire prevention strategy would be to place a screen in front of the fireplace
- The headphones and music player on the floor - The fire prevention strategy would be to roll the wire and move the device and headphones to the couch.
- The books next to the fireplace The fire prevention strategy
 would be to move the books
 further away from the fire and
 follow the rule "3 feet from
 heat."

the appropriate prevention strategies to use for those fire hazards. There are two correct answers. There will be four answer choices: two correct and two incorrect.

The learner should be able to select both correct answers at the same time. They must get both answers correct to move on.

Allow 2 attempts in the form setting.

When the learner clicks Submit, it will show either the correct or the try again feedback layer on the first attempt.

The selected answers from the first attempt do not reset for the second attempt. The learner will uncheck and check the items they would like to keep or change.

After the second attempt, the learner will see either the correct or incorrect layer.

| Slide [1.7a]/ Menu Title: | | | Objective: [1 & 2] |
|--|--|------------------------|---|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| This layer will use Storyline's feedback | [Slide Title] | [None] | The Continue button will have a |
| layer for the correct responses. | Correct | | hover state. |
| A navy box will display a green checkmark. | [Text] Great job! You identified both fire hazards and how to implement appropriate prevention strategies. | | The Continue button will jump to slide 1.8, using a built-in trigger. |

| Under the checkmark, in white writing will be "Correct" and an affirmation for feedback. | [Button] Continue | |
|--|-------------------|--|
| There will be a built-in Continue button. | | |
| Notes: | | |

| Slide [1.7b]/ Menu Title: | | | Objective: [1 & 2] |
|--|---|------------------------|--------------------------------------|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| This layer will use Storyline's feedback | [Slide Title] | [None] | The Continue button will have a |
| layer for the Incorrect responses. | Incorrect | | hover state. |
| A navy box will display a red X. | [Text] | | The Continue button will jump to |
| | That's not quite right. The potential | | slide 1.8, using a built in trigger. |
| Under the checkmark, in white | fire hazards in the image are the | | |
| writing will be "Incorrect" and an explanation of the correct answers. | fireplace without a screen and the books located too close to the fire. | | |
| explanation of the correct answers. | books located too close to the life. | | |
| There will be a built-in Continue | [Button] | | |
| button. | Continue | | |
| Natar | | | |
| Notes: | | | |

| Slide [1.7c]/ Menu Title: | | | Objective: [1 & 2] |
|--|---|------------------------|---|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| This layer will use Storyline's feedback | [Slide Title] | [None] | The Try Again button will have a |
| layer for the try again option. | Incorrect | | hover state. |
| A navy box will display a red X. | [Text] That is incorrect. Please try again. | | The Try Again button will return the learner to the base layer, using a |
| Under the checkmark, in white | | | built-in trigger. |
| writing will be "Incorrect" and | [Button] | | |
| directions to try again. | Try Again | | |
| | | | |

| There will be a built-in Try Again button. | | |
|--|--|--|
| Notes: | | |

| Slide [1.8]/ Menu Title: Family Escape Plan | | Objective: [3] | |
|---|-------------|------------------------|--------------------------|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |

This slide will be an accordion interaction.

Semi-transparent background image of a home on fire will be seen on all accordion layers.

7 tabs displaying the tab titles take up ¾ of the slide, starting on the left. The tabs should leave enough space on the slide that the content can show within the slide area.

The tabs should all be the same color. The tabs should start with the first step at 0% transparency and slowly become more transparent through the last step to give a gradient effect.

The closed accordion will show on the screen to start.

When the learner clicks on each tab, it will slide open and display the information for that tab.

Each tab will have the same formatting for the text but will have an image specific to the content on that layer.

[Slide Title]

How to Create a Family Escape Plan

[Tabs]

- Step 1
- Step 2
- Step 3
- Step 4Step 5
- Step 6
- Step 7

Now that you can identify common household fire hazards and prevention strategies for those hazards, you will learn how to create your own family escape plan.

While homes have different layouts, the steps to create a customized plan are the same.

Click each step in order to learn how to create a fire escape plan for your household. Disable navigation on this slide until the learner has visited all layers in the accordion.

The slide will start with only the background image showing and the VO will begin.

Timed with the VO, the title will fade in. Then, the steps will fade in when the VO says "Click each step." On the timeline, stagger the steps entrance animations by ¼ of a second. Start with Step 1 and end with Step 7.

The learner will be able to click on each tab, which will open the accordion and show the corresponding slide layer. For Steps 2-7, when the learner clicks the next step, the tabs will glide to close the current step and open the next step using motion paths.

Prevent the learner from being able to click the layers out of order or during a VO using a transparent rectangle.

When the learner clicks on the Next button, the slide will jump to slide 1.9.

Notes:

Slide [1.8a]/ Menu Title:

Visual / Display:

Slide Text:

Narration / Voiceover:

Animation / Interaction:

| Subtitle is displayed in the space | [Subtitle] | Step 1 | Disable navigation on this slide until |
|-------------------------------------|---|------------------------------------|---|
| where the accordion opens for Step | Step 1 | | the learner has visited all layers in the |
| 1. | | Draw a basic map of your home | accordion. |
| | [Bulleted Information] | showing all of the rooms. This map | |
| The text will appear in a bulleted | Draw a map of every room in | will become your home fire escape | When the timeline completes, the |
| format. | your home | plan. | learner should be able to click on the |
| | | | next step in the process. The learner |
| An image will be added to give a | | | should not be able to skip steps in the |
| visual of the Step. For Step 1, the | | | process. |
| image would be a floor plan of a | | | |
| home. | | | Use a motion path to create the open |
| | | | and close guides to open and close |
| | | | each layer of the accordion. |
| | | | |
| Notes: | | | |

| Slide [1.8b]/ Menu Title: | | | Objective: [3] |
|---|--|---|---|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| Subtitle is displayed in the space | [Subtitle] | Step 2 | Disable navigation on this slide until |
| where the accordion opens for Step 1. | Step 2 | Use the map to determine two exits | the learner has visited all layers in the accordion. |
| The text will appear in a bulleted format. | [Bulleted Information] Determine 2 exits from each room (usually a door & a window) | from each room. The exits are usually one door and one window. Mark the exit paths from each room to the outside of the house. Ensure all exits | When the timeline completes, the learner should be able to click on the next step in the process. The learner |
| An image will be added to give a visual of the Step. For Step 2, the image would be an exit sign. | Mark paths from exits to outside the house Add this information to your map | are clearly marked on the map. | should not be able to skip steps in the process. |
| | | | Use a motion path to create the open and close guides to open and close each layer of the accordion. |
| Notes: | 1 | | |

| Slide [1.8c]/ Menu Title: | | | Objective: [3] |
|---------------------------|-------------|------------------------|--------------------------|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |

| Subtitle is displayed in the space | [Subtitle] | Step 3 | Disable navigation on this slide until |
|-------------------------------------|---|---------------------------------------|---|
| where the accordion opens for Step | Step 3 | | the learner has visited all layers in the |
| 3. | | It is important to know the locations | accordion. |
| | [Bulleted Information] | of smoke alarms and carbon | |
| The text will appear in a bulleted | Add the locations for all smoke | monoxide detectors in your home. | When the timeline completes, the |
| format. | alarms and carbon monoxide | Add the locations of these items to | learner should be able to click on the |
| | detectors to your map | your map. | next step in the process. The learner |
| An image will be added to give a | | | should not be able to skip steps in the |
| visual of the Step. For Step 3, the | | | process. |
| image would be a smoke alarm. | | | |
| | | | Use a motion path to create the open |
| | | | and close guides to open and close |
| | | | each layer of the accordion. |
| Notes: | | | |

| Slide [1.8d]/ Menu Title: | | | Objective: [3] |
|--|--|--|---|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| Subtitle is displayed in the space where the accordion opens for Step 4. The text will appear in a bulleted format. An image will be added to give a visual of the Step. For Step 4, the image would be a family that looks sad or scared. | [Subtitle] Step 4 [Bulleted Information] Choose a location to meet up as a family in front of the home Add this information to your map | Now that the inside of your home map is complete, we will move to the outside. Choose a location to meet up as a family in front of the home. Clearly mark the location on your map. | Disable navigation on this slide until the learner has visited all layers in the accordion. When the timeline completes, the learner should be able to click on the next step in the process. The learner should not be able to skip steps in the process. Use a motion path to create the open and close guides to open and close each layer of the accordion. |
| Notes: | | | |

| Slide [1.8e]/ Menu Title: | | Objective: [3] | |
|---------------------------|-------------|------------------------|--------------------------|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |

| Subtitle is displayed in the space | [Subtitle] | Step 5 | Disable navigation on this slide until |
|-------------------------------------|--|-------------------------------------|---|
| where the accordion opens for Step | Step 5 | | the learner has visited all layers in the |
| 5. | | On your map, add call 9-1-1. Ensure | accordion. |
| | [Bulleted Information] | all household members know how to | |
| The text will appear in a bulleted | • Add 9-1-1 to the emergency plan | dial 9-1-1. | When the timeline completes, the |
| format. | map | | learner should be able to click on the |
| | Ensure all household members | | next step in the process. The learner |
| An image will be added to give a | know how to dial 9-1-1 | | should not be able to skip steps in the |
| visual of the Step. For Step 5, the | | | process. |
| image would be a cell phone or a | | | |
| hand holding a cell phone. | | | Use a motion path to create the open |
| | | | and close guides to open and close |
| | | | each layer of the accordion. |
| Notes: | | | |

| Slide [1.8f]/ Menu Title: | | | Objective: [3] |
|---|---|---|---|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| Subtitle is displayed in the space where the accordion opens for Step 6. The text will appear in a bulleted format. An image will be added to give a visual of the Step. For Step 6, the image would show "dial 9-1-1." | [Subtitle] Step 6 [Bulleted Information] ● The first household member to reach the meet-up location should dial 9-1-1 from a cell phone or find a neighbor's phone to use | Note on your map that the first household member to reach the meet-up location should dial 9-1-1 from a cell phone or find a neighbor's phone to use. | Disable navigation on this slide until the learner has visited all layers in the accordion. When the timeline completes, the learner should be able to click on the next step in the process. The learner should not be able to skip steps in the process. Use a motion path to create the open and close guides to open and close each layer of the accordion. |
| Notes: | 1 | | , |

| Slide [1.8g]/ Menu Title: | | Objective: [3] | |
|---------------------------|-------------|------------------------|--------------------------|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |

| Subtitle is displayed in the space | [Subtitle] | Step 7 | Disable navigation on this slide until |
|--|--|--|---|
| where the accordion opens for Step | Step 7 | | the learner has visited all layers in the |
| 7. | | Practice the family escape plan at | accordion. |
| | [Bulleted Information] | least twice per year. Make sure all | |
| The text will appear in a bulleted format. | Practice the family escape plan at least twice per year Make sure all windows and doors | windows and doors are in proper working order. Make sure all family members know how to open doors | When the timeline completes, the learner should be able to click on the next step in the process. The learner |
| An image will be added to give a visual of the Step. For Step 7, the image would be something that | are in proper working orderMake sure all family members know how to open doors and | and windows in case of an emergency. | should not be able to skip steps in the process. |
| conveys a good job or practicing a plan. | windows | | Use a motion path to create the open and close guides to open and close each layer of the accordion. |
| Notes: | | | |

| Slide [1.9]/ Menu Title: Knowledge Check | | | Objective: [3] |
|--|--|-------------------------------------|--|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| The slide background is a | [Slide Title] | Let's check in to see what you have | This slide is a true/false KC |
| semitransparent photographic image | Knowledge Check | learned. Read the statement and | interaction. |
| of a house on fire. | | select your answer. | |
| | [Question] | | Allow only 1 attempt in the form |
| The title will be in a red textbox. | For a family escape plan to be | | settings. |
| | effective when needed, it is | | |
| | important that families practice their | | When the learner clicks Submit, it will |
| | escape plan a minimum of twice per year. | | show either the correct or incorrect feedback layer. |
| | [Answers - Correct answer bolded; | | |
| | do not bold on slide] | | |
| | True | | |
| | False | | |
| | | | |
| Notes: | • | • | • |
| | | | |

| Slide [1.9a]/ Menu Title: | | | Objective: [3] | |
|--|--|------------------------|---------------------------------------|--|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: | |
| This layer will use Storyline's feedback | [Slide Title] | [None] | The Continue button will have a | |
| layer for the correct response. | Correct | | hover state. | |
| A navy box will display a green | [Text] | | The Continue button will jump to | |
| checkmark. | You are correct! Family escape plans need to be practiced at least twice | | slide 1.10, using a built-in trigger. | |
| Under the checkmark, in white writing will be "Correct" and an | per year for them to be effective. | | | |
| affirmation for feedback. | [Button] | | | |
| | Continue | | | |
| There will be a built-in Continue | | | | |
| button. | | | | |

| Slide [1.9b]/ Menu Title: | | | Objective: [3] |
|---|---|------------------------|--|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| This layer will use Storyline's feedback | [Slide Title] | [None] | The Continue button will have a |
| layer for the incorrect response. | Incorrect | | hover state. |
| A navy box will display a red X. | [Text] The statement is true. Family escape | | The Continue button will jump to slide 1.10, using a built-in trigger. |
| Under the checkmark, in white | plans need to be practiced at least | | |
| writing will be "Incorrect" and feedback for the learner. | twice per year in order for them to be effective. | | |
| There will be a built-in Continue | [Button] | | |
| button. | Continue | | |
| Notes: | <u> </u> | <u>l</u> | <u> </u> |

| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
|-------------------------------------|---|--------------------------------------|--|
| The slide background is different | [Slide Title] | Let's try another question about the | This slide is a multiple-choice KC |
| semitransparent photographic image | Knowledge Check | family escape plan. | interaction. |
| of a house on fire. | | | |
| | [Question] | Read the statement and select your | Allow 2 attempts in the form settings. |
| The title will be in a red textbox. | Your family is making a fire escape plan. You work together to draw the floor plan for your home and determine two exits from each room | answer. | When the learner clicks Submit, it will show either the correct or the try |
| | and paths outside. Next, you place the smoke alarm and carbon | | again feedback layer on the first attempt. |
| | monoxide locations onto your map. | | The selected answer from the first |
| | What step would come next in your escape plan? | | attempt does not reset for the second attempt. |
| | [Answers - correct answer bolded; do not bold on slide] | | After the second attempt, the learner will see either the correct or incorrect |
| | Add the information for calling 9-1-1 | | layer. |
| | Practice your plan as a family | | |
| | • Determine who should call 9-1-1 | | |
| | Choose a meet-up location in | | |
| | front of the home | | |
| | | | |

| Slide [1.10a]/ Menu Title: | | | Objective: [3] |
|--|--|------------------------|--|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| This layer will use Storyline's feedback | [Slide Title] | [None] | The Continue button will have a |
| layer for the correct response. | Correct | | hover state. |
| A navy box will display a green checkmark. | [Text] You got it right! The next step is to choose a meet-up location and add it | | The Continue button will jump to slide 1.11, using a built-in trigger. |
| Under the checkmark, in white writing will be "Correct" and an affirmation for feedback. | to the map. The last steps remaining would include: adding 9-1-1 to the plan, teaching the first person to the | | |

| neet-up location calls 9-1-1, and then | | |
|--|--------------------------------|--------|
| racticing the plan as a family. | | |
| _ | | |
| Button] | | |
| ontinue | | |
| | | |
| | | |
| ra Bu | acticing the plan as a family. | atton] |

| Slide [1.10b]/ Menu Title: Objective: [3] | | | Objective: [3] |
|--|--|------------------------|--|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| This layer will use Storyline's feedback layer for the incorrect response. | [Slide Title] Incorrect | [None] | The Continue button will have a hover state. |
| layer for the incorrect response. | licorrect | | Hover state. |
| A navy box will display a red X. | [Text] | | The Continue button will jump to |
| Under the checkmark in white | You did not answer correctly. The correct next step would be to choose | | slide 1.11, using a built-in trigger. |
| Under the checkmark, in white writing will be "Incorrect" and | a meet-up location and add it to the | | |
| feedback | map. The last steps remaining would | | |
| There will be a built-in Continue | include: adding 9-1-1 to the plan, teaching the first person to the | | |
| button. | meet-up location calls 9-1-1, and then | | |
| | practicing the plan as a family. | | |
| | [Button] | | |
| | Continue | | |
| Notes: | | | |
| | | | |

| Slide [1.10c]/ Menu Title: | | | Objective: [3] |
|--|------------------------------------|------------------------|--------------------------------------|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| This layer will use Storyline's feedback | [Slide Title] | [None] | The Try Again button will have a |
| layer for the incorrect response. | Incorrect | | hover state. |
| | | | |
| A navy box will display a red X. | [Text] | | The Try Again button will return the |
| | That's not quite right. Please try | | learner to the base layer, using a |
| | again. | | built-in trigger. |

| Under the checkmark, in white writing will be "Try Again" and feedback | [Button] Try Again | |
|--|-----------------------|--|
| There will be a built-in Try Again button. | | |
| Notes: | | |

| Slide [1.11]/ Menu Title: Grease Kitche | Objective: [4] | | |
|---|--|---|--|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| This slide will have the black textured background with red title textbox. | [Slide Title] Grease Kitchen Fire | Next, you will learn the proper steps to take for grease fires versus other | Each of the 5 textboxes should use a float in animation and should be |
| An image of cooking in the kitchen will be placed on the left 1/3 of the slide with slight transparency. | [Text] Grease fires are some of the most common causes of house fires. | kitchen fires. Grease kitchen fires are some of the most common causes of house fires. They typically occur when cooking oil gets too hot, begins to | timed to enter the screen in alignment with the VO. User will click Next to continue. |
| The text will be displayed in red text boxes to match the title. There will be 5 separate textboxes with a statement in each one. | If a grease fire occurs, never put water on it because it will make it worse. To slow the spread of a grease fire, if it is safe to do so, you can turn off the heat source such as the burner or oven. | smoke, and then bursts into flames. Grease fires are different from other types of fires because you cannot put water on grease fires. If you put water on a grease fire, it will cause the fire to spread even further. | |
| | To put out a grease fire, you can use a Class B Dry Chemical Fire Extinguisher or smother the fire with a pot or pan lid. If the fire spreads too quickly or you cannot put it out safely, then follow your family escape plan. | If a grease fire occurs in your kitchen, there are steps you can take to put it out if you feel you can do so safely. The first step is to turn off the heat source such as the burner or oven. Then, you have two options for how to put out the fire. You can use a Class B Dry Chemical Fire Extinguisher or smother the fire using a pot or pan lid. It is not advised to use a kitchen | |

| | towel to smother the fire because | |
|--------|---|--|
| | kitchen towels are flammable and | |
| | could cause the fire to spread. | |
| | | |
| | If it spreads too quickly or you do not | |
| | feel like you can safely put it out | |
| | yourself, follow your family escape | |
| | plan, which includes calling 9-1-1. | |
| Notes: | | |

| Slide [1.12]/ Menu Title: Other Kitchen Fires Objective: [4] | | | |
|--|------------------------------------|--|---|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| The slide will have a black textured | [Slide Title] | Grease fires are most often connected | Fade in entrance animation for the |
| background with a red textbox for the | Other Kitchen Fires | to the kitchen; however, other types | buttons and directions. The entrances |
| title and directions. | | of fires that can occur in the kitchen | for each item should be timed with |
| | [Directions] | are: ordinary fire, such as paper; | the VO. |
| There will be 3 buttons on the screen | Click each fire type to learn what | electrical fire or chemical fire. | |
| that are yellow. The buttons will be | steps you can take should one of | | All buttons should have 3 states: |
| aligned vertically. | these occur. | Click each fire type to learn what | normal, hover, and visited. |
| | | steps to take should one of these | |
| The buttons will allow for a tabbed | [Buttons] | occur. | When the learner clicks Ordinary Fire |
| interaction. The information will | Ordinary Fire | | button, slide will go to 1.12a. |
| appear to the right of the buttons. | Electrical Fire | | |
| | Chemical Fire | | When the learner clicks Electrical Fire |
| | | | button, slide will go to 1.12b. |
| | | | When the learner clicks Chemical Fire |
| | | | button, slide will go to 1.12c. |
| | | | The Next button should be disabled |
| | | | until learner goes through all layers. |
| | | | User will click Next to continue. |
| Notes: | | | |

| Slide [1.12a]/ Menu Title: Objective: [4] | | | Objective: [4] |
|---|---|---|--|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| All items from the base layer are visible on this layer. | [Layer Title] Ordinary Fire | Ordinary fire involves items such as paper, wood, and clothing. | Float in entrance animation for each bullet point. The entrances for each point should be timed with the VO. |
| A large textbox will be located to the right of the buttons. The textbox should span 3/3 of the slide horizontally. The textbox's vertical height should be as tall as the three buttons from the base layer. The textbox should not cover the buttons. | [Bulleted Text] Ordinary fire involves items such as paper, wood, clothing, etc. This fire type responds well to water Should a piece of clothing or kitchen towel catch fire while cooking, you can douse the flames with water | This fire type responds well to water as a way of extinguishing it. If a piece of clothing or kitchen towel catches fire while cooking, you can douse the flames with water. | The learner should not be able to leave layer until the timeline and VO complete on the layer. |
| Notes: | | | |

| Slide [1.12b]/ Menu Title: Objective: [4] | | | Objective: [4] |
|--|---|--|--|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| This slide is the same visual design as 1.12a. | [Layer Title] Electrical Fire [Bulleted Text] • Electrical fire involves items such as wires, outlets, or appliances • This fire type does not respond well to water • Should an electrical fire occur, if safe: • 1. Unplug the device causing the fire • 2. Turn off electricity at the breaker box | Electrical fire involves items such as wires, outlets, or appliances. This fire type does not respond well to water as a way of extinguishing it. If an electrical fire occurs and if it is safe to do so, unplug the device causing the fire and turn off the electricity at the breaker box. | Float in entrance animation for each bullet point. The entrances for each point should be timed with the VO. The learner should not be able to leave layer until the timeline and VO complete on the layer. |

| Slide [1.12c]/ Menu Title: | | | Objective: [4] |
|--|--|---|--|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| Visual / Display: This slide is the same visual design as 1.12a and 1.12b. | [Layer Title] Chemical Fire [Bulleted Text] Chemical fire involves items such as alcohol, hand sanitizer, or products in aerosol cans This fire type does not respond well to water Should a chemical fire occur, you can pour baking soda on it; | Chemical fire involves items such as alcohol, hand sanitizer, or products in aerosol cans. Putting water on a chemical fire will not work successfully to put it out. If a chemical fire occurs, you can pour baking soda on it; however, the best practice is to call 9-1-1. | Float in entrance animation for each bullet point. The entrances for each point should be timed with the VO. The learner should not be able to leave layer until the timeline and VO complete on the layer. |
| Notes: | however, best practice is to call 9-1-1. | | |

| ımmary | | Objective: [4] |
|---|---|---|
| Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| Out of the four types of fires we have discussed, only one responds well to water. This means the instinct to put water on flames is not the best course of action most of the time. If a fire occurs in your home, you must be able to follow the proper steps for the type of fire. If you are unsure of what to do during a fire emergency, it is best to follow your family escape plan, which | Only one of the four fire types we have discussed responds well to water. This means the instinct to put water on flames is not the best course of action most of the time. If a fire occurs in your home, you must be able to follow the proper steps for the type of fire occurring. If you are unsure of what to do during a fire emergency, it is best to follow your family escape plan, which includes calling 9-1-1. | Fade in entrance animation for each statement. The entrances for each item should be timed with the VO. User will click Next to continue. |
| | Slide Text: [Text] Out of the four types of fires we have discussed, only one responds well to water. This means the instinct to put water on flames is not the best course of action most of the time. If a fire occurs in your home, you must be able to follow the proper steps for the type of fire. If you are unsure of what to do during a fire emergency, it is best to follow | Slide Text: [Text] Out of the four types of fires we have discussed, only one responds well to water. This means the instinct to put water on flames is not the best course of action most of the time. If a fire occurs in your home, you must be able to follow the proper steps for the type of fire. If you are unsure of what to do during a fire emergency, it is best to follow your family escape plan, which |

| Slide [1.14]/ Menu Title: Course Summary | | Objective: [All] |
|---|---------------------------------------|--|
| Visual / Display: Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| of the learning objectives. 2. Identify fire for common 3. Arrange the family escap 4. Differentiate | anjerent jire types that can occar in | Fade in entrance animation for each statement. The entrances for each item should be timed with the VO. User will click Next to continue. |

| Slide [1.15]/ Menu Title: Quiz Introduction | | | | |
|---|--|--|--|--|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: | |
| For all quiz slides, the visual design will be the same. | [Slide Title] Final Graded Quiz | You have completed the learning portion of this course. Now, you will show what you know in a final graded | Fade in entrance animation for each statement. The entrances for each item should be timed with the VO. | |
| The background image will be a black-and-white firetruck image. The image should be semi-transparent. There will be a yellow bar bordering the top of the slide and a matching yellow bar bordering the bottom of the slide. | [Bulleted Text] Must earn 80% to pass Question format: variable Use menu to review course Multiple quiz attempts are allowed Click Next when you are ready to begin | quiz. You must earn 80% to pass. You can use the menu to the left to review content prior to taking the quiz. Click the next button when you are ready to begin. | When VO says "Use the menu to the left," include an arrow shape with a vertical motion path to point to the menu on the left. User will click Next to continue. | |
| The title text box should be red. The bulleted text box should also be red. Notes: | | | | |

| Slide [1.15]/ Menu Title: Quiz Introduction | | | |
|--|--|--|--|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| For all quiz slides, the visual design will be the same. | [Slide Title] Final Graded Quiz | You have completed the learning portion of this course. Now, you will show what you know in a final graded | Fade in entrance animation for each statement. The entrances for each item should be timed with the VO. |
| The background image will be a black-and-white firetruck image. The image should be semi-transparent. There will be a yellow bar bordering the top of the slide and a matching yellow bar bordering the bottom of | [Bulleted Text] Must earn 80% to pass Question format: variable Use menu to review course Click Next when you are ready to begin | quiz. You must earn 80% to pass. You can use the menu to the left to review content prior to taking the quiz. Click the next button when you are ready to begin. | When VO says "Use the menu to the left," include an arrow shape with a vertical motion path to point to the menu on the left. User will click Next to continue. |
| the slide. The title text box should be red. The bulleted text box should also be red. Notes: | | | OSCI WIII CHEK IVEXE LO CONTINUE. |

| Slide [1.16]/ Menu Title: [All Assessme | Objective: [1] | | |
|---|---------------------------------------|------------------------|--|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| The visual design on this slide will | [Question] | [None] | This slide is a Hotspot graded quiz |
| include yellow rectangles for the top | Click on the potential fire hazard in | | question with four hotspots. |
| and bottom borders. | this room. | | |
| | | | Place 4 hotspot options: |
| The background will need to be a | | | One hotspot covers the lamp on the |
| black textured background because | | | left side of the image. |
| this slide is a Hotspot Quiz Question. | | | One hotspot covers the fireplace |
| | | | mantle and all of the decorative items |
| Centered and large on the remainder | | | on the mantle. |
| of the slide, will be the following | | | One hotspot covers the front area of |
| | | | the fireplace opening, including the |
| | | | sled and pot. [Correct Answer] |
| | | | One hotspot covers the entire |
| | | | hallway area on the back right area of |
| | | | the image. |

| image. | |
|--------|--|
| | |
| | |

Slide settings: scoring should be set to "by question" with 1 attempt. A retake will be available at the end of the quiz if they do not pass.

The results slide will be slide 1.21.

When the learner clicks Submit, they will move to slide 1.17.

No immediate feedback should be given until all questions have been completed and the learner gets to slide 1.21.

The learner will be able to review the quiz answers they submit.

| Slide [1.16a]/ Menu Title: [All Assessment Questions should be excluded from Menu] Objective: [1] | | | |
|---|--|------------------------|--|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| The review layer will have all base layer objects showing. Use the built-in option for a review layer. | [Feedback] Remember that flammable items should not be too close to the fireplace. | [None] | The learner will click Next to go through the Review layers on each quiz question slide. |
| On this layer, a textbox should be added with feedback as well as an arrow icon pointing to the fireplace area. | | | |
| Notes: | | | |

| Slide [1.17]/ Menu Title: [All Assessment Questions should be excluded from Menu] | | | Objective: [2] |
|---|-------------|------------------------|--------------------------|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |

| The visual design on this slide will | [Question] | [None] | This slide is a Matching |
|--------------------------------------|---|--------|--|
| match slide 1.15. | Match the fire hazard on the left with | | Drag-and-Drop graded quiz question |
| | its appropriate fire prevention | | with 6 items. |
| | strategy on the right. | | |
| | | | Slide settings: scoring should be set |
| | [Fire Hazards on Left] | | to "by question" with 1 attempt. A |
| | Fireplace | | retake will be available at the end of |
| | Power strip | | the quiz if they do not pass. |
| | Candle | | |
| | Mathes | | The results slide will be slide 1.21. |
| | Ashtray | | |
| | Appliances | | When the learner clicks Submit, they |
| | | | will move to slide 1.18. |
| | [Fire Prevention Strategy on Right] | | |
| | -Fireplace screen | | No immediate feedback should be |
| | -Remove unnecessary cords/Relocate | | given until all questions have been |
| | items to an open outlet | | completed and the learner gets to |
| | -Place on a fire-resistant surface such | | slide 1.21. |
| | as glass | | |
| | -Run under water before discarding | | The learner will be able to review the |
| | Clean often | | quiz answers they submit. |
| | -Plugged directly into outlet | | |
| Notes: | | | |

| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
|---|--|------------------------|--|
| The review layer will have all base ayer objects showing. Use the built-in option for a review layer. | [Feedback] Remember every fire hazard has a prevention strategy to go with it. | [None] | The learner will click Next to go through the Review layers on each quiz question slide. |
| On this layer, a textbox should be added with feedback. | | | |

| Slide [1.18]/ Menu Title: [All Assessment Questions should be excluded from Menu] | | | Objective: [3] |
|---|-------------|------------------------|--------------------------|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |

The visual design on this slide will [Question] [None] This slide is a Sequence Drop Down Arrange the first four steps in the match slide 1.15. graded quiz question with 4 items to appropriate order for creating a arrange. family escape plan. Steps 5, 6, and 7 are provided for you. The last three steps in the process are provided for the learner. [Numbered Drop Down Steps in the correct order; ensure they are Slide settings: scoring should be set to "by question" with 1 attempt. A scrambled] 1. Draw a floor plan map of your retake will be available at the end of home the quiz if they do not pass. 2. Determine 2 exits from each room and a path that leads The results slide will be slide 1.21. outside When the learner clicks Submit, they 3. Add smoke alarms and carbon monoxide detectors will move to slide 1.19. to the map 4. Choose a meet-up location in No immediate feedback should be the front of the home and given until all questions have been completed and the learner gets to add it to the map slide 1.21. [Numbered steps provided for the The learner will be able to review the learner] 5. Add "Call 9-1-1" to the map quiz answers they submit. and ensure all members know how to make the phone call 6. Add "First member to the meet-up location calls 9-1-1 on a cell phone or using a neighbor's phone" 7. Practice the family escape plan twice per year at a minimum and ensure

household members know how to open doors and

windows

| Slide [1.18a]/ Menu Title: [All Assessment Questions should be excluded from Menu] | | | Objective: [3] |
|--|--|------------------------|--|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| The review layer will have all base layer objects showing. Use the built-in option for a review layer. | [Feedback] Remember you complete the inside of the home parts of the plan prior to the outside part. | [None] | The learner will click Next to go through the Review layers on each quiz question slide. |
| On this layer, a textbox should be added with feedback. Notes: | | | |

| ilide [1.19]/ Menu Title: [All Assessm | nent Questions should be excluded from I | Menu] | Objective: [4] |
|--|--|------------------------|--|
| /isual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| he visual design on this slide will | [Question] | [None] | This slide is a Multiple Choice graded |
| natch slide 1.15. | What would be an appropriate step | | quiz question with 4 answer choices. |
| | to take for an ordinary fire in the | | |
| | kitchen such as a recipe card catching | | Slide settings: scoring should be set |
| | on fire? | | to "by question" with 1 attempt. A |
| | | | retake will be available at the end of |
| | [Answer choices - correct answer is | | the quiz if they do not pass. |
| | bolded; do not bold on slide] | | |
| | -Spraying it with water | | The results slide will be slide 1.21. |
| | -Smothering it with a kitchen towel | | |
| | -Spraying it with a Class B Dry | | When the learner clicks Submit, they |
| | Chemical Fire Extinguisher | | will move to slide 1.20. |
| | -Pour flour or baking soda on it | | |
| | | | No immediate feedback should be |
| | | | given until all questions have been |
| | | | completed and the learner gets to |
| | | | slide 1.21. |
| | | | The learner will be able to review the |
| | | | The learner will be able to review the quiz answers they submit. |

| Slide [1.19a]/ Menu Title: [All Assessment Questions should be excluded from Menu] | | | Objective: [4] | |
|--|---------------------------------|------------------------|-----------------------------------|--|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: | |
| The review layer will have all base | [Feedback] | [None] | The learner will click Next to go | |
| layer objects showing. Use the | Remember ordinary fires include | | through the Review layers on each | |
| built-in option for a review layer. | items like paper. | | quiz question slide. | |
| On this layer, a textbox should be | | | | |
| added with feedback. | | | | |
| Notes: | | | | |

| Slide [1.20]/ Menu Title: [All Assessment Questions should be excluded from M | | Menu] | Objective: [4] |
|---|---|------------------------|--|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| The visual design on this slide will | [Question] | [None] | This slide is a Multiple Response |
| match slide 1.15. | Your family has chosen chicken fried | | graded quiz question with 5 answer |
| | rice for dinner tonight. As you heat up | | choices (2 correct answers). |
| | the skillet with oil, your child asks you | | |
| | to help them wash their hands so | | Slide settings: scoring should be set |
| | they can help cook. After washing | | to "by question" with 1 attempt. A |
| | their hands, you turn back to the | | retake will be available at the end of |
| | stove and see the oil beginning to | | the quiz if they do not pass. |
| | smoke. As you move back to the | | |
| | stove, the oil catches fire. What do | | The results slide will be slide 1.21. |
| | you do next? | | |
| | | | When the learner clicks Submit, they |
| | [Answer choices - correct answer is | | will move to slide 1.21. |
| | bolded; do not bold on slide] | | |
| | -Use the water from the sink and | | No immediate feedback should be |
| | start spraying it on the fire | | given until all questions have been |
| | -Place the lid on the skillet and turn | | completed and the learner gets to |
| | off the burner | | slide 1.21. |
| | -Use a Class B Dry Chemical Fire | | |
| | Extinguisher and turn off the burner | | The learner will be able to review the |
| | if possible | | quiz answers they submit. |
| | -Use a kitchen towel to smother the | | |
| | fire | | |
| | -Pour a large quantity of flour on the | | |
| | fire | | |

| Notes: | | | |
|--------|--|--|--|
| | | | |

| Slide [1.20a]/ Menu Title: [All Assessm | Objective: [4] | | |
|--|--|------------------------|--|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: |
| The review layer will have all base layer objects showing. Use the built-in option for a review layer. | [Feedback] Remember the steps for a grease fire in your kitchen. | [None] | The learner will click Next to go through the Review layers on each quiz question slide. |
| On this layer, a textbox should be added with feedback. Notes: | | | |

| Slide [1.21]/ Menu Title: [Quiz Results - Excluded from Menu] | | | | |
|---|--|----------------------------|--|--|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: | |
| Same visual design as 1.15. | [Slide Title] Results | [Narration on layers only] | Create slide as a Quiz Results slide. | |
| Customize the Your Score box to match the color palette. | Your Score: XX % Passing Score: YY % | | Show Success layer when the timeline starts if the score is greater than or equal to the passing score. Show Failure layer when timeline starts if results are less than the passing score. | |
| | | | Base layer will be visible on Success and Failure layers. | |
| | | | Results only need to be shown in percentage. Points variable can be deleted. | |
| | | | Built in graded quiz variable references will complete the XX% and YY%. | |

| | | Disable the Next button completely on this slide. |
|--------|--|---|
| Notes: | | |

| Slide [1.21a]/ Menu Title: [Quiz Results - Excluded from Menu] | | | | |
|---|---|--|--|--|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: | |
| Green checkmark appears on top of the slide text and score box. Directions are located above a Review Quiz button and Continue button. | [Slide Text] Nice job, you passed! [Directions] Click Review to see your results or click Continue to move on. [Buttons] Review Quiz Continue | Nice job! You passed the quiz! To review your quiz results, click the review quiz button. If you are ready to move on, click the continue button. | Review button will trigger learner to slide 1.16a, showing correct/incorrect responses when reviewing. Continue button will jump to slide 1.22. Buttons should have normal and hover states. | |
| Notes: | Continue | | Use fade in entrance animations for directions and buttons timed with the VO. Disable the Next button completely on this slide. | |

| Slide [1.21b]/ Menu Title: [Quiz Results - Excluded from Menu] | | | | |
|--|--|--|--|--|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: | |
| Red X appears on top of the slide text and score box. | [Slide Text] Sorry, you didn't pass. | Sorry, but you did not pass the quiz. To review your quiz results, click the | Review button will trigger learner to slide 1.16a, showing correct/incorrect responses when reviewing. | |
| Directions are located above a Review Quiz button and Retry Quiz button. | [Directions] Click Review to see your results or click Retry Quiz to take it again. [Buttons] | review quiz button. When you are ready to attempt the quiz again, click the Retry Quiz button. | Retry Quiz button will reset results slide and jumps back to slide 1.16 to allow the learner to try again. | |
| | Review Quiz | | Buttons should have normal and hover states. | |

| | Retry Quiz | Use fade in entrance animations for directions and buttons timed with the VO. |
|--------|------------|---|
| | | Disable the Next button completely on this slide. |
| Notes: | | |

| Slide [1.22]/ Menu Title: Congratulations | | | | |
|---|-------------------------------------|-------------------------------------|---|--|
| Visual / Display: | Slide Text: | Narration / Voiceover: | Animation / Interaction: | |
| For the background of this slide, a | [Slide Text] | Congratulations! You have completed | Use fade in entrance animation for | |
| video will automatically play that has | Congratulations! You have completed | the Home and Fire Safety Course! | the Exit Course button timed with the | |
| color bursting from the middle of the | the Home and Fire Safety Course! | | VO. | |
| screen. | Now, you are ready to create your | Click the Exit Course button. | | |
| | own family escape plan for your | | Set a trigger to exit the course when | |
| No borders for this slide. | home. | | the user clicks the Exit Course button. | |
| Centered on the screen is the slide | [Button] | | | |
| text in a box that contrasts the video. | Exit Course | | | |
| | | | | |
| In the bottom right of the slide, there | | | | |
| is a custom "Exit Course" button with | | | | |
| the same visual design as the slide | | | | |
| text. | | | | |
| Notes: | | | | |