

Module Title: Fire Prevention and Response

Target Audience: All staff members at North Country Regional Hospital

Learning Objectives:

Terminal LOs:

1. Follow fire prevention protocols to reduce risk of fires.
2. Apply the PASS procedure when using a fire extinguisher.
3. Follow the RACE procedure during a fire emergency.

Enabling LOs:

1. Locate approved storage cabinets and storage areas for all materials.
2. Identify the components of a fire extinguisher.
3. Recall locations of fire alarm pull stations.

Seat Time: 15 minutes

Outline:

- Welcome / Navigation
- Workplace Scenario
- Learning Objectives
- Fire Prevention Protocols
- Protocols Knowledge Check
- PASS Procedure
- PASS Knowledge Check
- RACE Procedure
- RACE Knowledge Check
- Summary
- Assessment
- Congratulations

Font:

Corbel (body)

Corbel bold (headings)

Color Palette:

Hex Codes



FAF2D4

F8CD98

F4AD5A

C9BBD8

D298AC

6479C7

57C623

Directions: [Notes for Reviewers]

- All slides, unless otherwise noted, have a custom top border with the NCRH logo in the top, right corner
- The NCRH logo will be used as the display image above the Menu
- Storyline Modern player will be used
- Slide numbers with letters (ex. 1.2b) indicate layers for corresponding slide number
- To leave feedback, please add a comment within the document text
- Slide dimensions are 16:9 ratio

Global Comments:

- Brackets [] are used to indicate words not used in on-screen text
- Correct answers are indicated with brackets or bold typeface
- Unless otherwise noted, Prev and Next buttons allow the learner to move through the course.
- Please use Track Changes to add in-line comments/ corrections/ questions to this Storyboard for reviewer feedback.

Slide: [1.1] / Menu Title: Welcome			
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>No top border</p> <p>Course title set in semitransparent image of textured wall</p> <p>A large semi-transparent image of a fire extinguisher is on right-hand side of slide</p> <p>Custom Start and Navigation buttons</p>	<p>[Slide Title] Fire Prevention and Response</p> <p>[Buttons] Start Course Navigation</p>	<p>[Reed] Welcome to North Country Regional Hospital's, Fire Prevention, and Response Training.</p> <p>Fire safety is a critical responsibility for all staff. We want to share a common language and vision for fire prevention and response. Understanding this information and following these procedures will ensure the safety of our facility, our visitors, our staff and our patients.</p> <p>If you are familiar with the course navigation player, click the start button to begin.... If you would like some guidance with navigating the course, click the navigation button... Ok! Let's begin!</p>	<p>The Start and Navigation buttons will fade in, in time with relevant audio</p> <p>The Start Course button will jump to slide 1.3</p> <p>The Navigation button will jump to the next slide (slide 1.2)</p> <p>Next button is hidden.</p>
Notes:			

Slide: [1.2] / Menu Title: Navigation			LO
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>The player shows the Menu on the left.</p> <p>Background image:</p>	<p>[Slide Title] Navigation</p> <p>[Markers]</p>	<p>[Reed] Hello! My name is Dr. Reed, and I will be helping you through this course today.</p>	<p>Marker boxes explaining the purpose of each player function appear as the learner clicks each one.</p>

A standard format slide from the training with a large image of a compass.

Arrow markers to point to each player feature.

Avatar of Dr. Reed begins on the right side and moves to the middle of the slide.

At the end of Reed's audio she turns and moves off the left side of the slide. This leaves the learner to focus on pulsing markers.

Menu

The menu allows you to go to specific places in the course and to keep track of your progress.

Menu

This button allows you to fully expand the menu bar to the left.

Next

This button allows you to move to the next slide.

Previous

This button allows you to move backward in the course.

Volume

This allows you to control the volume of the course.

Replay

Click this button to replay the entire slide again.

Seekbar

This allows you to review just a portion of a slide.

Play/Pause

This allows you to continue playing a slide or pause it.

Full Screen

This button changes the course to fullscreen mode.

Playback Speed

Please take some time to familiarize yourself with the navigation features of the player for this training course.

Click the arrow markers to understand what each of the features allows you to do.

When you feel ready to move on, click the NEXT button on the player to continue on to the course.

Next Button takes learner to 1.3

	This allows you to speed up or slow down the speed of each slide.		
Notes:			

Slide: [1.3] / Menu Title: Workplace Scenario			LO: RACE
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Background image: Patient room in a hospital</p> <p>The slide begins with the avatars of Dr. Reed (female) and Dr. Cox (male) in the middle to left part of the room. They are facing each other.</p> <p>Caption bubbles between them will track their conversation.</p> <p>Cox will move to the doorway in the room to indicate he can see a fire in the hallway.</p>	<p>[Slide Title] Workplace Scenario</p> <p>[Cox Caption] Dr. Reed, has there been any change in her condition?</p> <p>[Reed Caption] Not yet, Dr. Cox. She continues to breathe on her own but is unresponsive.</p> <p>[Cox Caption] Ok I am going to go to the lab to see if they're close.</p> <p>[Reed Caption] Do you smell something weird?</p> <p>[Cox Caption] Yeah. Let me go check.</p> <p>It's a fire Dr. Reed!!!</p> <p>[Reed Caption] Quick! Grab the fire extinguisher!</p>	<p>[Cox] Dr. Reed, has there been any change in her condition?</p> <p>[Reed] Not yet, Dr. Cox. She continues to breathe on her own, but is unresponsive.</p> <p>[Cox] Ok I am going to go to the lab to see if they're close.</p> <p>[Reed] Do you smell something weird?</p> <p>[Cox] Yeah. Let me go check.</p> <p>It's a fire Dr. Reed!!!</p> <p>[Reed] Quick! Grab the fire extinguisher!</p>	<p>Dialogue will appear and disappear, timed with audio.</p> <p>Cox uses a motion path to "walk" to the door on the right. His avatar changes to have his hands go to his head and mouth open.</p> <p>Next button is hidden and Previous button is disabled.</p> <p>Slide automatically advances to 1.4 at the end of the timeline.</p>
Notes:			

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Slide: 1.4 / Menu Title: Workplace Scenario [hidden from Menu]			LO: RACE, PASS
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Background image: Same as 1.3</p> <p>Reed is in the same location as 1.3. Cox is near the foot of the patient's bed and is facing Reed.</p> <p>Caption bubbles between them will track what Cox says.</p>	<p>[Slide Title] Workplace Scenario</p> <p>[Cox Caption] Something just exploded at the nurses' station! The fire is up to the ceiling!</p> <p>I'm going to carry Ms. Green out. Take the extinguisher, and put out the fire!</p>	<p>[Cox] Something just exploded at the nurses' station! The fire is up to the ceiling!</p> <p>I'm going to carry Ms. Green out! Take the extinguisher, and put out the fire!</p>	<p>Dialogue will appear and disappear, timed with audio.</p> <p>Next button is hidden.</p> <p>Previous button is enabled.</p> <p>Slide automatically advances to 1.5 at the end of the timeline.</p>
Notes:			

Slide: 1.5 / Menu Title: Workplace Scenario [hidden from Menu]			
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Reed is on the left and Cox is on right. They look worried.</p> <p>Between them is a text box with two hypothetical questions.</p>	<p>[Slide Title] Workplace Scenario</p> <p>[Text Box] How do you think you would react if you were in the same situation? Would you know what is expected of you as an NCRH professional?</p>	<p>[Cox] How do you think you would react if you were in the same situation? Would you know what is expected of you as an NCRH professional?</p>	<p>Next button is enabled</p> <p>Learner clicks Next to advance to slide 1.6.</p>
Notes:			

Slide: 1.6 / Menu Title: Workplace Scenario [hidden from Menu]			LO: RACE, PASS
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Reed and Cox are on the same sides as slide 1.5. They have moved closer together to talk.</p> <p>Caption bubbles between them track their conversation.</p> <p>Avatars change poses as they talk.</p>	<p>[Slide Title] Workplace Scenario</p> <p>[Cox Caption] When I said I would carry Ms. Green out and told you to use the fire extinguisher, I thought I was doing the right thing.</p> <p>[Reed Caption] Honestly, I'm with you. When there was a fire extinguisher right there, why wouldn't you try to use it?!</p> <p>[Cox Caption] I guess we better study up before we present the Fire Prevention and Response course to the new NCRH hires.</p>	<p>[Cox] When I said I would carry Ms. Green out and told you to use the fire extinguisher, I thought I was doing the right thing.</p> <p>[Reed] Honestly, I'm with you. When there was a fire extinguisher right there, why wouldn't you try to use it?!</p> <p>[Cox] I guess we better study up before we present the Fire Prevention and Response course to the new NCRH hires.</p>	<p>Dialogue appears and disappears, in time with audio.</p> <p>Avatars move their hands and open and close their mouths as they talk.</p> <p>Slide advances automatically at the end of the timeline.</p>
Notes:			

Slide: 1.7 / Menu Title: Workplace Scenario [hidden from Menu]			
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Reed and Cox are sitting at separate desks but facing each other. They look intense.</p> <p>A clock is on the wall between them.</p>	<p>[Descriptive text] Over the next few days...</p> <p>Ready!</p>	<p>[Cox and Reed] It's go time!</p>	<p>Top border text flies in from left as NCRH logo flies off border to the right.</p> <p>Zoom region begins on clock automatically. The clock animates forward 12 hours before the zoom</p>

<p>Zoom in on the clock to show 12 hours going by.</p> <p>Zoom out Reed and Cox still at their desks but now smiling.</p>			<p>region ends.</p> <p>Avatars are still sitting at their desks but now are smiling.</p> <p>“Over the next few days...” text flies off the border to the right.</p> <p>“Ready!” flies in from the left to replace the previous text.</p> <p>Learner clicks Next to advance to slide 1.8.</p>
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Notes:

Slide: 1.8 / Menu Title: Learning Objectives			
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Cox is on the left side. Orange text boxes with learning objectives appear in time with audio to the right of Cox.</p>	<p>[Slide Title] Learning Objectives</p> <p>[Learning Objectives] Follow fire prevention protocols to reduce risk of fires.</p> <p>Apply the PASS procedure when using a fire extinguisher.</p> <p>Follow the RACE procedure during a fire emergency.</p>	<p>[Cox] After this course, you will be able to</p> <p>Follow fire prevention protocols, to reduce the risk of fires.</p> <p>Apply the PASS procedure, when using a fire extinguisher.</p> <p>Follow the RACE procedure, during a fire emergency.</p>	<p>Cox gestures as LO boxes fade up in time with their relevant audio.</p> <p>He returns to arm at his side at the end.</p> <p>Learner clicks Next to advance to slide 1.9.</p>

Notes:

Slide: 1.9 / Menu Title: Fire Prevention Protocols			LO: protocols
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Reed begins in the middle of the slide and moves to the right as four text circles appear in the middle of the slide in time with the audio.</p> <p>Numbered labels appear on the circles to indicate which order the learner should select the text circles. Number 1 is in color. Numbers 2-4 are gray initially.</p>	<p>[Slide Title] Fire Prevention Protocols</p> <p>[Circle Labels] Electrical Safety Supplies and Storage Egress Safety Oxygen Safety</p>	<p>[Reed] Let's get started!</p> <p>Fire prevention is a critical responsibility for all hospital staff. Following established safety protocols for electrical safety, supplies and storage, egress safety, and oxygen safety helps reduce fire risks and maintain a safe environment for patients, staff, and visitors.</p> <p>Please Click on each of the four sections of NCRH Fire Prevention Protocols...</p>	<p>Reed uses a motion path to move to the right of the slide. She gestures to the text circles as they fly in from the left, top, right, and bottom.</p> <p>label one flies in from the left. It is colored purple. Labels 2-4 fade in, and they are colored gray.</p> <p>Labels 2-4 are restricted.</p> <p>When the learner returns to the base layer, hover states are enabled for text circles 1 and 2. Electrical safety text circle and label one are gray and label 2 is purple.</p> <p>When the learner returns to base layer after Supplies and Storage, text circles and markers for 1, 2 have hover states and are colored gray with their visited states. Egress Safety now has a hover state and label 3 is purple.</p> <p>When the learner returns to the base layer after Egress Safety, all text circles have hover states. Text circles and markers 1-3 are colored gray with their visited states. Label 4 is now purple.</p> <p>The Previous button is disabled and the Next button is hidden from the learner until all four slide layers are visited.</p>

Notes:

Slide: 1.9a			LO: protocols
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>An orange frame with a white background and white text title is displayed.</p> <p>Black&white icons of electrical plugs, lightning bolt, octopus plugs, jumbled cords, a semi-transparent rectangle with diagonal bar (indicating “no’), surge protectors, and frayed cords appear in time with audio. Orange text boxes appear in time with audio.</p> <p>A gray X appears in the top, right corner in time with the final audio directions.</p>	<p>[Slide Title] Electrical Safety</p> <p>[Text Boxes] No octopus plugs and don't use more than one extension cord</p> <p>You must use extension plugs with surge protection.</p> <p>Report damaged cords.</p> <p>Remove or replace damaged cords as soon as possible.</p>	<p>[Reed] Safe use of electrical equipment is essential to preventing fires in the hospital.</p> <p>Do not use multiple extension cords plugged together or octopus plugs.</p> <p>use only approved power strips with surge protection.</p> <p>Report damaged cords to NCRH Facility Management, and take action to remove them. If a damaged cord is not essential to a patient's health, remove it immediately. If the damaged cord is serving an essential purpose, first get a replacement from the floor's supply closet, and then switch the cords.</p> <p>Click the x in the top, right-hand corner to return to Fire Prevention Protocols.</p>	<p>An icon of a male plug flies in from left at the same time a female plug flies in from the right. As they meet in the middle, a lightning bolt icon flies down above them. They all fade out.</p> <p>A text box fades in. Octopus and jumbled cords icons fly in from the bottom. A semi-transparent rectangle with a diagonal bar (indicating “no”) fades in on top of both icons but underneath the text box. They fade out.</p> <p>A text box and surge protector icon fade in. Then fade out.</p> <p>A text box and frayed cord icon fade in. Then a second text box fades in, below the icon. All stay on the screen until the end of the timeline.</p> <p>The learner sees the X fade down from top. A transparent rectangle with a trigger allows the learner to close this layer and return to the base layer.</p>

Notes:

Unless otherwise indicated all relevant text boxes and images move in and out in time with their relevant audio.

Slide: 1.9b /			LO: protocols
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>An orange frame with a white background and white text title is displayed.</p> <p>Initially black&white icons of boxes, wheelchair, IV pole, chemical jug, and moving dolly are displayed during introductory audio.</p> <p>The same icons mentioned above appear on screen with orange text boxes in time with their relevant explanatory audio.</p> <p>A black&white sprinkler head icon and ruler icon appear at the end of the timeline in time with its relevant audio.</p> <p>A gray X appears in the top, right corner in time with the final audio directions.</p>	<p>[Slide Title] Supplies and Storage</p> <p>[Text boxes] Return equipment to proper storage areas.</p> <p>When tasks are done, supplies must be stored properly.</p> <p>Hospital approved chemicals are stored in the designated facility cabinets in the basement, when not in use.</p> <p>Do not place anything within 18 inches of sprinkler heads.</p> <p>[labels] Storage Area</p> <p>Hallway</p> <p>18 Inches</p>	<p>[Reed] Proper storage of supplies helps reduce fire hazards, and keeps materials organized, and accessible for safe hospital operations.</p> <p>Return wheelchairs, stretchers, IV poles, and lifts, to designated storage areas, immediately after use.</p> <p>Do not leave boxes, linen carts, or supply carts in hallways. As soon as supplies and linens are refreshed in rooms, move left over items and carts back to their designated storage areas.</p> <p>Store combustibles, and chemicals, in the approved cabinets, in the basement.</p> <p>Ensure all materials are stored at least 18 inches below ceiling sprinkler heads.</p> <p>Click the x in the top, right-hand corner to return to Fire Prevention Protocols.</p>	<p>Initial black&white icons fade out.</p> <p>Wheel chair and IV pole icons and a text box fade in. They fade out.</p> <p>Icons of boxes, wheelchair, and IV pole fade in under label "Storage Area" (which also fades in). The text box fades in. They fade out.</p> <p>Icons of cart and boxes fade in under the label "Hallway" which also fades in. The label "Storage Area" fades in at the same time on the right side with nothing underneath it. They fade out.</p> <p>A text box, a "Storage Area" label and icons of boxes and a cart fade in. They fade out.</p> <p>A text box and chemical jug icon fade in. They fade out.</p> <p>A text box fades in. The sprinkler head icon fades down as the ruler and 18 Inches text fade up. These remain on the screen.</p> <p>The learner sees the X fade down from top. A transparent rectangle with a trigger allows the learner to close this layer and return to the base layer.</p>
<p>Notes: Unless otherwise indicated all relevant text boxes and images move in and out in time with their relevant audio.</p>			

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Slide: 1.9c /			LO: protocols
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>An orange frame with a white background and white text title is displayed. A black and white icon image of a hallway with doors and a fire extinguisher remains visible for the duration of the timeline.</p> <p>Black&white icons of a person on a stretcher, ladder, mop and bucket, wet floor sign, and orange text boxes appear in time with their relevant audio.</p> <p>A gray X appears in the top, right corner in time with the final audio directions.</p>	<p>[Slide Title] Egress Safety</p> <p>[Text boxes] Empty corridors and doorways are best.</p> <p>When tasks are finished, immediately remove associated objects.</p> <p>Would a bed or stretcher easily fit?</p>	<p>[Reed] Keeping exits, hallways, and stairways clear, ensures safe and unobstructed evacuation paths during an emergency.</p> <p>You must ensure exits, fire doors, extinguishers, and alarm pull stations are never blocked.</p> <p>Immediately remove wet floor signs, ladders, or maintenance equipment once the task is complete.</p> <p>Think “stretcher width.” Could a bed or crash-cart pass through without delay?</p> <p>Click the x in the top, right-hand corner to return to Fire Prevention Protocols</p>	<p>A black and white icon image of a hallway with doors and a fire extinguisher remains visible for the duration of the timeline.</p> <p>A text box fades down. It disappears.</p> <p>A text box and icons of ladder, mop and buckets, and wet floor sign fade in. They fade out.</p> <p>A text box fades down at the same time the stretcher icon fades up. They remain on the screen.</p> <p>The learner sees the X fade down from top. A transparent rectangle with a trigger allows the learner to close this layer and return to the base layer.</p>
<p>Notes: Unless otherwise indicated all relevant text boxes and images move in and out in time with their relevant audio.</p>			


Slide: 1.9d /			LO: protocols
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>An orange frame with a white background and white text title is displayed.</p>	<p>[Slide Title] Oxygen Safety</p> <p>[Text boxes]</p>	<p>[Reed] Following oxygen safety procedures helps reduce fire risk when working with</p>	<p>No Smoking and oxygen tank icons grow in. “Oxygen in Use,” “No Smoking,” “No Open Flame” signs fade down one at a time.</p>


<p>Black&white icons of oxygen tanks, no smoking signs, initial hallway from 1.9c, large door, and purple sign text boxes and orange text boxes appear in time with their relevant audio.</p> <p>A gray X appears in the top, right corner in time with the final audio directions.</p>	<p>All hallways should have explicit signage</p> <p>Each floor has available “Oxygen in Use” signs for patient doors.</p> <p>Display sign at eye level on patient doors.</p> <p>[Displayed Signs] “Oxygen in Use”</p> <p>“No Smoking”</p> <p>“No Open Flame”</p>	<p>oxygen-enriched environments and equipment.</p> <p>Clearly display “Oxygen in use” signs and post “no smoking” and “no open flame” signs. Every hallway should have at least one of each of these signs.</p> <p>Every patient room should have “no smoking” and “no open flame” signs.</p> <p>Each patient door is magnetic. Use the magnets and laminated “Oxygen in Use” signs, found at the nurses station, to clearly call out when oxygen is being used in a patient’s room. Display this sign at eye level.</p> <p>Click the x in the top, right-hand corner to return to Fire Prevention Protocols</p>	<p>They all fade out.</p> <p>The hallway image icon fades in and the same time that the signs and a text box fade down. They all fade out.</p> <p>The door icon grows in. A text box and an oxygen in use sign fade down. A second text box fades down. All remain on the screen.</p> <p>The learner sees the X fade down from top. A transparent rectangle with a trigger allows the learner to close this layer and return to the base layer. As the X fades down the Next button becomes visible.</p> <p>The learner can either return to the base layer and press Next or press Next on this layer to go to slide 1.10.</p>
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Notes: Unless otherwise indicated all relevant text boxes and images move in and out in time with their relevant audio.

Slide: 1.10 / Menu Title: Protocols Knowledge Check			LO: protocols
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>A purple text box with a fill-in-the blank statement is displayed.</p> <p>Above the box are three smaller purple text boxes. Each contains a word that a learner can choose as the correct answer to fill in the blank.</p>	<p>[Slide Title] Protocols Knowledge Check</p> <p>[Directions] Click on the word that correctly fills the blank.</p> <p>[Text Boxes] Always</p>	<p>[Reed] Check your knowledge of fire prevention protocols. Click on the word that correctly fills the blank.</p> <p>Click submit when you are done.</p>	<p>This slide is a multiple choice KC interaction.</p> <p>Two attempts are allowed in form settings.</p> <p>Previous and Next buttons are hidden.</p>

	<p>Usually</p> <p>Never (Correct Answer)</p> <p>It is _____ ok to leave wheelchairs in the hallway temporarily while you get the patient situated in bed and restock the bathroom supplies.</p>		<p>The three answer choices have hover and selected states.</p> <p>A transparent rectangle prevents the learner from selecting an answer until the audio finishes.</p> <p>The learner selects an answer and clicks the enabled Submit button to proceed.</p> <p>When the learner clicks Submit, it will show either the correct or try again feedback layer on the first attempt.</p> <p>After the second attempt, the learner will see either the correct or incorrect layer.</p>
<p>Notes:</p>			

<p>Slide: 1.10a /</p>			<p>LO: protocols</p>
<p>Visual / Display:</p>	<p>Slide Text:</p>	<p>Narration / Voiceover:</p>	<p>Animation / Interaction:</p>
<p></p> <p>Displayed in the middle</p>	<p>[Slide Title] Correct</p> <p>[Text] That's right! Anything left in the hallways is a hazard.</p> <p>[Button] Continue</p>	<p>[Reed] That's right! Anything left in the hallway is a hazard.</p>	<p>The Continue button takes the learner to slide 1.11.</p>
<p>Notes:</p>			


Slide: 1.10b /			LO: protocols
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
 Displayed in the middle	[Slide Title] Not Yet [Text] That is incorrect. Leaving items in the hallway, even temporarily, is a safety risk. Please try again. [Button] Try Again	[Reed] That is incorrect. Leaving items in the hallway, even temporarily, is a safety risk. Please try again.	The Try Again button takes the learner back to slide 1.10. The previously selected, wrong answer will show up in its selected state. The learner will select a new answer and click submit.
Notes:			

Slide: 1.10c /			LO: protocols
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
 Displayed in the middle	[Slide Title] Incorrect [Text] Extra items in a hallway could lead to a fire, aid the spreading of a fire, and make patient evacuation slower and more dangerous. [Button] Review	[Reed] It is never okay to leave items in the hallway. Please click the Review button.	The Review button takes the learner to 1.10d.
Notes:			


Slide: 1.10d/			LO: protocols
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>The same purple text box with the fill-in-the blank statement is displayed.</p> <p>Only the answer text box is in its original place. The other two word boxes are gone and replaced with an orange text box with an arrow pointing toward the correct answer.</p> <p>A custom continue button is in the middle bottom of the slide.</p>	<p>[Slide Title] Protocols Knowledge Check</p> <p>[Text Boxes] Correct answer</p> <p>Never</p> <p>It is _____ ok to leave wheelchairs in the hallway temporarily while you get the patient situated in bed and restock the bathroom supplies.</p> <p>[Button] Continue</p>	<p>[Reed] When our knowledge is put to the test, we can make mistakes. Leaving items in the hallway creates an unnecessary hazard. Click the continue button when you are ready to move on.</p>	<p>The Continue button fades up.</p> <p>The Previous and Next buttons are hidden.</p> <p>A transparent rectangle prevents the learner from clicking "Continue" until the audio finishes.</p> <p>Clicking the Continue button takes the learner to slide 1.11.</p>
Notes:			

Slide: 1.11 / Menu Title: PASS Procedure			LO: PASS
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Cox appears facing the learner in the middle to left of the slide.</p> <p>He moves to far left and turns to middle to gesture at the orange text boxes that appear in time with their relevant audio.</p> <p>Cox faces the learner again at the end of the timeline.</p>	<p>[Slide Title] PASS Procedure</p> <p>[Text boxes] P = Pull</p> <p>A = Aim</p> <p>S = Squeeze</p> <p>S = Sweep</p>	<p>[Cox] PASS is an acronym, to help you remember how to operate a fire extinguisher properly.</p> <p>The P, in PASS, stands for pull. A, stands for aim. The first S, stands for squeeze. And, the last s, stands for sweep. Please click on the four boxes from top to bottom order to learn exactly</p>	<p>Cox takes a motion path to the left of the slide from the middle. His pose changes to face and gesture to the text boxes arriving one at a time.</p> <p>At the end of the audio, Cox faces the learner with his hands at his sides.</p> <p>Hover, selected, and visited states</p>

		what you are to do.	<p>are enabled for the four text boxes.</p> <p>A transparent rectangle prevents the learner from selecting anything other than the first box.</p> <p>Once the learner has visited a layer, the transparent rectangle moves to allow selection of the next text box and corresponding layer, until all the layers have been visited.</p>
<p>Notes: All text boxes move in, in time with their relevant audio.</p>			

Slide: 1.11a /			LO: PASS
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>An orange frame with a white background and white text title is displayed.</p>  <p>The image above moves onto screen with a circle and arrow to indicate the pin of the extinguisher.</p>	<p>[Slide Title] Pull</p>	<p>[Cox] The first thing you will do, when you use an extinguisher, is to locate its pin. The pin, of all NCRH extinguishers, is found at the top, by the handles. Click the pin, located in the circle, to learn more.</p>	<p>The image grows in on a motion path from right to left.</p> <p>The circle fades down and the arrow flies in from right to left.</p> <p>A transparent circle with a trigger allows the learner to click the pin of the image and move to layer 1.11b.</p>
<p>Notes:</p>			

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Slide: 1.11b /			LO: PASS
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>An orange frame with a white background and white text title displayed.</p> <p>The image below moves onto the screen with a circle and arrow to indicate the safety seal of the extinguisher.</p>  <p>A gray X appears in the top, right corner in time with the final audio directions.</p>	<p>[Slide Title] Pull</p>	<p>Cox When you pull the pin, it will break the yellow plastic safety seal around the handles. Breaking the safety seal, makes the fire extinguisher usable.</p> <p>Click the yellow safety seal, to break it, before moving on.</p> <p>Click the x in the top, right-hand corner to return to Pass procedure.</p>	<p>The image grows in on a motion path from right to left.</p> <p>The circle fades down and the arrow flies in from right to left.</p> <p>A trigger will cause the timeline to pause after the audio “moving on.”</p> <p>A transparent circle with a trigger allows the learner to click the safety seal of the image and the timeline will resume.</p> <p>The circle and arrow disappear. The image’s new version with a broken safety seal appears and moves on a motion path to the right edge of the frame.</p> <p>The learner sees the X fade down from top. A transparent rectangle with a trigger allows the learner to close this layer and return to the base layer.</p>
<p>Notes:</p>			

Slide: 1.11c /			LO: PASS
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:

An orange frame with a white background and white text title is displayed.



The image above (with broken safety seal) is displayed, aligned to the inside of the frame on the right side. A circle moves onto the screen in time with audio to indicate the nozzle of the extinguisher.



After the extinguisher fades, the image above appears, aligned to the inside of the frame on the right side. Orange text boxes appear in time with their relevant audio.

A gray X appears in the top, right corner in time with the final audio directions.

[Slide Title]
Aim

[Text boxes]
Fire keeps burning at the base.

Extinguishers work by removing one of those elements.

Spraying the flames alone doesn't stop the fire.

It's safer and more efficient.

[Cox]
Lift the nozzle, and aim it, at the base of the fire, not at the flames.

You should aim the nozzle of a fire extinguisher at the base of the flames, because that's where the fire's fuel is.

Fire keeps burning at the base. The visible flames are just the result of the fire. The base is where the heat, fuel, and oxygen are actually interacting.

Extinguishers work by removing one of those elements (usually oxygen or heat). When you aim at the base, the extinguishing agent can smother or cool the source of the fire.

Spraying the flames alone will not stop the fire. You might knock the flames down for a second, but, if the fuel at the base is still burning, the fire will just flare back up.

It's more efficient, and it is safer. You use less extinguishing agent, which matters because extinguishers empty quickly. Aiming at the base of the flames, also helps you gain control of the fire faster.

Click the x in the top, right-hand corner to return to Pass procedure.


The circle fades in around the nozzle. These fade out as the audio "not at the flames" begins.

The icon and fire icons fade in from right to left.


Text boxes fade up one at a time in time with their relevant audio.

The learner sees the X fade down from top. A transparent rectangle with a trigger allows the learner to close this layer and return to the base layer.

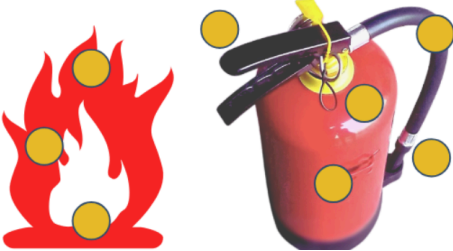
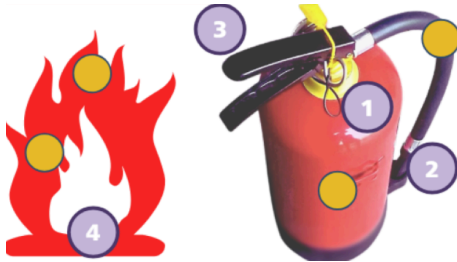
Notes:

Slide: 1.11d /			LO: PASS
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>An orange frame with a white background and white text title is displayed.</p>  <p>The image above is displayed, aligned to the inside of the frame on the right side. A circle and arrow moves onto the screen in time with audio to indicate the handles of the extinguisher.</p> <p>Orange text boxes appear in time with their relevant audio.</p> <p>A gray X appears in the top, right corner in time with the final audio directions.</p>	<p>[Slide Title] Squeeze</p> <p>[Text Boxes] Release the extinguishing agent.</p> <p>Use a firm, controlled squeeze.</p> <p>Control when the flow starts and stops.</p> <p>Resistance is normal.</p> <p>Maintain pressure while sweeping.</p>	<p>[Cox] Squeeze the handles together to release the extinguishing agent.</p> <p>Release the extinguishing agent. Squeezing the handles opens the valve and allows the pressurized extinguishing agent to discharge through the nozzle.</p> <p>Use a firm, controlled squeeze. Apply steady pressure to maintain a controlled stream; squeezing too hard or too fast can reduce accuracy and waste agent.</p> <p>Control when flow starts and stops. The agent flows only while the handle is squeezed, allowing the user to stop, adjust aim, or reposition as needed.</p> <p>Resistance is normal. The handles may feel stiff due to internal pressure or temperature conditions; this does not indicate a malfunction.</p> <p>Maintain pressure while sweeping. Keep the handle squeezed while sweeping side to side at the base of the fire to fully extinguish it and prevent reignition.</p> <p>Click the x in the top, right-hand corner to return to Pass</p>	<p>The circle fades in from the top and the arrow fades in from the bottom.</p> <p>Text boxes fade up one at a time in time with their relevant audio.</p> <p>The learner sees the X fade down from top. A transparent rectangle with a trigger allows the learner to close this layer and return to the base layer.</p>

		procedure.	
Notes:			

Slide: 1.11e /			LO: PASS
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>An orange frame with a white background and white text title is displayed. The image below is aligned to the bottom right corner of the frame. It remains for the whole timeline.</p>  <p>In time with their relevant audio, orange text boxes and black&white icons of side-to-side arrows, location marker, clipboard, and open eyes appear.</p> <p>A gray X appears in the top, right corner in time with the final audio directions.</p>	<p>[Slide Title] Sweep</p> <p>[Text Boxes] Sweep from side to side</p> <p>Safe distance away from fire</p> <p>Watch the area</p> <p>Report the incident</p>	<p>[Cox] Once you have pulled the pin, aimed the nozzle at the base of the flames and squeezed the handles, it is time to sweep. Sweep the nozzle from side to side across the base of the fire until it appears to be out.</p> <p>Always Maintain a safe distance from the fire while operating the extinguisher.</p> <p>Watch the area after extinguishing the fire to ensure it does not re-ignite..</p> <p>After using a fire extinguisher, report the incident to NCRH facility management, in accordance with facility procedures.</p> <p>Click next to test your knowledge on the pass procedure or you may click the x in the top, right-hand corner to return to the Pass procedure.</p>	<p>The four text boxes fade up one at a time in time with their relevant audio. The text boxes remain on the screen.</p> <p>The arrow icon fades in. It fades out as audio reaches, “appears to be out.”</p> <p>Distance icon appears. It fades out as audio reaches, “the extinguisher.”</p> <p>The icon of eyes fades in and then fades out as audio reaches, “reignite.”</p> <p>The clipboard icon fades in and remains.</p> <p>Next button becomes visible.</p> <p>The learner sees the X fade down from top. A transparent rectangle with a trigger allows the learner to close this layer and return to the base layer.</p> <p>The learner is able to click Next to go to 1.12.</p>

Notes:

Slide: 1.12 / Menu Title: PASS Procedure Knowledge Check			LO: PASS
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
 <p>The image above is displayed on the bottom right of the slide.</p> <p>A circle purple marker with a 1 on it is to the left of the fire icon. As the learner places the first marker a number 2 marker will be visible in the same location. The markers for 3 and 4 will show as the number previous is moved.</p>	<p>[Slide Title] PASS Knowledge Check</p> <p>[Directions] Place the numbered purple circles on the yellow circles according to their sequence in PASS procedure. Only four yellow circles will be used.</p> <p>[Correct Answer]</p> 	<p>[Cox] It is time to check your knowledge of the pass procedure.</p> <p>There are four steps in the Pass procedure. These steps must be done in sequential order. Place the numbered purple circles, according to the sequence of first through fourth steps of pass procedure, on the corresponding yellow circles. Only four of the eight yellow circles will be used.</p> <p>Click submit when you are done.</p>	<p>This slide is a freeform drag-and-drop KC interaction.</p> <p>There are four numbered circles the learner will drop onto the yellow circle targets.</p> <p>The drag items are stacked on top of each other so the learner only sees one number at a time.</p> <p>A transparent shape prevents the learner from dragging items until the audio finishes.</p> <p>Two attempts are allowed in the form settings.</p> <p>When the learner clicks Submit, it will show either the correct or Not Yet feedback layer on the first attempt.</p> <p>The dropped items do not reset for the second attempt. The learner will drag the items from where they were dropped.</p> <p>After the second attempt, the learner will see either the correct or incorrect layer.</p>

Notes:

Slide: 1.12a /

LO: PASS

Visual / Display:

Slide Text:

Narration / Voiceover:

Animation / Interaction:



Displayed in the middle

[Slide Title]
Correct

[Text]
Well done! You remembered the correct order.

[Button]
Continue

[Cox]
Well done!

The Continue button allows the learner to go to 1.13.

Notes:

Slide: 1.12b /

LO: PASS

Visual / Display:

Slide Text:

Narration / Voiceover:

Animation / Interaction:



Displayed in the middle

[Slide Title]
Not Yet


[Text]
Try again. Think 1-pull, 2-aim, 3-squeeze, and 4-sweep at the base.

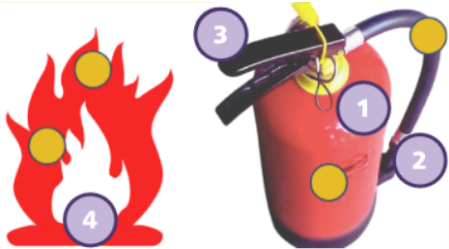
[Button]
Try Again

[Cox]
Try again. Think 1-pull, 2-aim, 3-squeeze, and 4-sweep at the base.

The Try Again button, returns the learner to the base layer.

Notes:

Slide: 1.12c/			LO: PASS
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
 <p>Displayed in the middle</p>	<p>[Slide Title] Incorrect</p> <p>[Text] Unfortunately, that is still not correct. Please review the PASS procedure again.</p> <p>[Button] Review</p>	<p>[Cox] Unfortunately, that is still not correct. Please click the Review button.</p>	<p>The Review button takes the learner to layer 1.12d.</p>
Notes:			

Slide: 1.12d /			LO: PASS
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
 <p>The image above that displays the correct answers is in the bottom right corner of the slide.</p> <p>Below the top border an orange text box is in the middle with an arrow pointing toward the correct answer.</p> <p>A custom continue button is on the bottom of the slide to the left</p>	<p>[Slide Title] PASS Knowledge Check</p> <p>[Text Box] Correct answer</p> <p>[Button] Continue</p>	<p>[Cox] When our knowledge is put to the test, we can make mistakes. These are the correct answers. Pin, then aim, then squeeze, and then sweep. Click the continue button when you are ready to move on.</p>	<p>The Continue button fades in from the bottom. It jumps to slide 1.13.</p>

of the middle.			
Notes:			

Slide: 1.13 / Menu Title: RACE Procedure			LO: RACE
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Reed is on the far left of the slide and is facing the learner as orange text boxes for the letters of RACE appear one at a time in time with relevant audio.</p> <p>Reed turns to face text boxes as additional orange text boxes appear in time with their relevant audio indicating what word each letter of RACE stands for.</p> <p>Reed faces the learner at the end of the time line as an orange text box with directions for learner appears below the top border.</p>	<p>[Slide Title] RACE Procedure</p> <p>[Text Boxes] R</p> <p>A</p> <p>C</p> <p>E</p> <p>R - Rescue</p> <p>A - Activate</p> <p>C - Contain</p> <p>E - Extinguish</p>	<p>[Reed] You have worked your way through two thirds of the course. Well done!</p> <p>Now we will learn the race procedure.</p> <p>In the same way, pass was an acronym to help you remember, the correct way to operate a fire extinguisher, RACE is an acronym, for the proper sequence of actions, when you are responding to a fire emergency, in the hospital</p> <p>Rescue anyone in immediate danger from the fire area (if it is safe to do so).</p> <p>Activate the fire alarm and notify others of the fire.</p> <p>Close doors and windows to contain the fire and smoke.</p> <p>Extinguish the fire if it is safe, and you are trained to do so.</p> <p>Click the letters of race in order of R, A, C, and then E to learn more.</p>	<p>The Next button is hidden.</p> <p>Hover, selected, and visited states are enabled for the first four text boxes fading up one at a time.</p> <p>A transparent rectangle prevents the learner from selecting anything other than the first box.</p> <p>Once the learner has visited a layer, the transparent rectangle moves to allow selection of the next text box and corresponding layer, until all the layers have been visited.</p> <p>Reed's pose changes to face and the second row of text boxes that arrive one at a time.</p>

Notes: All text boxes move in, in time with their relevant audio.

Slide: 1.13a/			LO: RACE
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>An orange frame with a white background and white text title is displayed.</p> <p>Black&white icons of a person walking, wheelchair, person carrying another person, person lying on a blanket, person pushed on a stretcher, and a warning triangle slowly appear in time with audio.</p> <p>As numbered markers appear below the icons, an orange text box appears with audio to provide learner directions about clicking markers.</p> <p>A gray X appears in the top, right corner in time with the final audio directions.</p>	<p>[Slide Title] Rescue</p> <p>[Directions] Please click each of the markers below for more information on NCRH approved rescue methods.</p> <p>[Markers] Walking This is for patients who are alert and oriented, can walk independently or with minimal assistance, do not require continuous medical equipment, and can follow instructions and move safely.</p> <p>Wheelchair This is for patients who cannot walk long distances or safely use stairs, are stable and able to sit upright, can tolerate being moved in a wheelchair, and do not require continuous bed-level care.</p> <p>1-2 Person Carry This is for patients who are small or lightweight, cannot walk but are conscious, can tolerate being physically lifted, and need immediate removal due to danger.</p>	<p>[Reed] In a fire emergency, some patients may need help getting to safety. Approved rescue methods provide safe, appropriate, ways to move patients, while protecting everyone involved.</p> <p>Please click each of the markers below for more information on NCRH approved rescue methods.</p> <p>Click the x in the top, right-hand corner to return to RACE procedure.</p>	<p>Icons fade in from top one at a time.</p> <p>All six markers fade in from bottom at the same time as the direction text box fades in from top.</p> <p>Clicking each marker provides the name and information about each type of rescue and the way to do each of them.</p> <p>The learner sees the X fade down from top as the timeline ends. A transparent rectangle with a trigger allows the learner to close this layer and return to the base layer.</p>

	<p>Blanket Drag This is for patients who cannot walk or sit upright, are in immediate danger, are in bed and cannot be safely lifted, may be unconscious or unresponsive.</p> <p>Med Sled or Stretcher This is for patients who are non-ambulatory, require continuous medical support, or are too heavy or unstable for manual carrying.</p> <p>Important Know the possible evacuation routes. Evacuate by staying as low to the floor as possible. Feel closed doors for heat before opening them.</p>		
<p>Notes:</p>			

Slide: 1.13b/			LO: RACE
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>An orange frame with a white background and white text title is displayed.</p> <p>A black&white icon of an alarm and orange text boxes appear in time with relevant audio.</p> <p>A gray X appears in the top, right corner in time with the final audio directions.</p>	<p>[Slide Title] Activate</p> <p>[Text Boxes] Activate the nearest fire alarm.</p> <p>Lift the cover of the fire alarm and firmly pull the lever toward the floor.</p> <p>The alarm will sound</p>	<p>[Reed] As soon as possible, activate the nearest fire alarm.</p> <p>At NCRH, fire-alarm pull stations are located beside the doorways of all stairwells and on the adjacent walls of all nursing stations. Additionally, fire-alarm pull stations are located at all building exits.</p>	<p>The icon fades up.</p> <p>Text boxes fly in from the left one at a time.</p> <p>The learner sees the X fade down from top as the timeline ends. A transparent rectangle with a trigger allows the learner to close this layer and return to the base layer.</p>

	immediately throughout the NCRH complex.	<p>Lift the cover of the fire alarm and firmly pull the lever toward the floor.</p> <p>You should hear the alarm sound immediately.</p> <p>Click the x in the top, right-hand corner to return to RACE procedure.</p>	
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Notes: All text boxes move in, in time with their relevant audio.

Slide: 1.13c /			LO: RACE
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>An orange frame with a white background and white text title is displayed. Black&white icons of a door and a window remain on the screen for the full timeline.</p> <p>Orange text boxes appear in time with their relevant audio.</p> <p>A gray X appears in the top, right corner in time with the final audio directions.</p>	<p>[Slide Title] Contain</p> <p>[Text Boxes] Close doors and windows to limit the spread of smoke and flames.</p> <p>Never prop doors open during a fire emergency.</p>	<p>[Reed] Containing the fire by closing doors helps prevent the spread of smoke and flames throughout the facility.</p> <p>If it is safe to do so, close windows and doors as you prepare to evacuate the building.</p> <p>Do not prop open the doors during a fire emergency. While it may seem helpful to fellow staff members who are evacuating patients, it could inadvertently allow the fire to spread.</p> <p>Click the x in the top, right-hand corner to return to RACE procedure.</p>	<p>Text boxes fade up one at a time.</p> <p>The learner sees the X fade down from top as the timeline ends. A transparent rectangle with a trigger allows the learner to close this layer and return to the base layer.</p>

Notes: All text boxes move in, in time with their relevant audio.



Slide: 1.13d /			LO: RACE
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>An orange frame with a white background and white text title is displayed.</p> <p>The same black icon of the fire extinguisher from the welcome screen appears.</p> <p>Orange text boxes appear in time with their relevant audio.</p> <p>A gray X appears in the top, right corner in time with the final audio directions.</p>	<p>[Slide Title] Extinguish</p> <p>[Text Boxes] Only attempt to extinguish a fire if it is small and contained.</p> <p>A small, contained fire is less than 18 inches high and limited to one object.</p> <p>Ensure you have a clear exit path before using a fire extinguisher.</p> <p>Your ability to properly see the exit path should not be lessened by smoke.</p> <p>Use the PASS procedure if you attempt to extinguish the fire.</p>	<p>Reed If the fire is small and conditions are safe, use a fire extinguisher to put it out.</p> <p>At NCRH, when we say the fire is "small," that means it is about the size of a patient's bedside trash can or smaller. The fire must be limited to one object.</p> <p>If the fire is already so big that it is spreading to walls, ceilings, or other surrounding materials, you should not attempt to put it out.</p> <p>If the fire is small enough, you must also consider whether you have a clear path to an exit. If at any point in your attempt to extinguish the fire, you realize the fire is not going out or it is growing, you must be able to easily abandon the task and exit the building. A clear exit doesn't just involve having a physically unobstructed path, it also refers to visibility.</p> <p>If you decide to use a fire extinguisher, remember the PASS procedure. Pin, then aim, then squeeze, and then sweep the extinguishing agent back and forth at the base of the fire.</p>	<p>The extinguisher icon fades up.</p> <p>Text boxes fade up one at a time.</p> <p>The learner sees the X fade down from top as the timeline ends. A transparent rectangle with a trigger allows the learner to close this layer and return to the base layer.</p> <p>Next button becomes visible.</p> <p>The learner sees the X fade down from top. A transparent rectangle with a trigger allows the learner to close this layer and return to the base layer.</p> <p>The learner is able to click Next to go to 1.14.</p>

		Click the x in the top, right-hand corner to return to RACE procedure.	
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Notes: All text boxes move in, in time with their relevant audio.

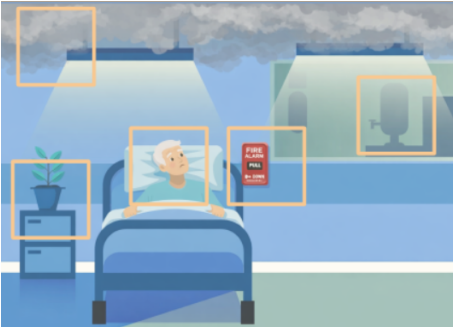
Slide: 1.14 / Menu Title: RACE Knowledge Check	LO: RACE
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Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Cox is on the left side and Reed is on the right side. They are turned toward each other.</p> <p>Caption bubbles between them track their conversation.</p>	<p>[Slide Title] RACE Knowledge Check</p> <p>[Cox Caption] Dr. Reed that was an excellent explanation of the RACE procedure.</p> <p>[Reed Caption] Thank you Dr. Cox. Are you ready to apply your RACE Procedure knowledge in a hypothetical scenario?</p> <p>[Cox Caption] Sure! That sounds important to try.</p>	<p>[Cox] Dr. Reed that was an excellent explanation of the RACE procedure.</p> <p>[Reed] Thank you Dr. Cox. Are you ready to apply your RACE Procedure knowledge in a hypothetical scenario?</p> <p>[Cox] Sure! That sounds important to try.</p>	<p>Dialogue appears and disappears, in time with audio.</p> <p>Avatars change poses as they talk.</p> <p>Slide advances automatically at the end of the timeline.</p>

Notes:


Slide: 1.15 / Menu Title: RACE Knowledge Check [hidden from Menu]	LO: RACE
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Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
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 <p>The image is on the left of the screen under the title section of the top border. Under the logo portion of the top border is a long rectangular text box with the scenario, a question, and the directions.</p>	<p>[Slide Title] RACE Knowledge Check</p> <p>[Text] You walk into a patient room, and you notice smoke.</p> <p>According to the RACE procedure, what are your first two priorities?</p> <p>[Directions] Click the two areas that represent these priorities. Click the Submit button when you are done.</p> <p>[Correct Answer]</p> 	<p>[Reed] You walk into a patient room, and you notice smoke.</p> <p>According to the RACE procedure, what are your first two priorities?</p> <p>Click the two areas on the image to the left that represent these priorities. Click the Submit button when you are done.</p>	<p>This slide is a freeform select-all-that-apply KC interaction.</p> <p>The background orange color moves from bottom to top on the section of the slide underneath the NCRH logo.</p> <p>The three sections of text fade in from right to left.</p> <p>Orange squares fade in at the same time as the audio directions.</p> <p>Two attempts are allowed in the form settings.</p> <p>When the learner clicks Submit, it will show either the correct or Not Yet feedback layer on the first attempt.</p>
<p>Notes:</p>			

<p>Slide: 1.15a/</p>		<p>LO: RACE</p>	
<p>Visual / Display:</p>	<p>Slide Text:</p>	<p>Narration / Voiceover:</p>	<p>Animation / Interaction:</p>
 <p>Displayed in the middle</p>	<p>[Slide Title] Correct</p> <p>[Text] Yes! You should always prioritize the patient, and then alert others.</p> <p>[Button]</p>	<p>[Reed] Yes! You chose well!</p>	<p>The Continue button allows the learner to go to 1.16.</p>

	Continue		
Notes:			

Slide: 1.15b /			LO: RACE
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
 Displayed in the middle	[Slide Title] Not Yet [Text] Not quite. Think, 1-rescue, 2-activate, 3-contain, and 4-extinguish. [Button] Try Again	[Reed] Not quite. Think, 1-rescue, 2-activate, 3-contain, and 4-extinguish.	The Try Again button, returns the learner to the base layer.
Notes:			

Slide: 1.15c /			LO: RACE
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
 Displayed in the middle	[Slide Title] Incorrect [Text] Unfortunately that is incorrect. Please review the RACE procedure before moving on. [Button] Review	[Reed] Unfortunately that is incorrect. Please review the RACE procedure before moving on.	The Review button takes the learner to layer 1.15d.
Notes:			

Slide: 1.15d /			LO: RACE
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
 <p>The image above displays the correct answers. It appears in its same location as 1.15.</p> <p>Below the logo portion of the top border is an orange text box with an arrow pointing toward the correct answer.</p> <p>A custom continue button is on the bottom, left of the slide.</p>	<p>[Slide Title] RACE Knowledge Check</p> <p>[Text Box] Correct answer</p> <p>[Button] Continue</p>	<p>[Reed] When our knowledge is put to the test, we can make mistakes. These are the correct answers. Rescue patients first and then activate the alarm. Click the continue button to move on.</p>	<p>The Continue button fades in from the bottom. It jumps to slide 1.16.</p>
Notes:			

Slide: 1.16 / Menu Title: Summary			LO: protocols, RACE, PASS
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Cox is on the far left of the slide facing an empty table, with three rows and three columns) that takes up most of the remaining white space.</p> <p>Text appears in each box in time with relevant audio in table boxes from left to right and top row to</p>	<p>[Slide Title] Let's Review</p> <p>[Text in Table] Fire Prevention Protocols</p> <p>Supplies and Storage Safety Electrical Safety Oxygen Safety</p>	<p>[Cox] Let us review.</p> <p>You learned NCRH fire prevention protocols for supplies and storage, electrical safety, oxygen safety, and egress safety. Fire prevention is a critical responsibility for all hospital staff.</p>	<p>Text fades in, in time with relevant audio.</p> <p>Checkmarks fly in from right to their boxes.</p> <p>Cox avatar faces the learner at the end of the timeline.</p>

<p>bottom row.</p> <p>The first column has the subject of the learning objective. The second column contains the relevant headings for that subject. In the third column an orange check mark appears as audio for the second column finishes.</p> <p>Cox turns to face the learner as the timeline ends.</p>	<p>Egress Safety</p> <p>PASS procedure</p> <p>Pull Aim Squeeze Sweep</p> <p>RACE procedure</p> <p>Rescue Activate Contain Extinguish</p>	<p>You learned PASS procedure for correctly operating a fire extinguisher. You know to Pull, Aim, Squeeze, and then Sweep.</p> <p>You also learned RACE procedure, so that you correctly prioritize your actions in a fire emergency. You know that you should first focus on rescuing patients, then activating fire alarms, then containing the fire to prevent its spread, and if possible you will try to extinguish the fire.</p>	<p>Next button advances the learner to 1.17.</p>
<p>Notes:</p>			

<p>Slide: 1.17 / Menu Title: Quiz Introduction</p>			
<p>Visual / Display:</p>	<p>Slide Text:</p>	<p>Narration / Voiceover:</p>	<p>Animation / Interaction:</p>
<p>Reed is facing the learner on the left side of the slide.</p> <p>To the right of Reed, purple text boxes appear in time with their relevant audio.</p>	<p>[Slide Title] Final Graded Quiz</p> <p>[Text Boxes] There are four questions.</p> <p>You must correctly answer at least three questions to pass with a 75%.</p> <p>You may use the menu to go back and review before you take the quiz.</p> <p>You may take the quiz again if you need to.</p>	<p>[Reed] You have made it to the final graded quiz! You are almost done.</p> <p>This Quiz has four questions.</p> <p>You must correctly answer at least three questions to pass with a 75%.</p> <p>You may use the menu to go back and review before you take the quiz.</p> <p>You may take the quiz again if you need to.</p>	<p>Text boxes fly in from right in time with their relevant audio.</p> <p>The Next button is hidden.</p> <p>The Start Quiz button fades in from the bottom. It advances the learner to slide 1.18.</p> <p>The learner has unlimited tries to pass this assessment.</p>

	<p>[Directions] Click “Start Quiz” when you are ready to begin.</p> <p>[Button] Start Quiz</p>	Click “Start Quiz” when you are ready to begin.	
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Notes:

Slide: 1.18 /			LO: RACE
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>The top border is displayed.</p> <p>The background of the slide is white.</p> <p>The question and its three answer choices take up the majority of the slide’s white space.</p> <p>The question text appears larger than the multiple choice answer options, which are displayed below the question.</p>	<p>[Slide Title] Question 1</p> <p>[Question] You are working on a patient care unit at North Country Regional Hospital when you smell smoke and see flames coming from a storage room down the hall. Several patients are nearby and may be at risk if the fire spreads. As the first staff member on the scene, what sequence of actions should you take to respond appropriately to this fire emergency?</p> <p>[Answer Choices] Rescue patients who are in immediate danger, activate the nearest fire alarm pull station, attempt to extinguish the fire immediately, and then close doors to contain it.</p>	<p>[Reed] You are working on a patient care unit at North Country Regional Hospital when you smell smoke and see flames coming from a storage room down the hall. Several patients are nearby and may be at risk if the fire spreads.</p> <p>As the first staff member on the scene, what sequence of actions should you take to respond appropriately to this fire emergency?</p>	<p>Score by question with 1 attempt for each quiz question as the learner progresses through the quiz. They will be able to retake the entire quiz at the end if they do not pass.</p> <p>Results slide 1.22; graded quiz slide – multiple choice.</p> <p>The learner’s answer is recorded and the slide advances to the next slide, when Submit is clicked.</p> <p>The learner should not get immediate feedback with Correct or Incorrect feedback layers. They should answer all of the questions sequentially FIRST in the graded assessment, then receive their score on the Results page.</p>

	<p>Rescue patients who are in immediate danger, activate the nearest fire alarm pull station, contain the fire by closing doors and windows, and extinguish the fire if it is safe to do so. [CORRECT ANSWER]</p> <p>Rescue patients who are in immediate danger, contain the fire by closing doors and windows, activate the fire alarm, and extinguish the fire if it appears manageable.</p>		<p>If the learner does not pass, it is possible to review the quiz.</p>
<p>Notes:</p>			

Slide: 1.19 /			LO: protocols
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Same visual layout for Slides 1.18, 1.19, 1.20, 1.21</p>	<p>[Slide Title] Question 2</p> <p>[Question] You are working a day shift at North Country Regional Hospital when you notice several supply carts temporarily stored in a hallway near patient rooms. The carts are stacked close to a sprinkler head. During your safety rounds, you consider the potential fire risks this situation may create.</p>	<p>[Cox] You are working a day shift at North Country Regional Hospital when you notice several supply carts temporarily stored in a hallway near patient rooms. The carts are stacked close to a sprinkler head. During your safety rounds, you consider the potential fire risks this situation may create.</p> <p>Based on what you know about fire creation and prevention, what is the most appropriate action you should take to reduce the risk of fire in this area?</p>	<p>Same settings for slides 1.18, 1.19, 1.20, 1.21</p>

	<p>Based on what you know about fire creation and prevention, what is the most appropriate action you should take to reduce the risk of fire in this area?</p> <p>[Answer Choices] Reposition the supply carts to allow clear passage in the hallway and plan to relocate them later, since they are only temporarily stored near the sprinkler head.</p> <p>Adjust the supply carts away from the sprinkler head to improve clearance while allowing them to remain in the hallway for continued access during the shift.</p> <p>Remove the supply carts from the hallway and ensure all materials are stored at least 18 inches below the sprinkler head to keep corridors clear and reduce fire risk. [CORRECT ANSWER]</p>		
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Notes:

Slide: 1.20 /			LO: PASS
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Same visual layout for Slides 1.18, 1.19, 1.20, 1.21	[Slide Title] Question 3	[Cox] You notice a small trashcan fire in a patient care area at North Country Regional Hospital. The	Same settings for slides 1.18, 1.19, 1.20, 1.21


	<p>[Question] You notice a small trash can fire in a patient care area at North Country Regional Hospital. The fire is contained, there is no heavy smoke, and you have been trained to use a fire extinguisher. After ensuring it is safe to act, you pick up a nearby extinguisher to put out the fire.</p> <p>What is the correct way to operate the fire extinguisher to safely extinguish the fire?</p> <p>[Answer Choices] Pull the pin on the fire extinguisher, aim the nozzle at the base of the fire, squeeze the handles together, and sweep the nozzle side to side until the fire appears to be out. [CORRECT ANSWER]</p> <p>Pull the pin on the fire extinguisher, aim the nozzle at the base of the fire, squeeze the handles together briefly, and hold the nozzle steady until the fire appears to be out.</p> <p>Aim the nozzle at the base of the fire, pull the pin on the fire extinguisher, squeeze the handles together, and sweep the nozzle side to side until the fire appears to be out.</p>	<p>fire is contained, there is no heavy smoke, and you have been trained to use a fire extinguisher. After ensuring it is safe to act, you pick up a nearby extinguisher to put out the fire.</p> <p>What is the correct way to operate the fire extinguisher to safely extinguish the fire?</p>	
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Notes:

Slide: 1.21 /			LO: RACE
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Same visual layout for Slides 1.18, 1.19, 1.20, 1.21	<p>[Slide Title] Question 4</p> <p>[Question] You are working the evening shift at North Country Regional Hospital when a fire alarm sounds on your unit. Smoke is coming from a nearby patient room, and the patient must be evacuated. The patient is alert and can sit upright with assistance. The patient is unable to walk independently.</p> <p>Which evacuation method is the most appropriate to safely move this patient away from the fire?</p> <p>[Answer Choices] Use a wheelchair to move the patient away from the fire, since the patient can sit upright but cannot walk independently. [CORRECT ANSWER]</p> <p>Contain the fire and use a blanket drag to move the patient away from the fire, since the patient cannot walk independently.</p>	<p>[Reed You are working the evening shift at North Country Regional Hospital when a fire alarm sounds on your unit. Smoke is coming from a nearby patient room, and the patient must be evacuated. The patient is alert and can sit upright with assistance. The patient is unable to walk independently.</p> <p>Which evacuation method is the most appropriate to safely move this patient away from the fire?</p>	Same settings for slides 1.18, 1.19, 1.20, 1.21

	Move the patient as quickly as possible to the nearest exit, since the patient cannot walk independently.		
Notes:			

Slide: 1.22 /			
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>The top border and background color from the color palette show as the background for this slide.</p>	<p>[Slide Title] Quiz Results</p> <p>Your Score: XX% Passing Score: 80%</p>	<p>[Narration only on layers]</p>	<p>Use a Result side to show Success layer 1.22a when timeline starts if results are equal to or greater than the passing score.</p> <p>Show Failure layer 1.22b when timeline starts if results are less than passing score.</p> <p>Base layer will be visible (show through) from Success or Failure slide layers.</p> <p>Results variable reference shows the percent score only. Do not show the points variable reference.</p> <p>Built in graded quiz variable reference displays learner score where XX appears on slide.</p>
Notes:			

Slide: 1.22a / Menu Title: (success layer)			
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
 <p>The above image is displayed in the middle of the slide just below the top border.</p>	<p>[Slide Title] Quiz Results</p> <p>[Directions] Click Review Quiz to see your results or click Continue to move on.</p> <p>[Buttons] Review Quiz</p> <p>Continue</p>	<p>[Cox] Well done! If you would like to review your answers click Review Quiz to see your results or you may click the Continue button to move forward.</p>	<p>The Review Quiz button allows the learner to go back through the quiz showing correct/incorrect responses.</p> <p>Continue button advances learner to Slide 1.23.</p>
Notes:			

Slide: 1.22b / Menu Title: (failure layer)			
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
 <p>The above image is displayed in the middle of the slide just below the top border.</p>	<p>[Slide Title] Quiz Results</p> <p>[Directions] Quiz Results</p> <p>[Directions] Click Review Quiz to see your results or click Continue to move on.</p> <p>[Buttons] Review Quiz</p>	<p>[Reed] Unfortunately, you did not pass this time. Click Review Quiz to see your answers.</p> <p>If you would like to go back to any part of the course before taking the quiz again, you may.</p> <p>When you are ready, click the Retry Quiz button to take the quiz again.</p>	<p>Retry Quiz button resets results slide and jumps to Slide 1.18</p> <p>The Review Quiz button allows the learner to go back through the quiz showing correct/incorrect responses.</p>

	<p>Continue</p> <p>[Buttons]</p> <p>Review Quiz</p> <p>Retry Quiz</p>		
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Notes:

Slide: 1.23 / Menu Title: Conclusion			
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Reed is on the left and Cox is on the right side of the slide. Both avatars are facing the learner and holding signs.</p> <p>A custom button appears in the middle of the slide in time with its relevant audio.</p>	<p>[Slide Title] Congratulations!</p> <p>[Signs] Well done!</p> <p>Thank you!</p> <p>[Button] End Course</p>	<p>[Cox] We appreciate the time you took for this training and all that you do each day.</p> <p>[Reed] Sharing a clear, consistent understanding of fire safety procedures protects everyone on the NCRH campus.</p> <p>Click the End Course button to officially exit the training.</p>	<p>Avatars' mouths open and close based on which one is supposed to be talking.</p> <p>The End Course button fades in from the bottom. Clicking it closes the course.</p>

Notes: