

## Fire Safety – Storyboard (Draft 1) for Review

Notes for Reviewers:

- Please focus on the accuracy and completeness of the content during this review cycle. “Page breaks” for the online course will be adjusted after the content is edited.
- Questions for reviewers can be found in the comments in the right margin of the document. **All questions will need to be resolved before programming can begin**
  - Reviewers can insert their own questions and comments by clicking insert -> comment and add a note.
- Use the Table of Contents for ease of navigation.
- Optional Tip: Hiding the top and bottom margins of this document (double-clicking between the pages to “Hide/Show White Space”) will enable you to go through the storyboard more smoothly.
- Remember, the text in the left column will be narrated audio.
  - There will be “connecting” words and phrases that would not appear in a written procedure. If the wording seems awkward to you, try reading the text aloud to see how it fits, then make changes if it still seems necessary.
  - Formatting is merely to aid the voiceover talent: remember, learners will hear – not see – this text.
  - Capitalization is not important in the left column, but is very important in the next column, “Visual/Text.”

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### Target Audience and Training Recommendations

- This course will be delivered as an eLearning in articulate storyline. This recommendation is based on the fact that the course will need to be administered repeatedly to new employees as part of their onboarding.
- Learners need to identify fire hazards so that they can be avoided as well as accurately respond to a fire situation. Learners will be trained on the basic and foundational information about fire prevention and strategies.
- Scenario based learning with real life examples of potential fire situations within the hospital will be used to help the learner apply their knowledge to their current work environment.
- Training time is 20 minutes.
- All new employees at hospital X will receive this training as part of the onboarding process.
- A 1-page job aid is available and will be sent out as an email to each employee, available in the policy manager system, and displayed at nursing stations and in employee break rooms.

### Learning Objectives:


1. Identify the three elements that are needed in order for a fire to start.
2. Demonstrate the steps in performing RACE during a fire emergency.
3. Demonstrate the steps in performing PASS when using a fire extinguisher.
4. Choose the appropriate fire extinguisher for each class of fire.

### Theme color, fonts, and navigation:

- Show previous and next buttons on the player unless otherwise specified in the developer notes.
- Show slides in the player menu, unless otherwise specified
- Fonts: Lato Black (Headings) and Lato light (Body)
- Theme colors:
  - Light grey: #BFBFBF
  - Orange: #C97C3F
  - Light blue: #C6D9F1

## Introduction to the Course

Slide	On screen text/visual	Script
1.1 Welcome	<p><b>Cover slide</b> Image of a fire extinguisher fades in.</p> <p>Fade in orange square shape where course title fades in. Narration starts playing. [1] Text: Fire Safety</p> <p>2 Buttons:</p> <ul style="list-style-type: none"> <li>• Navigation</li> <li>• Start</li> </ul>	<p>[1] Welcome to the fire safety training module.</p> <p>To learn about the navigation features, click on the navigation tutorial button. To begin, click on the start button.</p>
	<p><b>Developer Notes</b></p> <p>Hide previous/next buttons on the player.</p> <p>2 Buttons</p> <ul style="list-style-type: none"> <li>• Navigation – Takes learner to slide 1.2 Course Navigation</li> <li>• Start – Takes learner to slide 1.3 Course Objectives</li> </ul>	

Slide	On screen text/visual	Script
1.2 Course Navigation	<p><b>Title Bar: Course Navigation</b></p>  <p>Fade in a brick fire exit background image and a dark transparent shape overlay.</p> <p>Markers fade in near each relevant navigation feature. Navigation information layers fade in to middle of screen when learner hovers over each marker.</p>	<p>You selected the navigation tutorial. Hover over the markers to learn about the navigation features. Click the next button when you are finished.</p>

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	<p>When the learner hovers over each marker, the following layers/text boxes appear in the center of the screen in a white text box:</p> <ul style="list-style-type: none"> <li>• <b>Next:</b> Use this button to advance to the next screen.</li> <li>• <b>Previous:</b> Use this button to go back to a previous screen.</li> <li>• <b>Seek-bar:</b> The seek-bar allows you to go to any part of the slide timeline. Just click on the area you want to navigate to.</li> <li>• <b>Volume Control:</b> Use this button to adjust the volume of the audio.</li> <li>• <b>Replay:</b> Use this button to replay the slide you are on from the beginning</li> <li>• <b>Play:</b> Use this button to pause or play the slide.</li> <li>• <b>Course Menu:</b> The course menu will allow you to view all sections of the course.</li> </ul>	
	<p><b>Developer Notes</b></p>	
	<p>Add markers for 7 navigation features: start, previous, seek-bar, pause/play, menu, volume, replay. Link each marker to its corresponding layer.</p> <p>Close layers when user hovers outside of the markers.</p>	

Slide	On screen text/visual	Script
1.3 Course Objectives	<p><b>Title Bar: Course Objectives</b></p> <p>Objectives fade in over top of light blue rectangles. Rectangles have small icons associated with each objective placed on left side of rectangle next to objectives.</p> <p>PASS icon – extinguisher            RACE icon – a person evacuating            Fire triangle icon – a fire inside of a triangle            Types of extinguisher icon – fire</p> <p>Text: [1] Identify the three elements that are needed for a fire to start.</p>	<p>By the end of this course, you should be able to:</p> <p>[1] Identify the three elements that are needed for a fire to start.            [2] Demonstrate the steps in performing RACE during a fire emergency.            [3] Demonstrate the steps in performing PASS when using a fire extinguisher, and            [4] Choose the appropriate fire extinguisher for each class of fire.</p>

## Fire Safety eLearning Storyboard

	<p>Text: [2] Demonstrate the steps in performing RACE during a fire emergency.          Text: [3] Demonstrate the steps in performing PASS when using a fire extinguisher.          Text: [4] Choose the appropriate fire extinguisher for each class of fire.</p>	
	<p><b>Developer Notes</b></p>	
	<p>Hide next button on the player.          Slide auto advances to main menu slide when the timeline ends.          Objectives fade in one at a time in sync to narration.</p>	

Slide	On screen text/visual	Script
<p>1.4 Course Menu</p>	<p><b>Title Bar: Course Menu</b></p> <p>Same brick background from navigation slide fades in when timeline starts. White transparent overlay and the same four icons from the objectives slide fade in over top of large light blue circle buttons in the bottom of screen.</p> <p>Four buttons</p> <ol style="list-style-type: none"> <li>1. PASS icon – extinguisher</li> <li>2. RACE icon – a person evacuating</li> <li>3. Fire triangle icon – a fire inside of a triangle</li> <li>4. Types of extinguisher icon – fire</li> </ol> <p>Show layer “done” when the learner visits all four sections of the course.</p> <p><b>Developer Notes</b></p> <p>Hide next/previous button on the player.</p>	<p>Welcome to the fire safety course menu. This is the place where you can access all sections of this course. In order to complete this module, you must complete all four sections of the course. After completing all four sections, you will take a final quiz. Click on one of the buttons below to get started.</p>

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	<p>Add trigger that takes learner to each of the four sections of the course when each button is clicked. Learner will return to the course menu after completing each section of the course</p> <p>Button 1 – Jump to slide 4.0 Parts of an extinguisher          Button 2 – Jump to slide 3.0 R.A.C.E.          Button 3 – Jump to slide 2.1 Fire Triangle          Button 4 – Jump to slide 5.0 Types of Extinguishers</p> <p>Add trigger to show layer “done” when the timeline begins on base later if all four sections are complete.</p> <p>Change hover states of buttons to orange          Change visited states of buttons to light grey</p>	
<p>1.4.a Course Menu</p>	<p><b>Layer: done</b>          Show base layer. Layer displays on right hand side of screen above circular buttons on base layer.</p> <p>[1] Light blue button labeled “continue” fades in when the timeline starts on this layer.</p> <hr/> <p><b>Developer Notes</b></p> <p>Jump to slide Final Quiz when user clicks continue buttons.</p> <p>Continue button hover state changes to orange.</p> <p>Button fades in synchronous to audio.</p>	<p>You have finished all four sections of the course.          [1] Click continue to advance to the final quiz.</p>


## Causes of Fire

Targeted learning objective:

- Identify the three elements that are needed for a fire to start.

Targeted learning outcome:

- Recognize fire hazards and identify strategies for preventing a fire hazard

Slide	On screen text/visual	Script
2.1 Fire Triangle	<p><b>Title Bar: Fire Triangle</b></p>  <p>Fire hydrant background fades in at the start of the timeline and a dark grey overlay fades in over top. Square white box fades in on the left of the screen with text centered at top of box.</p> <p>Text: [1] A fire triangle represents the three elements that must be present for a fire to exist: heat, fuel, and oxygen.</p> <p>Bring in images underneath text in sync with audio.</p> <ul style="list-style-type: none"><li>• Heat – Image of match</li><li>• Fuel – Image of gasoline can</li><li>• Oxygen – Image of oxygen tank</li></ul> <p>Right of screen - triangle shape with drop points at each corner of the triangle.</p> <p>Text Box: Drag and drop each element onto the fire triangle.</p>	<p>[1] A fire triangle represents the three elements that must be present for a fire to exist: heat, fuel, and oxygen.</p> <p>[2] Place the elements onto the fire triangle to complete the triangle and to find out more about each element. Click the next button when the triangle is complete.</p>



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	<p>[2] Bring in triangle and text box with narration.</p> <p><b>Developer Notes</b></p> <p>Create drag and drop interaction using triggers:</p> <ul style="list-style-type: none"> <li>• Show layer fuel when the user drops fuel on drop site 1,2, or 3.</li> <li>• Show layer heat when the user drops fuel on drop site 1,2, or 3.</li> <li>• Show layer oxygen when the user drops fuel on drop site 1,2, or 3.</li> </ul> <p>When all items have been dropped onto the drop points, show layer 2.1d</p> <p>Allow learner to advance slide by clicking next when finished. Next slide jumps to slide 2.8 Fire Triangle Knowledge Check.</p>	
<p>2.1.a Fire Triangle</p>	<p><b>Layer: Fuel</b>            Fade in orange overlay and text.            Text [1]: Without fuel, a fire cannot burn. A fuel is considered any combustible material and can be a solid, liquid or gas.</p> <p>Display 3 clickable circles with each type of fuel source in sync with narration.</p> <ul style="list-style-type: none"> <li>• Circle with image of wooden logs or other wood material</li> <li>• Circle with gasoline can</li> <li>• Circle with ignitable gas in a container</li> </ul> <p>Display X icon in the top right corner.            [2]Text Box: Click on each fuel type to learn more</p> <p><b>Developer Notes</b></p> <p>Visited state for clickable images is -30 brightness</p> <p>When user clicks on wooden logs, open combustible solids lightbox slide 2.2            When user clicks on gasoline can, open flammable liquids lightbox slide 2.3            When user clicks on gas tank, open ignitable gases lightbox slide 2.4</p> <p>Allow learner to close layer by clicking on X icon.</p>	<p>[1] Without fuel, a fire cannot burn. A fuel is considered any combustible material and can be a solid, liquid, or gas.            [2] Click on each fuel type to learn more</p>
	<p><b>Layer: Heat</b></p>	

## Fire Safety eLearning Storyboard


<p>2.1.b Fire Triangle</p>	<p>Fade in orange overlay and text. Text [1]: Heat must be present for ignition of a fuel source to take place. Without a certain amount of heat, a fire cannot take place or spread.</p> <p>Display 3 clickable circles with each type of heat source in sync with narration.</p> <ul style="list-style-type: none"> <li>• Circle with image of lit candle</li> <li>• Circle with plug and outlet. Use a picture of the outlet sparking if possible.</li> <li>• Circle with clothing iron or other heat source</li> </ul> <p>Display X icon in the top right corner. [2]Text Box: Click on each heat type to learn more</p> <p><b>Developer Notes</b></p> <p>Visited state for clickable images is -30 brightness</p> <p>When user clicks on candle, open the open flame lightbox slide 2.5. When user clicks on plug and outlet, open electrical spark lightbox slide 2.6. When user clicks on hot surface, open hot surface lightbox slide 2.7.</p> <p>Allow learner to close layer by clicking on X icon.</p>	<p>[1] Heat must be present for ignition of a fuel source to take place. Without a certain amount of heat, a fire cannot take place or spread. [2] Click on each heat type to learn more.</p>
<p>2.1.c Fire Triangle</p>	<p><b>Layer: Oxygen</b> Fade in orange overlay and text. Text [1]: Without sufficient oxygen, a fire cannot begin, and it cannot continue. Text [2]: Air contains about 21% oxygen, and most fires require at least 16% oxygen to burn. Text [3]: Close nearby windows and doors. Text [4]: A fire extinguisher or a wet blanket may be effective.</p> <p>Display X icon in the top right corner. Text Box: Click on each fuel type to learn more</p> <p><b>Developer Notes</b></p> <p>Allow learner to close layer by clicking on X icon.</p>	<p>[1] Without sufficient oxygen, a fire cannot begin, and it cannot continue. [2] Air contains enough oxygen for most fires to burn. To prevent fires from spreading, oxygen needs to be cut off. [3] Closing windows and doors during a fire emergency can slow the growth of a fire by cutting off the source of oxygen. Depending on the type of fire that is burning, [4] A fire extinguisher or wet blanket may be effective.</p>

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2.1.d Fire Triangle	<b>Layer: Fire Gif</b>	
	Display base layer	
	Display fire gif in the center of the fire triangle.	
	<b>Developer Notes</b>	
	Layer only plays after learner visits all three fire triangle elements.	

Slide	On screen text/visual	Script
2.2 Combustible Solids Lightbox	<p><b>Title Bar: Combustible Solids</b></p> <p>Text [1]: Combustible solids are solid materials that are easily capable of igniting.</p> <p>Left of screen – 2 buttons</p> <ul style="list-style-type: none"> <li>• Sources</li> <li>• Storage</li> </ul> <p>[2] Bring in buttons and text box in sync with narration. Text box: Click on the buttons to learn more</p> <p><b>Layer – Sources</b> Right side – image of a combustible solids Text: Sources</p> <ul style="list-style-type: none"> <li>• Trash</li> <li>• Clothing</li> <li>• Cardboard</li> <li>• Wood</li> <li>• Paper</li> </ul> <p><b>Layer – Storage</b> Right side – image of a storage shelf Text: Storage</p> <ul style="list-style-type: none"> <li>• Store materials in metal cabinets and drawers</li> <li>• Store items no closer than 18’ from a sprinkler head</li> </ul>	<p>[1] Combustible solids are solid materials that are easily capable of igniting.</p> <p>[2] To find out about possible sources of combustible materials in your facility, click on the sources button. To learn how to properly store these materials, click on the storage button.</p>

## Fire Safety eLearning Storyboard

	<p>Insert triangle image with text at the bottom of storage text: Text: Keep away from flames or heat sources</p> 	
<b>Developer Notes</b>		
<p>Keep base layer text visible when buttons are clicked.</p> <p>Use a consistent layout for all lightbox slides.</p> <ul style="list-style-type: none"> <li>• Buttons on the left side.</li> <li>• Normal state light blue black border and text</li> <li>• Hover state orange, white border and text</li> <li>• Visited state light grey black border and text</li> </ul> <p>Show layer Sources when user clicks sources button. Show layer storage when user clicks storage button. Show one layer at a time.</p> <p>Remove slide from menu. Remove next and previous buttons.</p>		

Slide	On screen text/visual	Script
<p>2.3 Flammable Liquids Lightbox</p>	<p><b>Title Bar: Combustible Solids</b></p> <p>Text [1]: Flammable and combustible liquids are present in almost every workplace. These can ignite and fuel a fire.</p> <p>Left of screen – 2 buttons</p> <ul style="list-style-type: none"> <li>• Sources</li> <li>• Storage</li> </ul> <p>[2] Bring in buttons and text box in sync with narration. Text box: Click on the buttons to learn more</p>	<p>[1] Flammable and combustible liquids are present in almost every workplace. These can ignite and fuel a fire. Possible sources include: hand sanitizers, isopropyl alcohol, and cleaning solutions</p> <p>[2] To find out about possible sources of combustible liquids in your facility,</p>

## Fire Safety eLearning Storyboard

	<p><b>Layer – Sources</b> Right side – image of liquid cleaning solutions Text: Sources</p> <ul style="list-style-type: none"><li>• Hand sanitizers</li><li>• Isopropyl alcohol</li><li>• Cleaning solutions</li></ul> <p><b>Layer – Storage</b> Right side – image of a metal storage cabinet Text: Storage</p> <ul style="list-style-type: none"><li>• Store materials in metal cabinets and drawers</li><li>• Store items no closer than 18’ from a sprinkler head</li></ul>	click on the sources button. To learn how to properly store these materials, click on the storage button.
	<p><b>Developer Notes</b></p> <p>Keep base layer text visible when buttons are clicked.</p> <p>Use a consistent layout for all lightbox slides.</p> <ul style="list-style-type: none"><li>• Buttons on the left side.</li><li>• Normal state light blue black border and text</li><li>• Hover state orange white border and text</li><li>• Visited state light grey black border and text</li></ul> <p>Show layer Sources when user clicks sources button. Show layer storage when user clicks storage button. Show one layer at a time.</p> <p>Remove slide from menu. Remove next and previous buttons.</p>	

Fire Safety eLearning Storyboard

Slide	On screen text/visual	Script
<p>2.4 Ignitable Gases Lightbox</p>	<p><b>Title Bar: Ignitable Gases</b></p> <p>Text [1]: Ignitable gases can ignite and fuel a fire.</p> <p>Left of screen – 2 buttons</p> <ul style="list-style-type: none"> <li>• Sources</li> <li>• Storage</li> </ul> <p>[2] Bring in buttons and text box in sync with narration. Text box: Click on the buttons to learn more</p> <p><b>Layer – Sources</b> Right side – image of pressurized metal gas tank Text: Sources</p> <ul style="list-style-type: none"> <li>• Natural gas</li> <li>• Propane</li> <li>• Oxygen</li> </ul> <p><b>Layer – Storage</b> Right side – image of a metal storage cage Text: Storage</p> <ul style="list-style-type: none"> <li>• Store gas tanks in metal cages</li> <li>• Store outdoors if possible</li> </ul>	<p>[1] Ignitable gases can ignite and fuel a fire, and are common in the workplace.</p> <p>[2] To find out about possible sources of ignitable gases in your facility, click on the sources button. To learn how to properly store these materials, click on the storage button.</p>
	<p><b>Developer Notes</b></p> <p>Keep base layer text visible when buttons are clicked.</p> <p>Use a consistent layout for all lightbox slides.</p> <ul style="list-style-type: none"> <li>• Buttons on the left side.</li> <li>• Normal state light blue, black border and text</li> <li>• Hover state orange, white border and text</li> <li>• Visited state light grey, black border and text</li> </ul> <p>Show layer Sources when user clicks sources button.</p>	

Fire Safety eLearning Storyboard

	<p>Show layer storage when user clicks storage button. Show one layer at a time.</p> <p>Remove slide from menu. Remove next and previous buttons.</p>	
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Slide	On screen text/visual	Script
<p>2.5 Open Flame Lightbox</p>	<p><b>Title Bar: Open Flames</b></p> <p>Text [1]: An open flame is a danger because it can ignite a fuel source and start a fire.</p> <p>Left of screen – 2 buttons</p> <ul style="list-style-type: none"> <li>• Sources</li> <li>• Prevention</li> </ul> <p>[2] Bring in buttons and text box in sync with narration. Text box: Click on the buttons to learn more</p> <p><b>Layer – Sources</b> Right side – image of flaming candle Text: Sources</p> <ul style="list-style-type: none"> <li>• Matches or lighters</li> <li>• Candles</li> <li>• Gas stove</li> </ul> <p><b>Layer – Prevention</b> Right side – same image of flaming candle Text: Prevention</p> <ul style="list-style-type: none"> <li>• Keep combustible materials away from open flames</li> </ul>	<p>[1] An open flame is a danger because it can ignite a fuel source and start a fire.</p> <p>[2] To find out about possible sources of open flames in your facility, click on the sources button. To learn fire prevention strategies, click on the prevention button.</p>

## Fire Safety eLearning Storyboard

	<p>Insert triangle image with text box at the bottom of storage text: Text box: Never leave an open flame unattended</p>	
	<p><b>Developer Notes</b></p>	
	<p>Keep base layer text visible when buttons are clicked.</p> <p>Use a consistent layout for all lightbox slides.</p> <ul style="list-style-type: none"> <li>• Buttons on the left side.</li> <li>• Normal state light blue, black border and text</li> <li>• Hover state orange, white border and text</li> <li>• Visited state light grey, black border and text</li> </ul> <p>Show layer sources when user clicks sources button. Show layer prevention when user clicks prevention button. Show one layer at a time.</p> <p>Remove slide from menu. Remove next and previous buttons.</p>	

Slide	On screen text/visual	Script
<p>2.6 Electric Spark Lightbox</p>	<p><b>Title Bar: Electric Spark</b></p> <p>Text [1]: Electrical sparks can ignite a fuel and start a fire, while live electricity can fuel and continue the fire.</p> <p>Left of screen – 2 buttons</p> <ul style="list-style-type: none"> <li>• Sources</li> <li>• Prevention</li> </ul> <p>[2] Bring in buttons and text box in sync with narration. Text box: Click on the buttons to learn more</p>	<p>[1] Electrical sparks can ignite a fuel and start a fire, while live electricity can fuel and continue the fire.</p> <p>[2] To find out about possible sources of electrical sparks in your facility, click on the sources button. To learn fire prevention strategies for these</p>



	<p><b>Layer – Sources</b> Right side – image of overloaded power strip Text: Sources</p> <ul style="list-style-type: none"><li>• Overloaded outlets or power strips</li><li>• Damaged electrical cords</li><li>• Faulty electrical equipment</li></ul> <p><b>Layer – Prevention</b> Right side – same image of power strip Text: Prevention</p> <ul style="list-style-type: none"><li>• Check electrical equipment for damage</li><li>• Don't overload outlets or power cords</li><li>• Turn off electricity in the event of a fire</li></ul> <p>Insert triangle image with text box at the bottom of storage text: Text box: Never use water on an electrical fire</p> 	<p>sources, click on the prevention button.</p>
<b>Developer Notes</b>		
<p>Keep base layer text visible when buttons are clicked.</p> <p>Use a consistent layout for all lightbox slides.</p> <ul style="list-style-type: none"><li>• Buttons on the left side.</li><li>• Normal state light blue, black border and text</li><li>• Hover state orange, white border and text</li><li>• Visited state light grey, black border and text</li></ul> <p>Show layer sources when user clicks sources button. Show layer prevention when user clicks prevention button. Show one layer at a time.</p>		


Fire Safety eLearning Storyboard

	Remove slide from menu. Remove next and previous buttons.	
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Slide	On screen text/visual	Script
2.7 Hot Surface Lightbox	<p><b>Title Bar: Hot Surface</b></p> <p>Text [1]: Hot surfaces can come into contact with flammable materials and heat them until they ignite and start a fire.</p> <p>Left of screen – 2 buttons</p> <ul style="list-style-type: none"> <li>• Sources</li> <li>• Prevention</li> </ul> <p>[2] Bring in buttons and text box in sync with narration. Text box: Click on the buttons to learn more</p> <p><b>Layer – Sources</b> Right side – image of a hot surface Text: Sources</p> <ul style="list-style-type: none"> <li>• Stovetops, hot plates, and toasters</li> <li>• Radiators and heaters</li> <li>• Curling irons</li> <li>• Light bulbs</li> </ul> <p><b>Layer – Prevention</b> Right side – same image of hot surface Text: Prevention</p> <ul style="list-style-type: none"> <li>• Keep or store on stone or metal surfaces</li> <li>• Keep combustible material away from hot surfaces</li> </ul> <p><b>Developer Notes</b></p> <p>Keep base layer text visible when buttons are clicked.</p> <p>Use a consistent layout for all lightbox slides.</p>	<p>[1] Hot surfaces can come into contact with flammable materials and heat them, until they ignite and start a fire.</p> <p>[2] To find out about possible sources of hot surfaces in your facility, click on the sources button. To learn fire prevention strategies for these sources, click on the prevention button.</p>

## Fire Safety eLearning Storyboard

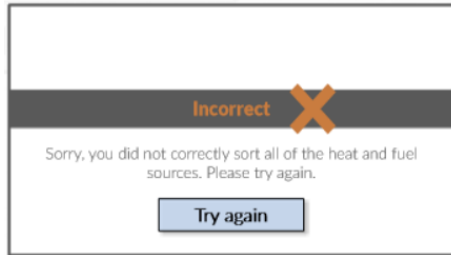
	<ul style="list-style-type: none"> <li>• Buttons on the left side.</li> <li>• Normal state light blue, black border and text</li> <li>• Hover state orange, white border and text</li> <li>• Visited state light grey, black border and text</li> </ul> <p>Show layer sources when user clicks sources button.          Show layer prevention when user clicks prevention button.          Show one layer at a time.</p> <p>Remove slide from menu.          Remove next and previous buttons.</p>	
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Slide	On screen text/visual	Script
2.8 Fire Triangle Knowledge Check	<p><b>Title Bar: Knowledge Check</b></p>  <p>Fade in light brick background.</p> <p>2 square shapes</p> <ul style="list-style-type: none"> <li>• 1 square drop zone labeled Heat</li> <li>• 1 square drop zone labeled Fuel</li> </ul> <p>8 images that the learner can drag and drop into the drop zones</p> <ul style="list-style-type: none"> <li>• 4 heat sources               <ul style="list-style-type: none"> <li>○ Match or other flame</li> <li>○ Electric spark</li> <li>○ Light bulb or stove</li> <li>○ Iron</li> </ul> </li> <li>• 4 fuel sources               <ul style="list-style-type: none"> <li>○ Hand sanitizer or cleaning product</li> </ul> </li> </ul>	<p>Now, it's time for a knowledge check. Identify the items in the middle of the screen as a heat source or a fuel source. Drag them and drop them into the correct category. Submit when you are finished.</p>

## Fire Safety eLearning Storyboard

- Laundry
- Trash or paper
- Gasoline

User gets feedback after submitting.



### Try again layer

Text – Incorrect

Sorry, you did not correctly sort the heat and fuel sources. Please try again

Blue button – Try again

Display orange X icon

### Incorrect layer

Text – Incorrect

Sorry, you did not correctly sort the heat and fuel sources. The heat sources were the iron, match, power cord, and light bulb. The fuel sources were laundry, trash, hand sanitizer and gasoline.

Blue button – Continue

Display orange x icon

### Correct layer

Text – Correct!

That's right! You correctly sorted the heat and fuel sources.

Blue button – Continue

## Fire Safety eLearning Storyboard

	Display orange ribbon icon	
	<b>Developer Notes</b>	
	<p>Develop a drag and drop interaction so learner sorts the fuel and heat sources correctly.</p> <p>Submit answers by clicking the submit button Do not display previous or next buttons Remove slide from player menu</p> <p>Allow 2 attempts.</p> <ul style="list-style-type: none"> <li>• Try again button on try again layer allows learner to retry quiz.</li> <li>• Continue buttons on incorrect and correct layers takes learner back to slide 1.4 Course Menu</li> </ul>	

### R.A.C.E.

Targeted learning objective:

- Demonstrate the steps in performing R.A.C.E. during a fire emergency.

Targeted learning outcome:

- Describe the steps for responding to an actual fire.

Slide	On screen text/visual	Script
3.0 R.A.C.E.	<p><b>Title Bar: R.A.C.E.</b></p> <p>Fade in brick evacuation background and dark grey transparent overlay.</p> <p>Display 4-layer vertical accordion on the right side of the slide. Each layer of accordion, when clicked, slides over and reveals a layer.</p> <p>4 parallelogram accordion layers:</p> <ul style="list-style-type: none"> <li>• R – Rescue: white parallelogram. Orange R and orange icon depicting a person evacuating another person in a wheelchair</li> <li>• A – Alarm: white parallelogram. Orange A and orange icon of an alarm</li> </ul>	<p>Correctly responding to a fire is important for preventing injury and damage to property. Here, you're going to learn how to RACE into action when there is a fire emergency in your facility. Click on each letter to learn about each step of Race.</p>

Fire Safety eLearning Storyboard

	<ul style="list-style-type: none"> <li>• C – Contain: white parallelogram. Orange C and orange icon depicting a person evacuating another person in a</li> <li>• E – Extinguish: white parallelogram. Orange E and orange icon depicting a fire extinguisher</li> </ul> <p>Text box – Click on each letter to learn about each step of RACE</p> <p><b>Developer Notes</b></p> <ul style="list-style-type: none"> <li>• Open layer Race when learner clicks R</li> <li>• Open layer Alarm when learner clicks A</li> <li>• Open layer Contain when learner clicks C</li> <li>• Open layer Extinguish when learner clicks E</li> </ul>	
<p>3.0.a R.A.C.E.</p>	<p><b>Layer: R</b></p> <p>R parallelogram moves on a motion path to the left and larger orange parallelogram fades in between the R and A accordion parallelograms.</p> <p>[1] On the top of the layer, show text: Step 1. Rescue. Rescue anyone in immediate danger.</p> <p>[2] In a white bordered box in the middle, include text: What safety precautions should you use when evacuating?</p> <ul style="list-style-type: none"> <li>• Know your route</li> <li>• Check doors for heat</li> <li>• Stay close to the floor to avoid smoke</li> </ul> <p>[3] In a dark grey bordered box near the bottom of the layer, show text: Use these 5 methods of moving patients:</p> <ol style="list-style-type: none"> <li>1. Walk</li> <li>2. Wheelchair</li> <li>3. 1-2 person carry</li> <li>4. Blanket drag</li> <li>5. Medical sled or stretcher</li> </ol>	<p>[1] Rescue anyone in immediate danger if it is safe to do so. [2] When evacuating patients, be familiar with all safety precautions and methods of moving patients.</p>

Fire Safety eLearning Storyboard

	<p>Right hand side of slide, slightly overlapping parts of text: A character pushing the wheelchair of another character</p> <p><b>Developer Notes</b></p> <p>Display the background and overlay of base layer only.</p> <p>Return to base layer if R layer is clicked again from this layer. Open layers A, C or E when they are clicked from this layer.</p>	
<p>3.0.b R.A.C.E.</p>	<p><b>Layer: A</b></p> <p>A parallelogram moves on a motion path to the left and larger orange parallelogram fades in between the A and C accordion parallelograms.</p> <p>[1] On the top of the layer, show text: Step 2. Alarm. Pull the nearest fire alarm and call 911.</p> <p>[2] In a white bordered box in the middle, include text: Fire alarm pull stations are located near:</p> <ul style="list-style-type: none"> <li>• All stairwells</li> <li>• Nursing stations</li> <li>• All building exits</li> </ul> <p>[3] In a dark grey bordered box near the bottom of the layer, show text: When calling 911, provide information about:</p> <ol style="list-style-type: none"> <li>1. Fire location (building and floor number)</li> <li>2. The size of the fire</li> <li>3. The type off fire</li> <li>4. Whether everyone is evacuated</li> </ol> <p>Right hand side of slide, slightly overlapping parts of text: A character pulling a fire alarm</p> <p><b>Developer Notes</b></p> <p>Display the background and overlay of base layer and other parallelogram accordion layers only.</p>	<p>[1] Pull the nearest fire alarm and call 911. [2] Be sure that you are familiar with the locations of fire alarm stations. [3] When calling 911, give dispatch as much information as you can. Use these tips to help you provide information.</p>

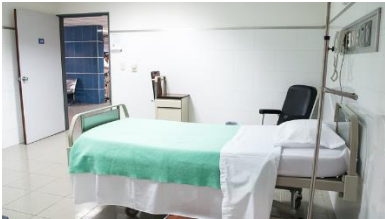
Fire Safety eLearning Storyboard

	<p>Return to base layer if A layer is clicked again from this layer. Open layers R, C or E when they are clicked from this layer.</p>	
<p>3.0.c R.A.C.E.</p>	<p><b>Layer: C</b></p> <p>C parallelogram moves on a motion path to the left and larger orange parallelogram fades in between the C and E accordion parallelograms.</p> <p>[1] On the top of the layer, show text: Step 3. Contain. Close all doors in the fire area.</p> <p>[2] In a white bordered box in the middle, include text: Closing windows and doors helps to cut the source of the oxygen to the fire and prevents it from access to additional fuel.</p> <p>[3] In a dark grey bordered box near the bottom of the layer, show text: Avoid closing windows and doors that put you in danger of the fire.</p> <p>Right hand side of slide, slightly overlapping parts of text: A character closing a door.</p> <p><b>Developer Notes</b></p> <p>Display the background and overlay of base layer and other parallelogram accordion layers only.</p> <p>Return to base layer if C layer is clicked again from this layer. Open layers R, A or E when they are clicked from this layer.</p>	<p>[1] Contain the fire by closing all doors and windows in the fire area except for ones that put you in danger of the fire. Closing doors and windows helps to cut off the source of oxygen to the fire and prevents it from access to additional fuel.</p>
<p>3.0.c R.A.C.E.</p>	<p><b>Layer: E</b></p> <p>E parallelogram moves on a motion path to the left and larger orange parallelogram fades in between the E and blank accordion parallelograms.</p> <p>[1] On the top of the layer, show text: Step 4. Extinguish. Put out fires if they are small</p>	<p>[1] Put out fires if they are small, if it is safe to do so, and as long as you have access to the correct type of extinguisher. [2] Locate the appropriate fire extinguisher for the job if its available and use the PASS procedure explained within this</p>



## Fire Safety eLearning Storyboard

	<p>[2] In a white bordered box in the middle, include text: Select the appropriate fire extinguisher Use the PASS procedure for operating a fire extinguisher.</p> <p>[3] In a dark grey bordered box near the bottom of the layer, show text: Fire extinguishers are located near:</p> <ul style="list-style-type: none"><li>• All stairwells</li><li>• All nursing stations</li></ul> <p>Right hand side of slide, slightly overlapping parts of text: A character extinguishing a fire.</p>	training module. [3] Familiarize yourself with the locations of fire extinguishers in your facility. If you can't extinguish the fire, then safely evacuate.
	<b>Developer Notes</b>	
	<p>Display the background and overlay of base layer and other parallelogram accordion layers only.</p> <p>Return to base layer if E layer is clicked again from this layer. Open layers R, A or C when they are clicked from this layer.</p> <p>Jump to slide 3.1 R.A.C.E. Knowledge Check when next button is clicked.</p>	

Slide	On screen text/visual	Script
<p>3.1 R.A.C.E. Knowledge Check</p>	<p><b>Title Bar: Knowledge Check</b></p>  <p>Display an image of a patient's room with a small trash fire happening.</p> <p>[1] Text – A small fire started in a patient's room. What should you do first! Select the correct image in the picture to select your response. Click submit when you are finished.</p> <p>Hotspots on top of four clickable images. Each image has a blue glow to help the learner identify the choice options. Create selected state with image -30 brightness.</p> <ul style="list-style-type: none"> <li>• A patient in a wheelchair – Hover state reveals the word rescue.</li> <li>• The door – hover state reveals the word contain</li> <li>• An alarm – hover state reveals the word alarm</li> <li>• A fire extinguisher – hover state reveals the word extinguish</li> </ul> <p>User gets feedback after submitting.</p> <p><b>Try again layer</b> Text – Incorrect Sorry, you did not choose the correct answer. Use the RACE method when responding to fire. Please try again.</p> <p>Blue button – Try again Display orange X icon</p>	<p>Now, it is time for a knowledge check. [1] A small fire started in a patient's room. What should you do first? Select the correct image in the picture to select your response. Click submit when you are finished.</p>

## Fire Safety eLearning Storyboard

	<p><b>Incorrect layer</b> Text – Incorrect Sorry, you did not correctly respond to the fire. You should use the RACE method when responding to fire. The first thing you should do when there is a fire is to rescue anyone in immediate danger.</p> <p>Blue button – Continue Display orange x icon</p> <p><b>Correct layer</b> Text – Correct! That's right! The first thing you should do in case of a fire is rescue anyone in immediate danger.</p> <p>Blue button – Continue Display orange ribbon icon</p>	
	<p><b>Developer Notes</b></p> <p>Multiple choice scenario question where the learner clicks on items in the scene to answer the question.</p> <p>Submit answers by clicking the submit button Do not display next button. Remove slide from player menu</p> <p>Allow 2 attempts.</p> <ul style="list-style-type: none"><li>• Try again button on try again layer allows learner to retry quiz.</li><li>• Continue buttons on incorrect and correct layers takes learner back to slide 1.4 Course Menu</li></ul>	


P.A.S.S.

Targeted learning objective:

- Demonstrate the steps in performing P.A.S.S. when using a fire extinguisher.


Targeted learning outcome:

- Describe the steps of operating a fire extinguisher.

Slide	On screen text/visual	Script
<p>4.0 Parts of an extinguisher</p>	<p><b>Title Bar: Parts of an extinguisher</b></p> <p>Fade in light brick background.</p>  <p>Right hand side - Display fire extinguisher and 5 markers on the extinguisher for the learner to click on and learn about the extinguisher features.</p> <ul style="list-style-type: none"> <li>• Pin Ring – Pulling this ring unlocks the fire extinguisher</li> <li>• Colored label - The label is colored according to the extinguisher type. This fire extinguisher is a foam extinguisher and has a cream-colored label.</li> <li>• Handle or lever – Squeezing this handle releases the contents of the canister</li> </ul>	<p>Before learning how to operate a fire extinguisher, we must learn the different parts of an extinguisher. Use the fire extinguisher on the screen to explore the different features of a fire extinguisher.</p> <p>Hover over each marker to learn about each feature. Select next when you are finished.</p>

## Fire Safety eLearning Storyboard

	<ul style="list-style-type: none"> <li>• Letter class label – Each fire extinguisher has a class label indicating which fire types the extinguisher can be used on. The label on this fire extinguisher indicates that this extinguisher is applicable on class A (combustible solids) and class B (combustible liquid) fires.</li> <li>• Nozzle – The nozzle is flexible and should be pointed at the base of the fire when in use.</li> </ul> <p>Text box (bottom left corner) – Hover over each marker to learn about the parts of a fire extinguisher.</p>	
	<p><b>Developer Notes</b></p>	
	<p>Display marker text when learner hovers over marker Jump to slide 4.1 When learner advances to next slide.</p>	


Slide	On screen text/visual	Script
<p>4.1 P.A.S.S.</p>	<p><b>Title Bar: P.A.S.S.</b></p>  <p>Display image of a fire being extinguished and fade in a white transparent overlay.</p> <p>Right hand side - Display a fire extinguisher with separate moving parts and four light blue numbered circular buttons with black text and a white border.</p> <p>Left hand side – Display wooden logs. Display a fire gif in a separate later at the beginning of the timeline (to make it appear as though the wood is on fire).</p> <p>Bottom of screen – Text box: Click each letter to reveal the step, and to put out the fire.</p>	<p>When you have located the appropriate fire extinguisher to use, use the PASS method to operate it. It's easy to remember how to use a fire extinguisher if you can remember the acronym for PASS. Use the fire extinguisher displayed on your screen to put out the fire using the P-A-S-S fire extinguisher procedure. Begin by clicking on button 1 and continuing until the fire is put out. Click next when you are finished.</p> <p>[1] Step 1. Pull the pin to unlock the extinguisher.</p> <p>[2] step 2. Aim the nozzle at the base of the fire.</p> <p>[3] Step 3. Squeeze the handle to release the contents of the fire extinguisher.</p>

## Fire Safety eLearning Storyboard

<p><b>Button 1</b> – Position next to the pin ring. Hover state changes from 1 to the letter P, visited state is the letter P with a light blue border and a white fill.</p> <p><u>When button one is clicked:</u></p> <ul style="list-style-type: none"><li>• Pin ring state: pin ring moves to the left, away from the extinguisher as though being pulled out.</li><li>• Reveal layer step 1 in the middle of the slide: [1] Layer 1 text: Step 1: Pull the pin to unlock the extinguisher</li></ul> <p><b>Button 2</b> – Position next to the hose. Hover state changes to the letter A, visited state is the letter A with a light blue border and a white fill. Clicking this button changes the state of the pin ring.</p> <p><u>When button two is clicked:</u></p> <ul style="list-style-type: none"><li>• Nozzle state: Nozzle lifts and aims at the base of the fire.</li><li>• Reveal layer step 2 in the middle of the slide [2] Layer 2 text: Step 2: Aim the nozzle at the base of the fire</li></ul> <p><b>Button 3</b> – Position next to the handle/lever. Hover state changes to the letter S, visited state is the letter S with a light blue border and a white fill. Clicking this button changes the state of the pin ring.</p> <p><u>When button three is clicked:</u></p> <ul style="list-style-type: none"><li>• Handle state: handle moves upward into an activated squeezed position</li><li>• Reveal layer step 3 in the middle of the slide [3] Layer 3 text: Step 3: Squeeze the handle to release contents</li></ul> <p><b>Button 4</b> – Position next to the nozzle. Hover state changes to the letter S, visited state is the letter S with a light blue border and a white fill. Clicking this button changes the state of the pin ring.</p> <p><u>When button four is clicked:</u></p>	<p>[4] Step 4. Sweep the nozzle from side to side at the base of the fire, until it is put out.</p>
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## Fire Safety eLearning Storyboard

	<ul style="list-style-type: none"> <li>• Nozzle state: Nozzle now has what looks like extinguishing fluid or foam coming out of it. Double ended arrow indicating a movement from side to side appears.</li> <li>• Reveal layer step 4 in the middle of the slide [4] Layer 4 text: Step 4: Sweep the nozzle from side to side at the base of the fire</li> <li>• Hide layer “fire gif”</li> </ul>	
<b>Developer Notes</b>		
<p>Display only one layer at a time          Disable buttons 2, 3, and 4 at the start of the timeline so that learner must go in order.          Change state for next step from disabled to normal after the step before it has been visited.</p> <p>Hide this slide on player menu.          Advance to slide 4.2 When learner clicks next</p>		

Slide	On screen text/visual	Script
4.2 P.A.S.S. Knowledge Check	<p><b>Title Bar: Knowledge Check</b></p>  <p>Display image of a hospital corridor and a white transparent overlay.</p> <p>[1] Text: You grab a fire extinguisher to put out a small fire that started in a patient’s room. Put the four steps of PASS in the correct order to put out the fire.</p>	<p>Now, let’s pause for a knowledge check.</p> <p>[1] You grab a fire extinguisher to put out a small fire that started in a patient’s room. Put the four steps of PASS in the correct order to put out the fire.</p>

## Fire Safety eLearning Storyboard

Display a matching drag and drop graded quiz question with four matching items. The items below are correctly paired.

1. Step 1 – Pull the pin on the top of the canister
2. Step 2 – Aim the nozzle at the base of the fire
3. Step 3 – Squeeze the handle to release the contents of the canister
4. Step 4 – Sweep the nozzle from side to side at the base of the fire.

User gets feedback after submitting.

### **Try again layer**

Text – Incorrect

Sorry, you did not put the steps of PASS in the correct order. Please try again.

Blue button – Try again

Display orange X icon

### **Incorrect layer**

Text – Incorrect

Sorry, you did not put the steps of PASS in the correct order. The order of PASS is: 1. Pull 2. Aim 3. Squeeze 4, Sweep

Blue button – Continue

Display orange x icon

### **Correct layer**

Text – Correct!

That's right! You put the steps of PASS in the correct order. The fire was put out.

Blue button – Continue

Display orange ribbon icon

### **Developer Notes**

Disable next button.

Hide this slide from the player menu.



## Fire Safety eLearning Storyboard

	<p>Shuffle answers. Allow 2 attempts.</p> <ul style="list-style-type: none"> <li>• Try again button on try again layer allows learner to retry quiz.</li> <li>• Continue buttons on incorrect and correct layers takes learner back to slide 1.4 Course Menu</li> </ul>	
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## Types of Extinguishers

Targeted learning objective:





- Choose the appropriate fire extinguisher for each class of fire.

Targeted learning outcome:

- Recognize the different types of fire extinguishers and their appropriate use.

Slide	On screen text/visual	Script
5.0 Types of Extinguishers	<p><b>Title Bar: Types of extinguishers</b></p>  <p>At the start of the timeline, bring in:</p> <ul style="list-style-type: none"> <li>• Five extinguishers with colored labels on the top, set side by side each other. <ul style="list-style-type: none"> <li>○ Water Fire Extinguisher - red</li> <li>○ Foam Fire Extinguisher - cream</li> <li>○ Co2 Fire Extinguisher - black</li> <li>○ Powder Fire Extinguisher – navy blue</li> <li>○ Wet Chemical Fire Extinguisher – yellow</li> </ul> </li> <li>• Labels representing the 3 classes of fire on the left side of the slide, stacked on each other.</li> </ul>	<p>When using a fire extinguisher, it is important that the extinguishing material is effective on the type of fire it is being used on. Here we will explore the most common types of fire extinguishing materials.</p> <p>[1] The five most common types of fire extinguishing materials are water, foam, carbon dioxide, powder, and wet chemical.</p> <p>[2] The classes or types of fires that we are going to compare are: class (A) solid combustibles, class (b) flammable liquids, and class (c) electrical fires.</p> <p>If an extinguisher is labeled with a green label, this indicates that the extinguisher is effective against that class of fires while a red label indicates that the fire extinguisher</p>

## Fire Safety eLearning Storyboard

<p>○ A: Combustible solids</p>  <p>○ B: Flammable liquids</p>  <p>○ C: Live Electrical</p>  <ul style="list-style-type: none"> <li>• Text at the top right corner - There are five main types of fire extinguishing materials</li> </ul> <p>[1] In time with the narration, bring in transparent squares with glowing orange borders to surround the colored labels on the five extinguishers one at a time. These borders should fade back out.</p> <p>[2] As narration is introducing the class types, bring in a border around each class type. They will fade out after being mentioned.</p> <p>[3] Bring in fire class labels for water over top of the body of the extinguisher in line with the labels on the side:</p>  <p>Display the class labels on top of each respective extinguisher for the other types of extinguishers when the learner clicks on them. All labels should be lined up with the labels on the left side of the screen.</p> <p>Foam -</p>	<p>is ineffective, or even dangerous to use against that type of fire.</p> <p>[3] For example, Water extinguishing agent is effective against combustible solid fires, but should not be used on flammable liquid or electrical fires. To learn about what extinguishing material to use on each class of fire, click on each fire extinguisher. Water extinguishing agent has a red label and is effective against class A fires</p>
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## Fire Safety eLearning Storyboard



CO2 –



Powder –




Wet Chemical –



### Developer Notes

When each layer is clicked, leave them visible on the slide so that they are all showing once all are clicked.

Advance to slide 5.1 when learner clicks next button.

Slide	On screen text/visual	Script
<p>5.1 Knowledge Check</p>	<p><b>Title Bar: Knowledge Check</b></p> <p>Text – Click on the fire extinguishers that would be suitable for a flammable cleaning liquid fire that spread to a trash can. You may select more than one answer. Click submit when you are finished.</p> <p>Display multiple answer question with 3 fire extinguishers with different labels.</p>  <p>The image shows three red fire extinguishers. The first is labeled 'Foam Fire Extinguisher' and has labels for Class A (Wood, Paper, and Textiles), Class B (Flammable Liquids), and 'DO NOT USE ON: Live Electrical Equipment'. The second is labeled 'Water Fire Extinguisher' and has labels for Class A (Wood, Paper, and Textiles), 'DO NOT USE ON: Flammable Liquids', and 'DO NOT USE ON: Live Electrical Equipment'. The third is labeled 'Powder Fire Extinguisher' and has labels for Class A (Wood, Paper, and Textiles), Class B (Flammable Liquids), and Class C (Live Electrical Equipment).</p> <p>User gets feedback after submitting.</p> <p><b>Try again layer</b> Text – Incorrect Sorry, you did not choose the correct fire extinguisher(s). Please try again.</p> <p>Blue button – Try again Display orange X icon</p> <p><b>Incorrect layer</b></p>	<p>Now, it's time for a knowledge check. Click on the fire extinguishers that would be suitable for a flammable cleaning liquid fire that spread to a trash receptacle. You may select more than one. Click submit when you are finished.</p>

## Fire Safety eLearning Storyboard

	<p>Text – Incorrect Sorry, you did not choose the correct fire extinguishers. The foam and powder fire extinguishers both are suitable for use on combustible solid and flammable liquid fires.</p> <p>Blue button – Continue Display orange x icon</p> <p><b>Correct layer</b> Text – Correct! That's right! You chose the correct fire extinguishers.</p> <p>Blue button – Continue Display orange ribbon icon</p>	
	<p><b>Developer Notes</b></p> <p>Disable next button. Hide this slide from the player menu. Correct answers are foam and powder. Allow 2 attempts.</p> <ul style="list-style-type: none"><li>• Try again button on try again layer allows learner to retry quiz.</li><li>• Continue buttons on incorrect and correct layers takes learner back to slide 1.4 Course Menu</li></ul>	

## Assessment

### Assessed learning objectives:

1. Identify the three elements that are needed in order for a fire to start.
2. Demonstrate the steps in performing R.A.C.E. during a fire emergency.
3. Demonstrate the steps in performing P.A.S.S. when using a fire extinguisher.
4. Choose the appropriate fire extinguisher for each class of fire.

### Assessed learning outcomes:


## Fire Safety eLearning Storyboard

- Identify the different classes of fire based on ignition source and fuel source.
- Demonstrate what to do in the event of an actual fire.

Slide	On screen text/visual	Script
6.0 Final Quiz	<p><b>Title Bar: Final Quiz</b></p> <p>Bring in character Arthur on the left side of slide with arms crossed and neutral expression.</p> <p>Text – [1] Congratulations on finishing all four sections of this course!            [2] To pass this course, you must score %100.            [3] Take your time and review the course first if needed.            [4] When you are ready to take the quiz, select the 'Begin' button.</p> <p>Bring in Begin and Review buttons at the end of the narration.</p> <ul style="list-style-type: none"> <li>• Begin button – Blue with black text and border. Hover state changes to orange fill and white text/border. Visited state changes to grey fill and black text/border.</li> <li>• Review button – Blue with black text and border. Hover state changes to orange fill and white text/border. Visited state changes to grey fill and black text/border.</li> </ul>	<p>[1] Congratulations on finishing all four sections of this course!            [2] To pass this course, you must complete a final quiz and score 100%. The quiz will consist of four scenarios.            [3] Take your time and review the course first if needed.            [4] When you are ready to take the quiz, select the begin button.</p>
	<p><b>Developer Notes</b></p> <p>When the learner clicks the begin button, jump to slide 6.1 Question 1 of 4.            When the learner clicks on the review button, jump to slide 1.4 Course menu.</p> <p>Hide slide from player.            Remove next and previous buttons.</p>	

Slide	On screen text/visual	Script
	<p><b>Title Bar: Question 1 of 4</b></p>	


Fire Safety eLearning Storyboard

<p>6.1 Question 1 of 4</p>	 <p>Bring in character Arthur on the right side with hands on face and surprised expression.</p> <p>Bring in electrical spark outlet clip art next to a trash can on fire. Display character Andrew with an alarmed expression sitting in a wheelchair.</p> <p>Text – [1] A damaged electrical cord sparks and causes a small electrical fire that ignites trash in a trash can. What should you do first? Select your answer below.</p> <p>Four buttons. White transparent boxes with white border:</p> <ol style="list-style-type: none"> <li>1. Rescue patients in immediate danger</li> <li>2. Pull the alarm. Call 911.</li> <li>3. Run away! Save yourself!</li> <li>4. Put out the fire with the nearest fire extinguisher.</li> </ol> <p><b>Developer Notes</b></p> <p>Button 1 – Go to slide 6.2 Question 2 of 4.          Button 2 – Show layer 6.1.a. Question 1 of 4.          Button 3 – Show layer 6.1.c. Question 1 of 4.          Button 4 – Show layer 6.1.b. Question 1 of 4.</p> <p>Hide from player menu.</p>	<p>[1] A damaged electrical cord sparks and causes a small electrical fire that ignites trash in a trash can. What should you do first? Select your answer below.</p>
<p>6.1.a. Question 1 of 4</p>	<p><b>Layer: Fire alarm</b></p> <p>Display base layer but hide answer choices. Bring in text over a transparent square overlay. Add larger flames that appear to be spreading.</p> <p>Text – Incorrect. While you went to pull the alarm and call 911, the fire spread, and the patient was injured.</p>	

Fire Safety eLearning Storyboard

	<p>Bring in try again button</p> <p><b>Developer Notes</b></p> <p>Try again button – hide this layer and return to the base layer</p>	
<p>6.1.b. Question 1 of 4</p>	<p><b>Layer: extinguisher</b></p> <p>Display base layer but hide answer choices. Bring in text over a transparent square overlay. Add larger flames that appear to be spreading.</p> <p>Text – Incorrect. While you went to find an extinguisher, the fire spread, and the patient was injured.</p> <p>Bring in try again button</p> <p><b>Developer Notes</b></p> <p>Try again button – hide this layer and return to the base layer</p>	
<p>6.1.c. Question 1 of 4</p>	<p><b>Layer: Run!</b></p> <p>Display base layer but hide answer choices. Bring in text over a transparent square overlay. Add larger flames that appear to be spreading.</p> <p>Text – Incorrect. While you were out of the building, the fire spread, and the patient was injured.</p> <p>Bring in try again button</p> <p><b>Developer Notes</b></p> <p>Try again button – hide this layer and return to the base layer</p>	



Slide	On screen text/visual	Script
<p>6.2 Question 2 of 4</p>	<p><b>Title Bar: Question 2 of 4</b></p>  <p>Bring in character Arthur on the left side with finger by mouth and thinking expression.</p> <p>Text – [1] Correct! You rescued the patient out of harm’s way. You proceeded to pull the fire alarm, call 911, and confine the fire in the patient’s room. What should you do next? Select your response below.</p> <p>Three buttons. White transparent boxes with white border:</p> <ol style="list-style-type: none"> <li>1. Go outside and wait for the fire department to arrive.</li> <li>2. Grab the nearest fire extinguisher.</li> <li>3. Run away! Save yourself!</li> </ol> <p><b>Developer Notes</b></p> <p>Button 1 – Show layer 6.2.a.                      Button 2 – Go to slide 6.3.                      Button 3 – Show layer 6.2.b.</p>	<p>[1] Correct! You rescued the patient out of harm’s way. You proceeded to pull the fire alarm, call 911, and confine the fire in the patient’s room. What should you do next? Select your response below.</p>

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	Hide from player menu.	
6.2.a. Question 2 of 4	<p><b>Layer: Go outside</b></p> <p>Display patient room background image from slide 6.1. Question 1 of 1. Bring in text over a transparent square overlay. Add larger flames that appear to be spreading.</p> <p>Text – Incorrect. While you went outside to wait for the fire department, the fire spread and caused unnecessary damage.</p> <p>Bring in try again button</p> <p><b>Developer Notes</b></p> <p>Try again button – hide this layer and return to the base layer</p>	
6.2.b. Question 2 of 4	<p><b>Layer: Run</b></p> <p>Display patient room background image from slide 6.1. Question 1 of 1. Bring in text over a transparent square overlay. Add larger flames that appear to be spreading.</p> <p>Text – Incorrect. You ran to save yourself and the fire spread and caused unnecessary damage.</p> <p>Bring in try again button</p> <p><b>Developer Notes</b></p> <p>Try again button – hide this layer and return to the base layer</p>	

Slide	On screen text/visual	Script
	Title Bar: Question 3 of 4	

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<p>6.3 Question 3 of 4</p>	<p>Keep slide background and character Arthur on the left side with finger by mouth and thinking expression that was used in slide 6.2.</p> <p>Text – [1] Correct! You went to get a fire extinguisher. Which fire extinguisher should you use for this fire? Drag and drop the correct fire extinguisher to the healthcare worker.</p> <p>Three fire extinguishers in bottom of screen with colored labels and class labels on them.</p> <ol style="list-style-type: none"> <li>1. Foam</li> <li>2. Water</li> <li>3. Powder</li> </ol> <p>Insert drag and drop graded question with healthcare worker (Arthur) as drop target.</p> <p><b>Developer Notes</b></p> <p>When learner drags and drops each extinguisher to Arthur:          Extinguisher 1 – Show layer 6.3.a. Foam          Extinguisher 2 – Show layer 6.3.b. Water          Extinguisher 3 – Go to slide 6.4.</p> <p>Hide from player menu.</p>	<p>[1] Correct! You went to get a fire extinguisher. Which fire extinguisher should you use for this fire? Drag and drop the correct fire extinguisher to the healthcare worker.</p>
<p>6.3.a. Question 3 of 4</p>	<p><b>Layer: Foam</b></p> <p>Display patient room background image from slide 6.1. Question 1 of 1. Arthur has surprised expression and is holding the foam extinguisher.          Bring in text over a transparent rectangle overlay.          Add larger flames that appear to be spreading as well as electrical shocks.</p> <p>Text – Incorrect. Although foam extinguishing agent can extinguish fire to the paper materials in the trash, foam conducts electricity, and so using a foam fire extinguisher on an electrical fire is not safe and can even cause electrocution.</p> <p>Bring in try again button</p> <p><b>Developer Notes</b></p> <p>Try again button – hide this layer and return to the base layer</p>	

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<p>6.3.a. Question 3 of 4</p>	<p><b>Layer: Water</b></p> <p>Display patient room background image from slide 6.1. Question 1 of 1. Arthur has surprised expression and is holding the water extinguisher. Bring in text over a transparent rectangle overlay. Add larger flames that appear to be spreading as well as electrical shocks.</p> <p>Text – Incorrect. Although water extinguishing agent can extinguish fire to the paper materials in the trash, water conducts electricity, and so using a water fire extinguisher on an electrical fire is not safe and can even cause electrocution.</p> <p>Bring in try again button</p>	
	<p><b>Developer Notes</b></p>	
	<p>Try again button – hide this layer and return to the base layer</p>	


Slide	On screen text/visual	Script
<p>6.4 Question 4 of 4</p>	<p><b>Title Bar: Question 4 of 4</b></p> <p>Use patient room background used in slide 6.1. Display character Arthur holding the Powder fire extinguisher with a surprised expression. Position Arthur near the trash fire.</p> <p>Text – [1] Correct! A powder fire extinguisher is suitable for both paper and electrical fires. Now, put the fire out. Drag the steps of PASS into the correct order from top to bottom to put out the fire.</p>	<p>[1] Correct! A powder fire extinguisher is suitable for both paper and electrical fires. Now, put the fire out. Drag the steps of PASS into the correct order from top to bottom to put out the fire.</p>

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	<p>Four items at the bottom of the screen to be dropped onto four drop points in sequence. Reveal items one at a time. Correct sequence is displayed below:</p> <ol style="list-style-type: none"> <li>1. Pull the pin on the top of the canister.</li> <li>2. Aim the nozzle at the base of the fire.</li> <li>3. Squeeze the handle at the top of the canister to release the contents</li> <li>4. Sweep the nozzle from side to side until the fire appears to be gone.</li> </ol> <p><b>Developer Notes</b></p> <p>Pull, aim, squeeze, sweep – Show layer 6.4.a. You did it!          Any combination other than the correct one – Show layer 6.4.b.</p> <p>Hide from player menu.</p>	
<p>6.4.a. Question 4 of 4</p>	<p><b>Layer: You did it!</b></p> <p>Display base layer background. Display character Arthur with happy expression and arms in the air and powder extinguisher on the floor at his feet. Remove fire and add ashes and powder material onto the trashcan and on the floor around it. Hide items from drag and drop interaction on this layer.</p> <p>Bring in text over a transparent rectangle overlay to the right.</p> <p>Text – Correct! You put out the fire! Click finish to continue.</p> <p>Bring in finish button</p> <p><b>Developer Notes</b></p> <p>Finish button – jump to slide 7.0</p>	
<p>6.4.b. Question 4 of 4</p>	<p><b>Layer: Incorrect</b></p> <p>Display base layer background. Display character Arthur with surprised expression holding the powder fire extinguisher.</p> <p>Add larger flames that appear to be spreading.</p> <p>Hide items from drag and drop interaction on this layer.</p> <p>Bring in text over a transparent rectangle overlay to the right.</p>	

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	<p>Text – Incorrect. You were not able to operate the fire extinguisher properly, and so the fire was not put out.</p> <p>Bring in try again button</p>	
	<p><b>Developer Notes</b></p>	
	<p>Try again button – Hide layer and return to base layer</p>	

Slide	On screen text/visual	Script
<p>7.0 Quiz Results</p>	<p><b>Title Bar: Quiz Results</b></p>  <p>Bring in a white overlay (50% transparency)</p> <p><b>Developer Notes</b></p> <p>Hide from player menu.</p> <p>Show layer 7.0.a. Success if learner scores 100% on their scenario quiz.</p> <p>Show layer 7.0.b. Failure if learner scores less than 100% on their scenario quiz.</p>	
<p>7.0.a. Success</p>	<p><b>Layer - Success</b></p> <p>Display base layer. Display character Arthur on the left side of slide with a happy expression and arms crossed.</p> <p>Display green trophy icon and text.</p> <p>Text – Congratulations, you passed this course.</p>	<p>Congratulations, you passed this course. If you would like to review your quiz, click the review quiz button. To continue, click finish course.</p>

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	<p>2 buttons:</p> <ul style="list-style-type: none"> <li>• Review Quiz</li> <li>• Finish Course</li> </ul> <p><b>Developer Notes</b></p> <p>Hide from player menu.</p> <p>Review Quiz button – jump to slide 1.4 Course Menu Finish Course Button – Jump to slide 7.1 Summary</p>	
<p>7.0.b. Failure</p>	<p><b>Layer - Failure</b></p> <p>Display base layer. Display character Arthur on the left side of slide with a disappointed expression and arms crossed.</p> <p>Display red x icon and text. Text – Sorry, you did not pass the course. Please take the quiz again.</p> <p>1 button:</p> <ul style="list-style-type: none"> <li>• Retry Quiz</li> </ul> <p><b>Developer Notes</b></p> <p>Hide from player menu.</p> <p>Retry Quiz button – jump to slide 6.1 Question 1 of 4 and reset quiz results.</p> <p>Hide next and previous slide buttons.</p>	<p>I am sorry, but you made one or more incorrect choices during the scenario. You are not prepared to respond to a fire. Please try again.</p>

Slide	On screen text/visual	Script
<p>7.1 Summary</p>	<p><b>Title Bar: Summary</b> Use identical slide as slide 1.3 Course Objectives.</p> <p>Objectives fade in over top of light blue rectangles. Rectangles have small icons associated with each objective placed on left side of rectangle next to objectives.</p>	<p>Now that you have completed your fire safety course, you can now: [1] Identify the three elements that are needed in order for a fire to start.</p>

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	<p>PASS icon – extinguisher  RACE icon – a person evacuating  Fire triangle icon – a fire inside of a triangle  Types of extinguisher icon – fire</p> <p>Text: [1] Identify the three elements that are needed in order for a fire to start.  Text: [2] Demonstrate the steps in performing RACE during a fire emergency.  Text: [3] Demonstrate the steps in performing PASS when using a fire extinguisher.  Text: [4] Choose the appropriate fire extinguisher for each class of fire.</p>	<p>[2] Demonstrate the steps in performing RACE during a fire emergency.  [3] Demonstrate the steps in performing PASS when using a fire extinguisher, and  [4] choose the appropriate fire extinguisher for each class of fire.</p>
	<b>Developer Notes</b>	
	<p>Automatically advance to slide 7.2 Thank you slide at the end of the timeline.</p> <p>Reveal objectives in time with the narration.</p>	

Slide	On screen text/visual	Script
7.2 Thank you	<p><b>Title Bar: Thank you</b></p> <p>Display brick evacuation background.  Bring in character Arthur on the right-hand side with a happy expression, hands on hips and a text box in the middle of the screen.</p> <p>Text box – Thank you for completing your fire safety course.</p>	<p>Thank you for completing your fire safety course. You now are prepared to respond to a fire.</p>
	<b>Developer Notes</b>	
	<p>Exit course when the timeline ends on this slide.  Hide next buttons.</p>	