Designed and Developed by Cynda Fickert

Hospital Fire Safety Course

Module 1 – Fire Prevention

Target Audience

This training is generalized enough to be appropriate for all hospital employees. Future training programs will provide more extensive job-related information for groups of employees such as nurses, orderlies, and administrative personnel.

Learning Objectives

At the end of Module 1, learners will be able to:

- List three components of fire.
- Identify potential fire hazards in a hospital setting.

Learning Level - Knowledge

Outline:

- Introduction
    - Welcome
    - Navigation
    - Course Organization
- Hospital fire statistics to establish importance of this training
- Module 1 - Fire Prevention Introduction
    - Objectives
    - Select Content Path
- Fire Triangle
- Fire Hazards
- Knowledge check on module objectives

Storyboard: Hospital Fire Safety Course, Module 1

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- Summary
- Congratulations

Directions:

- Please focus on the **<u>accuracy</u>** and **<u>completeness</u>** of the content during this review cycle.

- During this review cycle, please provide very specific, written feedback by *adding a comment to the document*. Feedback includes recommended additions, deletions, and modifications.

- The text in the third column will be <u>narrated audio</u>.

  - Formatting is merely to aid the voiceover talent: remember, learners will hear – not see – this text.
  - Capitalization is <u>not</u> important in the third column, but is <u>very important</u> in the second column, "Slide Text."

- *For purposes of this SB, when multiple choices/answers are displayed, the correct answer will be italicized and highlighted.*

Module Resources/References: [include links or titles of attachments that will go in the Resources tab]

Storyboard: Hospital Fire Safety Course, Module 1

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Slide [1]/ Menu Title: Introduction			Objective: [#]
Visual / Display:	**Slide Text:**	**Narration / Voiceover:**	**Animation / Interaction:**
Semi-transparent stock image outside a hospital [1] Banner; Dark blue rectangle with white text Medical personnel avatar standing on left side of screen [2-4] White text in dark blue rectangles; dark blue icons; three rows with icon on left and text on right; all rows to the right of avatar [2] [3]	[1] Hospital Fire Safety Course [2] Prevent [3] Prepare [4] Respond	[1] Welcome to this hospital fire safety course. This course will equip hospital employees for [2] preventing, [3] preparing for, and [4] responding to fire emergencies.	[1] Course title in middle of screen; Wipe in from left timed with narration [2-4] Text and icon wipe in from left timed with narration

[4] [5] Navigation and Begin Buttons in lower right corner; White text in blue rectangles, see notes for hover state	[5] Click navigation or begin to continue	[5] Click the navigation button if you would like to review the navigation tools for this course. Otherwise, click the begin button to start the course.	[5] Text wipes in from left timed with narration
Notes: **[1-5] Slide text timed with narration. Disable player next and previous buttons b/c of custom buttons on this slide; [5] Custom Navigation and begin buttons state change to normal when VO identifies them; user may click either button to advance; Nav button links to slide 2; Begin button links to slide 3; Use hover state on both buttons – red fill**			

Slide [2]/ Menu Title: Navigation			Objective: [#]
Visual / Display:	**Slide Text:**	**Narration / Voiceover:**	**Animation / Interaction:**
Semi-transparent stock image outside a hospital [1] Banner at top of screen with course title; Dark blue rectangle with white text Medical personnel avatar standing on left side of screen [2] Text box middle of screen	[1] Hospital Fire Safety Course [2] How to Navigate this course	[2] Use these player controls as you navigate the course. The next button advances forward one slide, and the previous button returns you to the last slide. You have several options for playing the current slide. If you need to take a break, click the pause button to stop the current timeline, and then click it again to pick up where you left off. If you want to start over on the current slide, use the replay button, and if you wish to focus on a specific part of the current	Medical avatar fades out at end of VO for [2]

[3] Medical avatar changes pose and holds sign	[3] (on avatar sign) Click the next button to continue	slide, drag the slider to the spot you want. If you want to see a different part of the course, use the menu on the left. Finally, click on resources for supplemental materials. [3] Click the next button to continue.	Same avatar fades in holding sign for VO [3]

Notes:
VO begins at start of timeline; begin button normal throughout slide – user may advance at any time; Next button links to slide 4

Slide [3]/ Menu Title: Course Organization			Objective: [#]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Semi-transparent stock image outside a hospital [1] Banner at top of screen with course title; Dark blue rectangle with white text [2-4] Centered on screen; Dark blue icons; icon on left, white text in dark blue rectangles on right [2]	[1] Hospital Fire Safety Course [2] Prevent [3] Prepare [4] Respond	This course is organized into three modules. First, [2] you will learn about preventing hospital fires. Next [3] you will prepare for fire emergencies. Finally, [4] you will review how to respond if you are ever in a hospital fire.	[2-4] Text and icon fade in timed with narration

[3] [4] [7] Click the next button to continue		[5] Click next to begin Module 1.	[5] As VO ends, "Prepare" and "Respond" icons and text boxes fade out; [6] "Prevent" icon and text box move to middle of screen; [7] Avatar fades in on left of screen holding sign User clicks next to continue

Notes:
[6] Use animation path on prevent icon and text to move it to middle of screen; delay [7] avatar intro by 0.5 seconds so it doesn't overlap with Prevent text and icon; Next button links to slide 4; Images are for design use only – company will provide final images

Slide [4]/ Menu Title: Fire Statistics			Objective: [#]
Visual / Display:	**Slide Text:**	**Narration / Voiceover:**	**Animation / Interaction:**
Semi-transparent background image of firefighter or fire [1-4] Four blue rectangles with white text	[1] Over 1000 hospital fires annually	[1] According to the National Fire Incident Reporting System, more than 1,000 hospital fires occur annually.	[1-4] Individual rectangles start in center and move to separate corners as VO plays

	[2] 60% of hospital fires started in a kitchen or cooking area	[2] Of these, approximately 60% began in kitchens or other cooking areas.	[1] Moves to upper left corner [2] Moves to upper right corner [3] Moves to lower left corner [4] Moves to lower right corner At end of VO, rectangles fully cover background image
	[3] 50 million dollars in property loss annually	[3] The National Fire Protection Association reports annual property loss of more than 50 million dollars in health facility fires from 2011-2015.	
	[4] Electrical fires accounted for 36% of all property damage	[4] Electrical fires resulted in more than one third of the annual property damage despite only accounting for 6% of the fires.	
		[5] Click next to continue.	At end of VO, user clicks next to continue or previous

Notes:
Slide plays automatically; Next button disabled until timeline ends, but seekbar is enabled; next button links to next scene – Prevent; Previous button returns to slide 3

Slide [5]/ Menu Title: Module 1 Objectives			Objectives: [1&2]
Visual / Display:	**Slide Text:**	**Narration / Voiceover:**	**Animation / Interaction:**
Semi-transparent background image – hospital waiting room			

[1] Avatar on left of screen holding sign with icon and blue text box with white letters [1] [2-3] Dark blue text box with white letters; display as list with white checkmarks [4] Dark blue text box with white letters	[1] Module 1: Fire Prevention [2] When you finish this first module, you will be able to: ✓ list the three components of fire ✓ identify potential fire hazards in a hospital [4] Click the next button to continue	[1] Welcome to the first module, fire prevention. After completing this module, you will be able to [2] list the three components of fire and [3] identify potential fire hazards in a hospital setting. [4] Ready to get started? Click next to begin.	[1] Icon and text wipe in from left timed with narration [2-3] Checkmarks and text wipe in from left timed with narration [4] As VO ends, Avatar sign changes text – wipe out previous and wipe in new User clicks next to continue
Notes: **Next button links to slide 6; Images are for design use only – company will provide final images**			

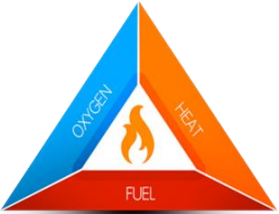| Slide [6]/ Menu Title: Select Content			Objectives: [1&2]
Visual / Display:	**Slide Text:**	**Narration / Voiceover:**	**Animation / Interaction:**
Semi-transparent background image – flames			

[1] Top left of screen: dark blue icon and blue rectangle with white text Avatar on left of screen - talking [2-3] Two buttons to the right of avatar; large, dark blue rectangles with white text and grey border	[1] Prevent [2] Three Components of Fire (Fire Triangle) [3] Identify Potential Fire Hazards	[2-3] You may complete the two parts of this module in any order. Click either button to get started.	[1] Text and icon wipe on screen from left when timeline starts [2-3] Use hover and visited states on buttons

Notes: [2-3] Use 6 px or higher border to emphasize they are buttons and not just text boxes; Properties – disable player next button until both buttons have been visited – use T/F variables; Resume saved state when returning to slide; [2] button links to slide 7; [3] button links to slide 8; Next button links to slide 9 after both 7 & 8 are visited

Slide [7]/ Menu Title: Fire Triangle			**Objective: [1]**
Visual / Display:	**Slide Text:**	**Narration / Voiceover:**	**Animation / Interaction:**
Semi-transparent background image – flames [1] Upper left corner – dark blue icon and dark blue rectangle with white text Avatar on left side of screen, talking [2] Center of screen – blue rectangle with fire triangle image	[1] List the three components of fire	 [2] Understanding how a fire starts and grows is key to knowing how to extinguish it. Every fire needs fuel, oxygen, and heat to burn. This is commonly referred to as the fire	[1] Wipes in from left when timeline begins

in the middle; transparent hotspots cover each side of the triangle [3] Bottom of screen, centered, blue rectangle with white text		triangle. If any of the three elements are eliminated, the fire stops burning. [3] Click each section for more information. When you've visited all three sections, click next to continue.	[3] Bottom rectangle hidden when user clicks on any of the three sides [4] User clicks each side of triangle to show layers [5] Avatar fades out when narration ends

Notes:
Next button disabled until all 3 layers are visited; When all three layers are visited, next button links back to slide 6; fade avatar when narration ends so user sees a "clean" slide for pop up text boxes
Variable "fuel" is hotspot covering bottom side of triangle; repeat for other two sides – heat and oxygen
Triggers (repeat for other two layers):
When the user clicks fuel
Stop Audio
Show layer fuel
Set fuel to true
Set state of instructions to hidden

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Slide [7a]/ Layer Title: Fuel			Objective: [1]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Show base layer images Rectangle with red background to match triangle, white text, dark blue border (5px) and offset bottom shadow; centered below the 'fuel' side of the triangle	Fuel is any material capable of burning. Without fuel, a fire will stop. A hospital has many fuel sources, including gowns, towels, sponges, and bandages.		User clicks either side of the triangle or next if all three sides have been visited
Notes: Next button disabled until all 3 layers are visited; When all three layers are visited, next button links back to slide 6			

Slide [7b]/ Layer Title: Heat			Objective: [1]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Show base layer images

Rectangle with orange background to match triangle, white text, dark blue border (5px) and offset bottom shadow; centered below the 'fuel' side of the triangle | Heat ignites, maintains, and allows fire to spread by warming and drying nearby fuel sources. Hospital heat sources include clogged ventilation points and cooking grease. | | User clicks either side of the triangle or next if all three sides have been visited |
| Notes: Next button disabled until all 3 layers are visited; When all three layers are visited, next button links back to slide 6 | | | |

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Slide [7c]/ Layer: Oxygen			Objective: [1]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Show base layer images Rectangle with turquoise background to match triangle, white text, dark blue border (5px) and offset bottom shadow; centered below the 'fuel' side of the triangle	Without oxygen, a fire will not begin or continue to burn. A fire needs air with at least 16% oxygen to burn. The air around us is about 21% oxygen.		User clicks either side of the triangle or next if all three sides have been visited
Notes: Next button disabled until all 3 layers are visited; When all three layers are visited, next button links back to slide 6			

Slide [8]/ Menu Title: Identify Fire Hazards			Objective: [2]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
[1] Upper left corner – dark blue icon and dark blue rectangle with white text [2] Background Image – hospital waiting room Insert smaller images of potential fire hazards and other objects that are not hazards (i.e., plant, laptop)	[1] Identify Potential Fire Hazards	[2] How many potential fire hazards can you spot in this picture? Click on each fire hazard. Then click on submit to see if you found them all.	[1] Wipes in from left when timeline begins [2] User clicks on images and then clicks submit to show results layer

User-selected images – outline in orange border (5px)			
Notes:			

Slide [8a]/ Layer Title: Results			Objective: [#]
Visual / Display:	**Slide Text:**	**Narration / Voiceover:**	**Animation / Interaction:**
Show base layer items, including borders for learner-selected objects Dark blue arrows point to [1] ashtray, [2] matches, [3] trash can, [4] electrical outlets, and [5] wires.		This situation has five potential fire hazards. Let's review them. [1-5] Patients, visitors, and hospital employees should only smoke in designated areas, and they must properly dispose of cigarettes and other potential fire starters such as matches and ashes. Trash cans should be emptied regularly. Electrical outlets should have safety covers, and no wires should protrude from the walls.	[1-5] Arrows timed with narration
[6] Dark blue rectangle with white text centered on screen	[6] Click next to continue	[6] Click next to continue	[6] Next button enabled timed with text and VO
Notes: **Next button links to slide 9; Previous button returns to slide 6**			

Slide [9]/ Menu Title: Hospital Corridor Hazards			Objective: [2]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
[1] Upper left corner – dark blue icon and dark blue rectangle with white text

Background Image – hospital corridor; insert images of fire hazards, i.e., boxes, stretcher, crutches, gloves, and stethoscope

[3] Color-filled (dark blue), numbered markers and text boxes with white text on each hazard; state change (marker only) to green fill when visited | [1] Identify Potential Fire Hazards

1 Storage
Never use hospital corridors for storage. Supplies must be stored in a secure location, and boxes must be at least 18 inches from all sprinkler heads.

2 Hospital Corridors
Emergency evacuations and first responders need clear corridors. Move all stretchers to the side of the hallway and next to the wall.

3 Patient Equipment
Patient medical equipment should be placed in the patient's room when not being used. Crutches and other patient equipment can cause patients and visitors to trip in an emergency.

4 Disposable Supplies
Always be sure to properly dispose of used supplies. Never leave supplies unattended, | In a fire emergency, hospital corridors must be clear for safe evacuations and arrival of first responders. Hover over each example of potential fire hazards in this corridor for more information.

When you've read each one, click next to continue. | [1] Wipes in from left when timeline begins

[3] Animate all markers – pulse

[4] Pop up text boxes appear as user hovers over each marker |

	especially in public spaces. In addition to being a choking hazard, rubber gloves are a type of fuel for Class A fires. 5 Medical Equipment Secure medical equipment in pockets or on your person. Do not leave medical equipment unattended. Stethoscopes are flammable.		
[5] Dark blue rectangle with white text centered on screen	[5] Click next to continue		[5] Next button appears timed with text after user hovers over all five markers

Notes:
VO begins when timeline starts on this slide. Next button is disabled until user hovers over all five markers. Next button linked to slide 6.

Slide [10]/ Menu Title: Knowledge Check Introduction			Objectives: [1&2]
Visual / Display:	**Slide Text:**	**Narration / Voiceover:**	**Animation / Interaction:**
Semi-transparent background image – flames			

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[1] Upper left corner – dark blue icon (checkmark) and dark blue rectangle with white text Avatar talking pose on left of screen [2-4] larger rectangles with white text to the right of avatar [5] small rectangle with white text under the large ones	[2] Knowledge Check #1 [3] Not Graded [4] Self-checking [5] Click next to begin	[2] Next up you will complete your first knowledge check. [3] These questions are not graded, and they give you a chance to see if you [4] understand the material covered so far in the course. [5] Good luck!	[1] wipes in from left when timeline begins [2] Buttons with text wipe in from left timed with narration Next button normal throughout slide
Notes: **User may advance at any time; Next button linked to slide 11, KC question 1**			

Slide [11]/ Menu Title: Knowledge Check Q1			Objective: [1]
Visual / Display:	**Slide Text:**	**Narration / Voiceover:**	**Animation / Interaction:**
Semi-transparent background image – flames [1] Upper left corner – dark blue icon (checkmark) and dark blue rectangle with white text [2] Large blue rectangle with white text [3] Radio buttons – grey; blue fill when selected	[1] List the three components of fire. [2] Which of the following is NOT one of the three components of fire?	[2] Which of the following is NOT one of the three components of fire?	[1] Wipes in from left when timeline begins [2] User clicks one of four choices [3] Each choice has a hover (orange) and selected (grey)

			state; Radio button fills to indicate selected choice

Notes: This slide is a random draw question from a question bank. Click the link to see the full selection of questions. Images and slide layout are the same for each question. Begin slide with hidden state for player next and back buttons on base layer. Enable player submit button. Change state of next button to normal on correct and incorrect layers.

Question_Bank1

Slide [11]/ Layer Title: Correct			Objective: [1]
Visual / Display:	**Slide Text:**	**Narration / Voiceover:**	**Animation / Interaction:**
[1] Background – Fill light blue [2] Avatar on left, happy pose [3] Blue rectangle with white text, banner at top of screen [4] Blue rectangle with white text, middle of screen	[3] Correct! [4] Every fire needs fuel, oxygen, and heat to burn. Lightning is one possible source of heat.	Great job! Every fire needs fuel, oxygen, and heat to burn. Click next to continue	User clicks next button to continue

Notes:
This slide is a random draw question from a question bank. Click the link to see the correct response for each question. Text, images, narration, and interactions are the same for each question.
Change state of next button to normal when timeline starts on this layer. Next button links to slide 12

Question_Bank1

Slide [11]/Layer Title: Incorrect			Objective: [1]
Visual / Display:	**Slide Text:**	**Narration / Voiceover:**	**Animation / Interaction:**
[1] Background – Fill light blue [2] Avatar on left, disappointed pose [3] Blue rectangle with white text, banner at top of screen [4] Blue rectangle with white text, center of screen [5] Blue rectangular button with white text, bottom middle of screen	[3] Incorrect! [4] Every fire needs fuel, oxygen, and heat to burn. If you remove any of these three elements, the fire will stop. [5] Click here to review the fire triangle.	[4] That is incorrect. [5] Every fire needs fuel, oxygen, and heat to burn. Click the button to review the fire triangle before continuing to the next knowledge check.	[5] User clicks button; lightbox slide of fire triangle appears

Notes:
This layer is the same for each question in the question bank. Lightbox is slide 12.   Next button hidden until user closes lightbox slide, and then next button linked to slide 13.
Question_Bank1

Slide [11]/Layer Title: Try Again			Objective: [1]
Visual / Display:	**Slide Text:**	**Narration / Voiceover:**	**Animation / Interaction:**
[1] Background – Fill light blue [2] Avatar on left, disappointed pose			

[3] Blue rectangle with white text, banner at top of screen [4] Blue rectangular button with white text, middle of screen	[3] Try again [4] That is incorrect. Click here to try again.	[4] That is incorrect. Click the button to try again.	[4] User clicks button in middle of slide; layer closes returning user to base layer with question

Notes:
This layer is the same for each question in the question bank.
Trigger – close layer when user clicks button; reset base layer to initial state when revisiting

Question_Bank1

Slide [12]/ Slide Title: Fire Triangle Lightbox			Objective: [1]
Visual / Display:	**Slide Text:**	**Narration / Voiceover:**	**Animation / Interaction:**
Semi-transparent background image – flames [1] Dark blue icon and rectangle with white text in upper left corner [2] Fire triangle image center of screen [3] Text box on left of screen; turquoise to match triangle side; white text; dark blue (#1D324F) border (5px).	[1] List the three components of fire [3] Without oxygen, a fire will not begin or continue to burn. A fire needs air with at least 16% oxygen		

	to burn. The air around us is about 21% oxygen		
[4] Text box on right of screen; orange to match triangle side; white text; dark blue (#1D324F) border (5px).	[4] Heat ignites, maintains, and allows fire to spread by warming and drying nearby fuel sources. Hospital heat sources include clogged ventilation points and open cooking surfaces.		
[5] Text box on bottom of screen; red to match triangle side; white text; dark blue (#1D324F) border (5px).	[5] Fuel is any material capable of burning. Without fuel, a fire will stop. A hospital has many fuel sources, including gowns, towels, sponges, and bandages.		
[6] Small button with red 'x' in upper right corner of lightbox			[6] User clicks 'x' to close lightbox slide

Notes:
Lightbox stays on screen until user clicks 'x'; change state of next button to normal after lightbox is visited – use t/f variable; next button links to slide 13

Slide [13]/ Menu Title: Knowledge Check Q2			Objective: [2]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Split background Image • Left side of screen – solid background with avatar – talking pose • Hospital corridor on right			

On the hospital corridor picture, insert smaller images of potential fire hazards and other objects that aren't fire hazards (sprinkler, fire extinguisher) [1] Dark blue icon and rectangle with white text in upper left corner [2&3] Avatar – dark blue caption bubble with white text	[1] Identify Potential Fire Hazards [2] For this knowledge check, you will identify five fire hazards in this hospital corridor.	[2] For this knowledge check, you will identify five fire hazards in this hospital corridor.	
[3] Begin Button – dark blue with white text	[3] Click begin, and then click on each fire hazard. [4] Then click submit to see your results.	[3] After you click begin, you will then click on each fire hazard in the picture. Remember there are five of them! [4] When you are finished, click submit to see your results.	[3] Begin button wipes in timed with narration
[5] User-selected images – outline in orange border (5px)			[5] Learner clicks on images to select as fire hazards [5] User clicks player submit button

Notes:

This slide is a 'pick many' freeform question with custom feedback layers. Images are for design purposes only – client will supply images for development.

Create score variable. As user clicks on images, use variable to add one to score if image is correct. Do not add to score if image is incorrect.

Timeline Starts: Change state of next button to hidden and submit to normal

User clicks begin: State change to hidden for character, icon, instructions, and begin button; stop audio

Slide [13]/ Layer Title: Correct			Objective: [2]
Visual / Display:	**Slide Text:**	**Narration / Voiceover:**	**Animation / Interaction:**
[1] Upper left corner – blue rectangle with white text [2] Results from score variable Left of screen – avatar, happy pose Background image on right– hospital corridor with embedded smaller fire hazard images [3-7] Dark blue arrows pointing to each image	[1] You found all [2] Fire Hazards	[1-2] Great job. You found all of the fire hazards. Let's see what they were. [3] Exposed wires, [4] a stretcher blocking the corridor, [5] a patient's crutch in the hallway, [6] an unattended cigarette, and [7] stacks of cardboard boxes are all potential fire hazards in this picture. Click next to continue the course.	[3-7] Arrows wipe in timed with narration
Notes: Timeline Begins: State changes submit to hidden and next to normal. Next button links to slide 14			

Slide [13]/ Layer Title: Try Again			Objective: [2]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
[1] Upper left corner – blue rectangle with white text [2] Results from score variable No background images Left of screen – avatar, disappointed pose Middle of screen – dark blue button, white text	[1] You found [2] Fire Hazards That is incorrect. Click here to try again.	You did not find all five hazards. Click the button to try again.	User clicks button in middle of screen
Notes: When user clicks button, close layer, reset variable score to zero, and base layer returns to initial state when revisiting			

Slide [13]/ Layer Title: Incorrect			Objective: [2]
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
[1] Upper left corner – blue rectangle with white text [2] Results from score variable Left of screen – avatar, disappointed pose Background image on right– hospital corridor with embedded smaller fire hazard images	[1] You found [2] Fire Hazards		
		You did not find all five hazards. Let's see what they were. [3] Exposed wires, [4] a stretcher	[3-7] Arrows wipe in timed with narration

		blocking the corridor, [5] a patient's crutch in the hallway, [6] an unattended cigarette, and [7] stacks of cardboard boxes are all potential fire hazards in this picture.	
[3-7] Dark blue arrows pointing to each image		Click next to continue the course.	

Notes:
Timeline Begins: State changes submit to hidden and next to normal; Next links to slide 14

Slide [14]/ Slide Title: Summary			Objectives: [1&2]
Visual / Display:	**Slide Text:**	**Narration / Voiceover:**	**Animation / Interaction:**
Semi-transparent background image – hospital waiting room [1] Avatar on left of screen holding sign with icon and blue text box with white letters [1]	[1] Module 1: Fire Prevention	[1] Congratulations. You have completed Module 1.	[1] Icon and text wipe in from left timed with narration
[2-4] display as list with white checkmarks	[2] You are now able to ✓ list the three components of fire.	[2] You are now able to [3] list the three components of fire and [4] identify potential fire hazards in a hospital.	[2-4] Checkmarks and text wipe in from left timed with narration

	✓ identify potential fire hazards in a hospital.		
[5] Avatar on left of screen holding sign with icon and blue text box with white letters		Click next to continue to Module 2: Prepare. [5]	[5] Avatar sign changes text – wipe out previous and wipe in new User clicks next to continue

Notes:
Next links to slide 15

Slide [15]/ Slide Title: Redirect			Objective: [#]
Visual / Display:	**Slide Text:**	**Narration / Voiceover:**	**Animation / Interaction:**
Semi-transparent background image – hospital corridor [1] Banner at top of screen with course title; Dark blue rectangle with white text Two rows – icons with buttons under them 3 dark blue icons (same as previous) [2] 3 dark blue buttons with white text	[1] Course Organization [2] Prevent Prepare Respond		

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Semi-transparent blue box covering "Prepare" and "Respond" icons and text boxes [3] Rectangle at bottom of screen – dark blue with white text [4-5] Blue buttons with white text [6] (hover state) Orange rectangle with white text [7] (hover state) Red rectangle with white text	[3] Modules 2 and 3 are disabled for the purpose of this sample. Click either button to continue. [4] Restart [5] Exit [6] Restart this module [7] Exit the course		[4-5] When user hovers over either button, [3] state change to hidden and restore previous state when user hovers out [4] When user hovers, state change to [6] and restore previous when user hovers out [5] When user hovers, state change to [7] and restore previous when user hovers out
Notes: [6] Trigger – when user clicks, restart course [7] Trigger – when user clicks, exit course			

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Question Bank for Knowledge Check

==*For purposes of this SB, when multiple choices/answers are displayed, the correct answer will be italicized and highlighted.*==

Which of the following is NOT one of the three components of fire?

==*Lightning*==
Fuel
Oxygen
Heat

OT Feedback layer:
Correct - Every fire needs fuel, oxygen, and heat to burn. Lightning is one possible source of heat.

Which of the following is one of the three components of fire?
==*Fuel*==
Gasoline
Paint
Lumber

OT Feedback layer:
Correct - Every fire needs fuel, oxygen, and heat to burn. Gasoline, paint, and lumber are all types of potential fuel.

Which of the following is one of the three components of fire?
==*Heat*==
Paint
Cooking oil
Trash

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OT Feedback layer:

Correct - Every fire needs fuel, oxygen, and heat to burn. Paint, cooking oil, and trash are all types of potential fuel.

Which of the following is one of the three components of fire?

<mark>Oxygen</mark>

Magnesium

Gasoline

Paint

OT Feedback layer:

Correct - Every fire needs fuel, oxygen, and heat to burn. Magnesium, gasoline, and paint are all types of potential fuel.

Return to SB

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Icon Reference Chart

Icon	Text Reference
	Prevent
	Prepare
	Respond
	Knowledge Check