

Target Audience: Employees at publishing company, NamuNorth, that have limited knowledge of how to respond to an active shooter situation.

Learning Objectives:

1. Match the most appropriate responses (run, hide, or fight) to various active shooter situations
2. Identify what to do when running from an attacker
3. Order steps to take when hiding from an attacker
4. Select appropriate actions to take when attempting to fight an attacker

Seat Time: 20 minutes

Outline:

- Welcome
- Navigation
- Workplace Scenario
- Learning Objectives
- Workplace Scenario
- Key Ideas
- Quiz
- Review
- Summary
- Congratulations
- Resources

Module Resources/References:

- [FBI Training Video - Run, Hide, Fight.](#)
- [Job Aid](#)

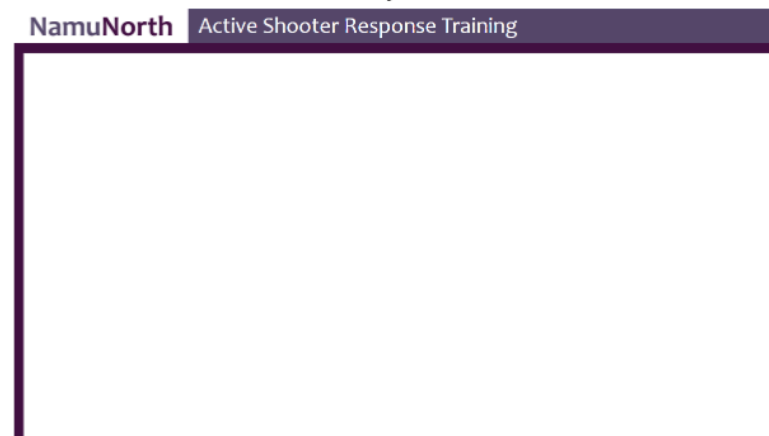
Directions for Reviewers:

- SME: Please comment on the accuracy and flow of information

Directions for Developers:


- Use slide links in footer of this document for easier navigation

Slide Frame - Welcome Slide Only



Slide Frame - All Slides



- Access module assets from this [Asset Library](#) (images and audio)
- Use font: Candara, black, bold for titles and buttons, variety of size 18-22
- Use palette colors: 
- Correct answers for multiple choice questions in scenario and quiz are bolded in document; do not bold on screen
- Set all buttons to default state normal and create a hover state
- Use transparent shields over clickable items to ensure learner listens to all audio before continuing throughout
- Use slide title rectangle and directions rectangle of slide frame for all slide titles and directions
- For each slide with layers, keep recurring text boxes, buttons, and avatars in the same position as layer “a” across each layer unless otherwise noted
- Use Next and Prev on player; do not create custom buttons, unless otherwise noted
- During the scenario, when learners click on a wrong answer, they will return to the original question layer (after clicking red X icon) and will choose again; they can select any answer on all attempts, including previously visited layers
- For slides 1.5-1.17, the Animation / Interactions settings for all Question layers are the same, the same for all Correct answer layers, and the same for all Wrong answer layers

Slide [1.1]/ Menu Title: Welcome			
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Use Welcome slide frame with NamuNorth logo and course title at the top Background image: See asset library image Employees.jpg Gradient filled rectangle using light palette colors just above custom buttons, stretching across the full slide Use custom Start Course and Navigation buttons Hide Player Prev/Next buttons	[Course title] Active Shooter Response Training [Gradient rectangle] Be prepared for an Active Shooter Situation [Rectangle button with text] Start Course [Rectangle button with text] Navigation	[Narrator] Welcome to the Active Shooter Response Training for Nahh Moo North. This training is meant to prepare you in the case of an active shooter situation and is based on recommendations by the FBI. To begin, click Start Course. To learn how to navigate this course, click Navigation.	Gradient rectangle and buttons float in from the bottom when timelines starts Start Course and Navigation buttons highlighted in time with VO The Navigation button jumps to the next slide (slide 1.2) The Start Course button jumps to slide 1.3 Hide Next button until audio completes
Notes: Show Disclaimer layer when timeline starts			

Slide [1.1a]/ Layer Title: Disclaimer

Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Text set inside of a white rectangle that takes up most of the screen, revealing some of the base layer behind it</p> <p>“Disclaimer” large and center above other text</p>	<p>Disclaimer</p> <p>While this training is not graphic, the topic is sensitive and may be triggering for some.</p> <p>If you do not wish to continue, click Exit Course.</p> <p>If you would like to continue, click Proceed.</p> <p>[Rectangle button with text] Exit Course</p> <p>[Rectangle button with text] Proceed</p>	<p>[Narrator] Disclaimer. While this training is not graphic, the topic is sensitive and may be triggering for some. If you do not wish to continue, click Exit Course. If you would like to continue, click Proceed.</p>	<p>Exit Course and Proceed buttons highlighted in time with VO</p> <p>Hide layer when learner clicks the Proceed button</p> <p>Exit course when learner clicks Exit Course button</p>

Notes: Show this layer when timeline starts

Slide [1.2] / Menu Title: Navigation			
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Player shows Menu on the left</p> <p>Background image: Screenshot of Learning Objectives slide</p> <p>Use information markers near each of the highlighted features in the VO using lightened palette colors</p> <p>Use magnifying glass icon</p>	<p>[Slide title] Navigation</p> <p>[Directions 1] Hover AND click over each [i] to read about navigation features.</p> <p>[i Marker] Previous and Next Click the Previous and Next buttons to move forward or backward in the course.</p> <p>[i Marker] Player Controls Click the icons to replay, adjust volume, and adjust player settings.</p>	<p>[Narrator] Let’s take a look at the course navigation features. You can hover over and click each blinking information button to read more. Or, you can follow along with the audio.</p> <p>Previous and next. Click the previous and next buttons to move forward or backward in the course.</p> <p>Player controls. Click the icons to replay, adjust volume, and adjust players settings.</p>	<p>Slide direction texts fade in timed with VO; Directions 2 replaces Directions 1</p> <p>Magnifying glass icon follows motion path to each information marker timed with VO</p> <p>Allow learner to click Prev or Next without waiting for audio to complete</p>

	<p>[i Marker] Seekbar Adjust the seekbar to review a portion of the slide at any time.</p> <p>[i Marker] Play/Pause Click to pause and resume play.</p> <p>[i Marker] Menu Revisit slides previously viewed in the course.</p> <p>[i Marker] Slide Directions View slide directions here. If you do not see anything, you may need to wait for the audio to complete first.</p> <p>[i Marker] Resources View recommended FBI resources for Active Shooter Training.</p> <p>[Directions 2] Click Next to continue.</p>	<p>Seekbar. Adjust the seekbar to review a portion of the slide at any time.</p> <p>Play and pause. Click to pause and resume play.</p> <p>Menu. Revisit slides previously viewed in the course.</p> <p>Directions. View slide directions here on the screen. If you do not see anything, you may need to wait for the slide audio to complete first.</p> <p>And finally, resources. Here you can view recommended FBI approved resources for active shooter training.</p> <p>Click Next to continue.</p>	
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Slide [1.3]/ Menu Title: Opening Scene			
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Background image: See asset library image Hallway1.jpg</p> <p>Use business casual avatars Jet and Renita for characters James and Faith</p> <p>James and Faith are</p>	<p>[Slide title] Workplace Scenario</p> <p>[James caption] Hi Faith. Did you hear the news about the active shooter at the law firm in Minneapolis this morning?</p> <p>[Faith caption] I did. James, it's so terrible! I can't imagine that happening here.</p>	<p>[James] [1] Hey Faith, did you hear about that workplace shooting downtown this morning?</p> <p>[Faith] [2] It's so terrible, James. I can't even imagine it.</p> <p>[James]</p>	<p>Character speech bubbles timed with audio; text fades in and out</p> <p>Slide direction text fades in timed with VO</p> <p>Hide Next button until audio completes</p>

<p>facing each other talking; James is on the left, Faith on the right, placed reasonably within hallway space</p> <p>Characters are enlarged and showing about 2/3 of their body</p> <p>Use speech bubbles to display character speech</p>	<p>[James caption] I know, it is hard to imagine. But if it can happen there, a few miles down the road, it could happen here too.</p> <p>[Faith caption] I wouldn't even know what to do. My kids practice hiding under desks at school, but I always thought it made more sense to run.</p> <p>[James caption] I honestly have no idea what you're supposed to do. I try not to think about it.</p> <p>[Faith caption] It's sadly becoming more and more common, and feels a lot more real when it happens so close to home.</p> <p>[James caption] I think we probably need to find out what we should do in the unfortunate event of something like that happening here.</p> <p>[Faith caption] I think you're right.</p> <p>[Narrator] Click Next to continue.</p>	<p>[3] Right? It's hard to process. When it's so close, you start thinking maybe something like that could happen here, too.</p> <p>[Faith] [4] I wouldn't even know what to do. My kids practice hiding under desks at school, but doesn't it seem like running away would be a better option?</p> <p>[James] [5] I honestly have no idea what I would do. I try not to think about it.</p> <p>[Faith] [6] Yeah, except shootings are more and more common every day. Maybe it's something we <i>should</i> be thinking about.</p> <p>[James] [7] Maybe more than thinking. Maybe we should know what to <i>do</i>.</p> <p>[Faith] [8] I think you're right.</p> <p>[Narrator] Click Next to continue.</p>	
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Slide [1.4]/ Menu Title: Learning Objectives			
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>White background with Lauren (narrator) on the right facing the text on the left</p>	<p>[Slide title] Learning Objectives</p> <p>At the end of this module, you will be able to:</p> <ul style="list-style-type: none"> Match the most appropriate responses (run, hide, or fight) to various active shooter situations. 	<p>[Narrator] Hi, I'm Lauren. In this course, I will help you to prepare in case of an active shooter situation at Nahh Moo North.</p> <p>Let's take a look at the course learning objectives. At the end of this module, you will be able to:</p>	<p>Bullet points fade in timed with VO</p> <p>Slide direction text fades in timed with VO</p>

<p>Lauren is similar in size and position to Lauren in slide 1.3</p>	<ul style="list-style-type: none"> Identify what to do when running from an attacker. Order steps to take when hiding from an attacker. Select appropriate actions to take when attempting to fight an attacker. <p>Click Next to continue.</p>	<ul style="list-style-type: none"> Match the most appropriate responses (run, hide, or fight) to various active shooter situations. Identify what to do when running from an attacker. Order steps to take when hiding from an attacker. Select appropriate actions to take when attempting to fight an attacker. <p>Click Next to continue.</p>	<p>Hide Next button until audio completes</p>
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Slide [1.5]/ Menu Title: Workplace Scenario			Objective 1
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Background image: See asset library image Kitchen.jpg</p> <p>Exit signs with arrows place on the walls for exits left, straight, and right</p> <p>Use avatar Mitchell as active shooter located down near the far end of hallway carrying a gun; use gun icon</p> <p>Same settings for slides 1.5, 1.6, 1.7, 1.8</p>	<p>[Slide title] Workplace Scenario</p>	<p>[No narration on base]</p>	<p>Disable player Next button on this slide</p>
<p>Notes: Show layer a, “Question”, when the timelines begins on this slide</p>			

Slide [1.5a]/ Layer Title: Question			Objective 1
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle with question and answer choices positioned on the left side of the screen; answer buttons under the question, inside the rectangle</p>	<p>[Text inside rounded rectangle]</p> <ul style="list-style-type: none"> You can't see the shooter You know they are far away You see multiple available exits <p>What do you do?</p>	<p>[Narrator]</p> <p>Let's consider a workplace scenario involving an active shooter. You do not see him, but you know there is an active shooter around the corner and down the hallway. You look around and see that</p>	<p>Rounded rectangle with question and answer choices float in from the bottom when slide starts</p> <p>Answer buttons are highlighted timed with the VO</p> <p>Prevent learner from clicking answer</p>

	<p>[Text in separate rounded rectangle buttons]</p> <ul style="list-style-type: none"> • Run [Correct answer] • Hide • Fight <p>[Directions] Click the best answer choice.</p>	<p>there are multiple ways to exit. What do you do? Run? Hide? Or Fight?</p> <p>Click the best answer choice.</p>	<p>buttons until after audio completes</p> <p>Answer buttons take learner to corresponding feedback layers</p> <p>Slide direction text fades in timed with VO</p>
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Slide [1.5b]/ Layer Title: Correct (Run)			Objective 1
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below "correct" button (see asset library folder)</p> <p>In the directions, use small "correct" button in place of "[green check]"</p>	<p>[Text inside rounded rectangle] That's right! Your best option is always to run if there are exits you can safely get to.</p> <p>[Directions] Click the [green check] to continue.</p>	<p>[Narrator] That's right! Your best option is always to run if there are exits you can safely get to.</p> <p>Click the green check to continue.</p>	<p>Rounded rectangle with feedback and "correct" button float in from bottom when slide starts</p> <p>Prevent learner from clicking "correct" button until after audio completes</p> <p>Jump to next slide when user clicks "correct" button</p> <p>Slide direction text fades in timed with VO</p>

Slide [1.5c]/ Layer Title: Wrong (Hide)			Objective 1
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below "wrong" button (see asset library folder)</p> <p>In the directions, use small "wrong" button in place of "[red X]"</p>	<p>[Text inside rounded rectangle] Careful: If there are exits you can safely get to, you should run!</p> <p>[Directions] Click the [red X] to try again.</p>	<p>[Narrator] Careful: If there are exits you can safely get to, you should run!</p> <p>Click the red X to try again.</p>	<p>Rounded rectangle with feedback and "wrong" button float in from bottom when slide starts</p> <p>Prevent learner from clicking "wrong" button until after audio completes</p> <p>Return to Question layer when learner clicks "wrong" button</p>

			Slide direction text fades in timed with VO
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Slide [1.5d]/ Layer Title: Wrong (Fight)			Objective 1
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below "wrong" button (see asset library folder)</p> <p>In the directions, use small "wrong" button in place of "[red X]"</p>	<p>[Text inside rounded rectangle] Careful: Fighting is a last resort and you should avoid it unless absolutely necessary.</p> <p>[Directions] Click the [red X] to try again.</p>	<p>[Narrator] Careful: Fighting is a last resort and you should avoid it unless absolutely necessary.</p> <p>Click the red X to try again.</p>	<p>Rounded rectangle with feedback and "wrong" button float in from bottom when slide starts</p> <p>Prevent learner from clicking "wrong" button until after audio completes</p> <p>Return to Question layer when learner clicks "wrong" button</p> <p>Slide direction text fades in timed with VO</p>

Slide [1.6]/ Menu Title: Run Belongings [Hide from Menu]			Objective 2
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Same settings for slides 1.5, 1.6, 1.7, 1.8 (see entry for 1.5)			
Notes: Show layer a, "Question", when the timelines begins on this slide			

Slide [1.6a]/ Layer Title: Question			Objective 2
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren on the right side of the screen, upper 2/3 of body, up-front near the learner</p> <p>Lauren's pose - facing left, worried with hands on her head</p> <p>Place transparent buttons on this layer to sit over</p>	<p>[Text inside rounded rectangle] You wisely chose to run. Look for the three exit signs on the walls. Click on the exit sign that is the safest one to follow.</p> <p>[Directions]</p>	<p>[Narrator] You wisely chose to run. Look for the three exit signs on the walls. Click on the exit sign that is the safest one to follow.</p>	<p>Rounded rectangle with question and answer choices float in from the bottom when slide starts</p> <p>Answer buttons are highlighted timed with the VO</p> <p>Prevent learner from clicking answer buttons until after audio completes</p>

<p>exit signs on the base layer</p>	<p>Click the best exit sign to follow.</p> <p>[Correct answer is exit right]</p>		<p>Answer buttons take learner to corresponding feedback layers</p> <p>Slide direction text fades in timed with VO</p>
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Slide [1.6b]/ Layer Title: Correct (Right)			Objective 2
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below "correct" button (see asset library folder)</p> <p>In the directions, use small "correct" button in place of "[green check]"</p>	<p>[Text inside rounded rectangle] That's right! Your best option is to run towards the exit away from the attacker.</p> <p>[Directions] Click the [green check] to continue.</p>	<p>[Narrator] That's right! Your best option is to run towards the exit away from the attacker.</p> <p>Click the green check to continue.</p>	<p>Rounded rectangle with feedback and "correct" button float in from bottom when slide starts</p> <p>Prevent learner from clicking "correct" button until after audio completes</p> <p>Jump to next slide when user clicks "correct" button</p> <p>Slide direction text fades in timed with VO</p>

Slide [1.6c]/ Layer Title: Wrong (Straight)			Objective 2
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below "wrong" button (see asset library folder)</p> <p>In the directions, use small "wrong" button in place of "[red X]"</p>	<p>[Text inside rounded rectangle] Danger! Do not go this way! You are heading straight towards the attacker, putting yourself in the highest risk of harm.</p> <p>[Directions] Click the [red X] to try again.</p>	<p>[Narrator] Danger! Do not go this way! You are heading straight towards the attacker, putting yourself in the highest risk of harm.</p> <p>Click the red X to try again.</p>	<p>Rounded rectangle with feedback and "wrong" button float in from bottom when slide starts</p> <p>Prevent learner from clicking "wrong" button until after audio completes</p> <p>Return to Question layer when learner clicks "wrong" button</p> <p>Slide direction text fades in timed with VO</p>

Slide [1.6d]/ Layer Title: Wrong (Left)	Objective 2
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Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below "wrong" button (see asset library folder)</p> <p>In the directions, use small "wrong" button in place of "[red X]"</p>	<p>[Text inside rounded rectangle] Careful: Exiting this way will put you in the shooter's line of sight.</p> <p>[Directions] Click the [red X] to try again.</p>	<p>[Narrator] Careful: Exiting this way will put you in the shooter's line of sight.</p> <p>Click the red X to try again.</p>	<p>Rounded rectangle with feedback and "wrong" button float in from bottom when slide starts</p> <p>Prevent learner from clicking "wrong" button until after audio completes</p> <p>Return to Question layer when learner clicks "wrong" button</p> <p>Slide direction text fades in timed with VO</p>

Slide [1.7]/ Menu Title: Run Hesitate [Hide from Menu]			Objective 2
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Same settings for slides 1.5, 1.6, 1.7, 1.8 (see entry for 1.5)			
Notes: Show layer a, "Question", when the timelines begins on this slide			

Slide [1.7a]/ Layer Title: Question			Objective 2
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren on the right side of the screen, upper 2/3 of body, up-front near the learner</p> <p>Lauren's pose - forward facing, questioning with both of her arms up just below her shoulders</p> <p>Rounded rectangle with question and answer choices positioned on the left side of the screen; answer buttons under the question, inside the rectangle</p>	<p>[Text inside rounded rectangle] Are you making the right choice?</p> <p>[Text in separate rounded rectangle buttons]</p> <ul style="list-style-type: none"> Rethink your options. Just go! [Correct answer] <p>[Directions] Click the best answer choice.</p>	<p>[Narrator] Are you making the right choice? Should you rethink your options? Or just go?</p> <p>Click the best answer choice.</p>	<p>Rounded rectangle with question and answer choices float in from the bottom when slide starts</p> <p>Answer buttons are highlighted timed with the VO</p> <p>Prevent learner from clicking answer buttons until after audio completes</p> <p>Answer buttons take learner to corresponding feedback layers</p> <p>Slide direction text fades in timed with VO</p>

Slide [1.7b]/ Layer Title: Correct (Go)			Objective 2
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below "correct" button (see asset library folder)</p> <p>In the directions, use small "correct" button in place of "[green check]"</p>	<p>[Text inside rounded rectangle] That's right, you should just go! There is no time to hesitate. Seconds matter.</p> <p>[Directions] Click the [green check] to continue.</p>	<p>[Narrator] That's right, you should just go! There is no time to hesitate. Seconds matter.</p> <p>Click the green check to continue.</p>	<p>Rounded rectangle with feedback and "correct" button float in from bottom when slide starts</p> <p>Prevent learner from clicking "correct" button until after audio completes</p> <p>Jump to next slide when user clicks "correct" button</p> <p>Slide direction text fades in timed with VO</p>

Slide [1.7c]/ Layer Title: Wrong Hesitate			Objective 2
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren in same position and pose as Question layer</p> <p>Lauren's pose - forward facing, questioning with both of her arms up just below her shoulders</p> <p>In the directions, use small "wrong" button in place of "[red X]"</p>	<p>[Text inside rounded rectangle] Careful: Seconds matter. Do not hesitate. Just go!</p> <p>[Directions] Click the [red X] to try again.</p>	<p>[Narrator] Careful: Seconds matter. Do not hesitate. Just go!</p> <p>Click the red X to try again.</p>	<p>Rounded rectangle with feedback and "wrong" button float in from bottom when slide starts</p> <p>Prevent learner from clicking "wrong" button until after audio completes</p> <p>Return to Question layer when learner clicks "wrong" button</p> <p>Slide direction text fades in timed with VO</p>

Slide [1.8]/ Menu Title: Run Belongings [Hide from Menu]			Objective 2
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Same settings for slides 1.5, 1.6, 1.7, 1.8 (see entry for 1.5)			

Notes: Show layer a, "Question", when the timelines begins on this slide

Slide [1.8a]/ Layer Title: Question			Objective 2
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren on the right side of the screen, upper 2/3 of body, up-front near the learner</p> <p>Lauren's pose - forward facing, questioning with her left hand raised out to her left</p> <p>Rounded rectangle with question and answer choices positioned on the left side of the screen; answer buttons under the question, inside the rectangle</p>	<p>[Text inside rounded rectangle] On your way out, you realize your belongings are nearby. What should you do?</p> <p>[Text in separate rounded rectangle buttons]</p> <ul style="list-style-type: none"> Grab them on your way out. Leave them behind. [Correct answer] <p>[Directions] Click the best answer choice.</p>	<p>[Narrator] On your way out, you realize your belongings are nearby. What should you do? Grab them on your way out? Or leave them behind?</p> <p>Click the best answer choice.</p>	<p>Rounded rectangle with question and answer choices float in from the bottom when slide starts</p> <p>Answer buttons are highlighted timed with the VO</p> <p>Prevent learner from clicking answer buttons until after audio completes</p> <p>Answer buttons take learner to corresponding feedback layers</p> <p>Slide direction text fades in timed with VO</p>

Slide [1.8b]/ Layer Title: Correct (Leave)			Objective 2
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below "correct" button (see asset library folder)</p> <p>In the directions, use small "correct" button in place of "[green check]"</p>	<p>[Text inside rounded rectangle] That's right, you should leave your belongings behind. Seconds matter. Exit as quickly as you can!</p> <p>[Directions] Click the [green check] to continue.</p>	<p>[Narrator] That's right, you should leave your belongings behind. Seconds matter. Exit as quickly as you can!</p> <p>Click the green check to continue.</p>	<p>Rounded rectangle with feedback and "correct" button float in from bottom when slide starts</p> <p>Prevent learner from clicking "correct" button until after audio completes</p> <p>Jump to next slide when user clicks "correct" button</p> <p>Slide direction text fades in timed with VO</p>

Slide [1.8c]/ Layer Title: Wrong (Retrieve)	Objective 2
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Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below "wrong" button (see asset library folder)</p> <p>In the directions, use small "wrong" button in place of "[red X]"</p>	<p>[Text inside rounded rectangle]</p> <p>Careful: Remember, seconds matter. Retrieving your things could increase your risk of injury or death.</p> <p>[Directions]</p> <p>Click the [red X] to try again.</p>	<p>[Narrator]</p> <p>Careful: Remember, seconds matter. Retrieving your things could increase your risk of injury or death.</p> <p>Click the red X to try again.</p>	<p>Rounded rectangle with feedback and "wrong" button float in from bottom when slide starts</p> <p>Prevent learner from clicking "wrong" button until after audio completes</p> <p>Return to Question layer when learner clicks "wrong" button</p> <p>Slide direction text fades in timed with VO</p>

Slide [1.9]/ Menu Title: Run Continue [Hide from Menu]			Objective 1
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Background image: See asset library image Hallway2.jpg</p> <p>Same settings for slides 1.9 and 1.10</p>	<p>[Slide title]</p> <p>Workplace Scenario</p>	<p>[No narration on base]</p>	<p>Disable player Next button on this slide</p>
<p>Notes: Show layer a, "Question", when the timelines begins on this slide</p>			

Slide [1.9a]/ Layer Title: Question			Objective 1
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren on the left side of the screen, upper 2/3 of body, up-front near the learner</p> <p>Lauren's pose - forward facing, looking forward with hands to her side</p> <p>Rounded rectangle with question and answer choices positioned on the</p>	<p>[Text inside rounded rectangle]</p> <p>You are now down the hallway from the room you just exited. It seems the attacker has not followed you. What should you do next?</p> <p>[Text in separate rounded rectangle buttons]</p> <ul style="list-style-type: none"> ● Get somewhere safer. [Correct answer] ● Stay here, it seems safe. 	<p>[Narrator]</p> <p>You are now down the hallway from the room you just exited. It seems the attacker has not followed you. What should you do next? Get somewhere safer? Or stay here, it seems safe?</p> <p>Click the best answer choice.</p>	<p>Rounded rectangle with question and answer choices float in from the bottom when slide starts</p> <p>Answer buttons are highlighted timed with the VO</p> <p>Prevent learner from clicking answer buttons until after audio completes</p>

right side of the screen; answer buttons under the question, inside the rectangle	[Directions] Click the best answer choice.		Answer buttons take learner to corresponding feedback layers Slide direction text fades in timed with VO
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Slide [1.9b]/ Layer Title: Correct (Go)			Objective 1
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below "correct" button (see asset library folder)</p> <p>In the directions, use small "correct" button in place of "[green check]"</p>	<p>[Text inside rounded rectangle] That's right! Keep running until you find somewhere safer to be, like out of and away from the building.</p> <p>[Directions] Click the [green check] to continue.</p>	<p>[Narrator] That's right! Keep running until you find somewhere safer to be, like out of and away from the building.</p> <p>Click the green check to continue.</p>	<p>Rounded rectangle with feedback and "correct" button float in from bottom when slide starts</p> <p>Prevent learner from clicking "correct" button until after audio completesv</p> <p>Jump to next slide when user clicks "correct" button</p> <p>Slide direction text fades in timed with VO</p>

Slide [1.9c]/ Layer Title: Wrong (Stay)			Objective 1
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below "wrong" button (see asset library folder)</p> <p>In the directions, use small "wrong" button in place of "[red X]"</p>	<p>[Text inside rounded rectangle] Careful: The attacker could catch up to you. Keep going until you reach a safe location, such as outside of and away from the building you're in.</p> <p>[Directions] Click the [red X] to try again.</p>	<p>[Narrator] Careful: The attacker could catch up to you. Keep going until you reach a safe location, such as outside of and away from the building you're in.</p> <p>Click the red X to try again.</p>	<p>Rounded rectangle with feedback and "wrong" button float in from bottom when slide starts</p> <p>Prevent learner from clicking "wrong" button until after audio completes</p> <p>Return to Question layer when learner clicks "wrong" button</p> <p>Slide direction text fades in timed with VO</p>

Slide [1.10]/ Menu Title: Run Hands [Hide from Menu]			Objective 2
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Same settings for slides 1.9 and 1.10 (see slide 1.9)			
Notes: Show layer a, "Question", when the timelines begins on this slide			

Slide [1.10a]/ Layer Title: Question			Objective 2
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren on the left side of the screen, upper 2/3 of body, up-front near the learner</p> <p>Lauren's pose - forward facing, looking forward with hands to her side</p> <p>Rounded rectangle with question and answer choices positioned on the right side of the screen; answer buttons under the question, inside the rectangle</p>	<p>[Text inside rounded rectangle] Up ahead you see some other people running for safety. What should you do?</p> <p>[Text in separate rounded rectangle buttons]</p> <ul style="list-style-type: none"> Put your hands in the air. [Correct answer] Just keep running. <p>[Directions] Click the best answer choice.</p>	<p>[Narrator] Up ahead you see some other people running for safety. What should you do? Put your hands in the air? Or just keep running?</p> <p>Click the best answer choice.</p>	<p>Rounded rectangle with question and answer choices float in from the bottom when slide starts</p> <p>Answer buttons are highlighted timed with the VO</p> <p>Prevent learner from clicking answer buttons until after audio completes</p> <p>Answer buttons take learner to corresponding feedback layers</p> <p>Slide direction text fades in timed with VO</p>

Slide [1.10b]/ Layer Title: Correct (Up)			Objective 2
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below "correct" button (see asset library folder)</p> <p>In the directions, use small "correct" button in place of "[green check]"</p>	<p>[Text inside rounded rectangle] That's right! Everyone is on high alert. Putting your hands up in the air will signify to others that you are unarmed.</p> <p>[Directions] Click the [green check] to continue.</p>	<p>[Narrator] That's right! Everyone is on high alert. Putting your hands up in the air will signify to others that you are unarmed.</p>	<p>Rounded rectangle with feedback and "correct" button float in from bottom when slide starts</p> <p>Prevent learner from clicking "correct" button until after audio completes</p> <p>Jump to next slide when user clicks "correct" button</p>

		Click the green check to continue.	Slide direction text fades in timed with VO
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Slide [1.10c]/ Layer Title: Wrong (Down)			Objective 2
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below "wrong" button (see asset library folder)</p> <p>In the directions, use small "wrong" button in place of "[red X]"</p>	<p>[Text inside rounded rectangle]</p> <p>Careful: Everyone is on high alert. Be sure to raise your hands in the air so others can clearly see that you are unarmed.</p> <p>[Directions]</p> <p>Click the [red X] to try again.</p>	<p>[Narrator]</p> <p>Careful: Everyone is on high alert. Be sure to raise your hands in the air so others can clearly see that you are unarmed.</p> <p>Click the red X to try again.</p>	<p>Rounded rectangle with feedback and "wrong" button float in from bottom when slide starts</p> <p>Prevent learner from clicking "wrong" button until after audio completes</p> <p>Return to Question layer when learner clicks "wrong" button</p> <p>Slide direction text fades in timed with VO</p>

Slide [1.11]/ Menu Title: Hide RHF [Hide from Menu]			Objective 1
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Background image: See asset library image Hallway1.jpg</p>	<p>[Slide title]</p> <p>Workplace Scenario</p>	<p>[No narration on base]</p>	<p>Disable player Next button on this slide</p>

Notes: Show layer a, "Question", when the timelines begins on this slide

Slide [1.11a]/ Layer Title: Question			Objective 1
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren on the right side of the screen, upper 2/3 of body, up-front near the learner</p>	<p>[Text inside rounded rectangle]</p> <p>You turn down a hallway but it is a dead end. You see a room with a door and no interior windows. What should you do next?</p>	<p>[Narrator]</p> <p>You turn down a hallway but it is a dead end. You see a room with a door and no interior windows. What</p>	<p>Rounded rectangle with question and answer choices float in from the bottom when slide starts</p> <p>Answer buttons are highlighted timed with the</p>

<p>Lauren’s pose - forward facing, worried with both hands on her head</p> <p>Rounded rectangle with question and answer choices positioned on the left side of the screen; answer buttons under the question, inside the rectangle</p>	<p>[Text in separate rounded rectangle buttons]</p> <ul style="list-style-type: none"> • Run back the way you came. • Hide in the room. [Correct answer] • Find and fight the attacker. <p>[Directions]</p> <p>Click the best answer choice.</p>	<p>should you do next? Run back the way you came? Hide in the room? Or find and fight the attacker?</p> <p>Click the best answer choice.</p>	<p>VO</p> <p>Prevent learner from clicking answer buttons until after audio completes</p> <p>Answer buttons take learner to corresponding feedback layers</p> <p>Slide direction text fades in timed with VO</p>
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Slide [1.11b]/ Layer Title: Correct (Hide)			Objective 1
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below "correct" button (see asset library folder)</p> <p>In the directions, use small "correct" button in place of “[green check]”</p>	<p>[Text inside rounded rectangle]</p> <p>That’s right, the safest option is to hide.</p> <p>[Directions]</p> <p>Click the [green check] to continue.</p>	<p>[Narrator]</p> <p>That’s right, the safest option is to hide.</p> <p>Click the green check to continue.</p>	<p>Rounded rectangle with feedback and "correct" button float in from bottom when slide starts</p> <p>Prevent learner from clicking “correct” button until after audio completes</p> <p>Jump to next slide when user clicks “correct” button</p> <p>Slide direction text fades in timed with VO</p>

Slide [1.11c]/ Layer Title: Wrong (Run)			Objective 1
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below "wrong" button (see asset library folder)</p> <p>In the directions, use small "wrong" button in place of “[red X]”</p>	<p>[Text inside rounded rectangle]</p> <p>Careful: If you turn back, you may run into the attacker.</p> <p>[Directions]</p> <p>Click the [red X] to try again.</p>	<p>[Narrator]</p> <p>Careful: If you turn back, you may run into the attacker.</p> <p>Click the red X to try again.</p>	<p>Rounded rectangle with feedback and "wrong" button float in from bottom when slide starts</p> <p>Prevent learner from clicking “wrong” button until after audio completes</p> <p>Return to Question layer when learner clicks “wrong” button</p>

			Slide direction text fades in timed with VO
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Slide [1.11d]/ Layer Title: Wrong (Fight)			Objective 1
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below "wrong" button (see asset library folder)</p> <p>In the directions, use small "wrong" button in place of "[red X]"</p>	<p>[Text inside rounded rectangle]</p> <p>Careful: Fighting back is a last resort and should generally be avoided if possible.</p> <p>[Directions]</p> <p>Click the [red X] to try again.</p>	<p>[Narrator]</p> <p>Careful: Fighting back is a last resort and should generally be avoided if possible.</p> <p>Click the red X to try again.</p>	<p>Rounded rectangle with feedback and "wrong" button float in from bottom when slide starts</p> <p>Prevent learner from clicking "wrong" button until after audio completes</p> <p>Return to Question layer when learner clicks "wrong" button</p> <p>Slide direction text fades in timed with VO</p>

Slide [1.12]/ Menu Title: Hide Barricade [Hide from Menu]			Objective 3
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Background image: See asset library image Room.jpg</p> <p>Same settings for slides 1.12, 1.13, 1.14, 1.15, 1.16, 1.17</p>	<p>[Slide title]</p> <p>Workplace Scenario</p>	<p>[No narration on base]</p>	<p>Disable player Next button on this slide</p>
<p>Notes: Show layer a, "Question", when the timelines begins on this slide</p>			

Slide [1.12a]/ Layer Title: Question			Objective 3
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren on the right side of the screen, upper 2/3 of body, up-front near the learner</p> <p>Lauren's pose - back to learner, facing the door, hands on her hips</p>	<p>[Text inside rounded rectangle]</p> <p>You made your way inside the room. Now what should you do?</p>	<p>[Narrator]</p> <p>You made your way inside the room. Now what should you do? Lock the</p>	<p>Rounded rectangle with question and answer choices float in from the bottom when slide starts</p> <p>Answer buttons are highlighted timed with the VO</p>

<p>Rounded rectangle with question and answer choices positioned on the left side of the screen; answer buttons under the question, inside the rectangle</p>	<p>[Text in separate rounded rectangle buttons]</p> <ul style="list-style-type: none"> Lock the door. Lock and barricade the door. [Correct answer] <p>[Directions] Click the best answer choice.</p>	<p>door? Or lock and barricade the door?</p> <p>Click the best answer choice.</p>	<p>Prevent learner from clicking answer buttons until after audio completes</p> <p>Answer buttons take learner to corresponding feedback layers</p> <p>Slide direction text fades in timed with VO</p>
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Slide [1.12b]/ Layer Title: Correct (Barricade)			Objective 3
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below "correct" button (see asset library folder)</p> <p>In the directions, use small "correct" button in place of "[green check]"</p>	<p>[Text inside rounded rectangle] That's right, you should lock the door and barricade it. Look for anything heavy that you can put against the door, such as tables, shelves, and filing cabinets.</p> <p>[Directions] Click the [green check] to continue.</p>	<p>[Narrator] That's right, you should lock the door and barricade it. Look for anything heavy that you can put against the door, such as tables, shelves, and filing cabinets.</p> <p>Click the green check to continue.</p>	<p>Rounded rectangle with feedback and "correct" button float in from bottom when slide starts</p> <p>Prevent learner from clicking "correct" button until after audio completes</p> <p>Jump to next slide when user clicks "correct" button</p> <p>Slide direction text fades in timed with VO</p>

Slide [1.12c]/ Layer Title: Wrong (Lock Only)			Objective 3
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below "wrong" button (see asset library folder)</p>	<p>[Text inside rounded rectangle] Careful: You should lock the door, but also look for heavy items in the room to create a barricade.</p> <p>[Directions] Click the [red X] to try again.</p>	<p>[Narrator] Careful: You should lock the door, but also look for heavy items in the room to create a barricade.</p> <p>Click the red X to try again.</p>	<p>Rounded rectangle with feedback and "wrong" button float in from bottom when slide starts</p> <p>Prevent learner from clicking "wrong" button until after audio completes</p> <p>Return to Question layer when learner clicks</p>

In the directions, use small "wrong" button in place of "[red X]"			<p>"wrong" button</p> <p>Slide direction text fades in timed with VO</p>
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Slide [1.13]/ Menu Title: Hide Barricade [Hide from Menu]			Objective 3
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Same settings for slides 1.12, 1.13, 1.14, 1.15, 1.16, 1.17 (see slide 1.12)			
Notes: Show layer a, "Question", when the timelines begins on this slide			

Slide [1.13a]/ Layer Title: Question [Hidden from Menu]			Objective 3
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren on the right side of the screen, upper 2/3 of body, up-front near the learner</p> <p>Lauren's pose - forward facing holding cell phone with two hands looking concerned</p> <p>Rounded rectangle with question and answer choices positioned on the left side of the screen; answer buttons under the question, inside the rectangle</p>	<p>[Text inside rounded rectangle] Now, what should you do with your cell phone?</p> <p>[Text in separate rounded rectangle buttons]</p> <ul style="list-style-type: none"> Turn your ringer on. Turn your ringer off. [Correct answer] <p>[Directions] Click the best answer choice.</p>	<p>[Narrator] Now, what should you do with your cell phone? Turn your ringer on? Or turn your ringer off?</p> <p>Click the best answer choice.</p>	<p>Rounded rectangle with question and answer choices float in from the bottom when slide starts</p> <p>Answer buttons are highlighted timed with the VO</p> <p>Prevent learner from clicking answer buttons until after audio completes</p> <p>Answer buttons take learner to corresponding feedback layers</p> <p>Slide direction text fades in timed with VO</p>

Slide [1.13b]/ Layer Title: Correct (Off)			Objective 3
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Lauren in same position and pose as Question layer	[Text inside rounded rectangle]	[Narrator]	Rounded rectangle with feedback and "correct" button float in from bottom when slide starts

<p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below "correct" button (see asset library folder)</p> <p>In the directions, use small "correct" button in place of "[green check]"</p>	<p>That's right, you should silence your phone to minimize your chances of being heard and found by the attacker.</p> <p>[Directions] Click the [green check] to continue.</p>	<p>That's right, you should silence your phone to minimize your chances of being heard and found by the attacker.</p> <p>Click the green check to continue.</p>	<p>Prevent learner from clicking "correct" button until after audio completes</p> <p>Jump to next slide when user clicks "correct" button</p> <p>Slide direction text fades in timed with VO</p>
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Slide [1.13c]/ Layer Title: Wrong (On)			Objective 3
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below "wrong" button (see asset library folder)</p> <p>In the directions, use small "wrong" button in place of "[red X]"</p>	<p>[Text inside rounded rectangle] Careful: If the attacker is in the hallway and someone calls you, they may figure out where you're hiding.</p> <p>[Directions] Click the [red X] to try again.</p>	<p>[Narrator] Careful: If the attacker is in the hallway and someone calls you, they may figure out where you're hiding.</p> <p>Click the red X to try again.</p>	<p>Rounded rectangle with feedback and "wrong" button float in from bottom when slide starts</p> <p>Prevent learner from clicking "wrong" button until after audio completes</p> <p>Return to Question layer when learner clicks "wrong" button</p> <p>Slide direction text fades in timed with VO</p>

Slide [1.14]/ Menu Title: Hide Defense [Hide from Menu]			Objective 4
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Same settings for slides 1.12, 1.13, 1.14, 1.15, 1.16, 1.17 (see slide 1.12)</p>			
<p>Notes: Show layer a, "Question", when the timelines begins on this slide</p>			

Slide [1.14a]/ Layer Title: Question			Objective 4
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren on the right side of the screen, upper 2/3 of</p>	<p>[Text inside rounded rectangle]</p>	<p>[Narrator]</p>	<p>Rounded rectangle with question and answer choices</p>

<p>body, up-front near the learner</p> <p>Lauren’s pose - forward facing, neutral, holding and pointing at clipboard in her left hand</p> <p>Rounded rectangle with question and answer choices positioned on the left side of the screen; answer buttons under the question, inside the rectangle</p>	<p>What should you do next?</p> <p>[Text in separate rounded rectangle buttons]</p> <ul style="list-style-type: none"> • Prepare a defense plan. [Correct answer] • Wait for rescue. <p>[Directions]</p> <p>Click the best answer choice.</p>	<p>What should you do next?</p> <p>Prepare a defense plan? Or wait for rescue?</p> <p>Click the best answer choice.</p>	<p>float in from the bottom when slide starts</p> <p>Answer buttons are highlighted timed with the VO</p> <p>Prevent learner from clicking answer buttons until after audio completes</p> <p>Answer buttons take learner to corresponding feedback layers</p> <p>Slide direction text fades in timed with VO</p>
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Slide [1.14b]/ Layer Title: Correct (Prepare)			Objective 4
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below "correct" button (see asset library folder)</p> <p>In the directions, use small "correct" button in place of "[green check]"</p>	<p>[Text inside rounded rectangle]</p> <p>That’s right, you should prepare a defense plan in case the attacker gets through your barricade.</p> <p>[Directions]</p> <p>Click the [green check] to continue.</p>	<p>[Narrator]</p> <p>That’s right, you should prepare a defense plan in case the attacker gets through your barricade.</p> <p>Click the green check to continue.</p>	<p>Rounded rectangle with feedback and "correct" button float in from bottom when slide starts</p> <p>Prevent learner from clicking “correct” button until after audio completes</p> <p>Jump to next slide when user clicks “correct” button</p> <p>Slide direction text fades in timed with VO</p>

Slide [1.14c]/ Layer Title: Wrong (Wait)			Objective 4
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below "wrong" button (see asset library folder)</p> <p>In the directions, use small "wrong" button in place</p>	<p>[Text inside rounded rectangle]</p> <p>Careful: Even though you are barricaded in, the attacker could get through.</p> <p>[Directions]</p>	<p>[Narrator]</p> <p>Careful: Even though you are barricaded in, the attacker could get through.</p> <p>Click the red X to try again.</p>	<p>Rounded rectangle with feedback and "wrong" button float in from bottom when slide starts</p> <p>Prevent learner from clicking “wrong” button until after audio completes</p> <p>Return to Question layer when learner clicks</p>

of “[red X]”	Click the [red X] to try again.		“wrong” button Slide direction text fades in timed with VO
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Slide [1.15]/ Menu Title: Hide RHF [Hide from Menu]			Objective 4
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Same settings for slides 1.12, 1.13, 1.14, 1.15, 1.16, 1.17 (see slide 1.12)			
Notes: Show layer a, “Question”, when the timelines begins on this slide			

Slide [1.15a]/ Layer Title: Question			Objective 4
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren on the right side of the screen, upper 2/3 of body, up-front near the learner</p> <p>Lauren’s pose - back to learner, facing the door, hands down to her side</p> <p>Rounded rectangle with question and answer choices positioned on the left side of the screen; answer buttons under the question, inside the rectangle</p> <p>Rectangle with dark border and white inside so it appears as the door has been opened</p> <p>Inside the door, stands active shooter avatar with icon gun</p>	<p>[Text inside rounded rectangle] If the barricade fails or the attacker gets to you before you have a chance to escape, what should you do?</p> <p>[Text in separate rounded rectangle buttons]</p> <ul style="list-style-type: none"> • Run! • Hide! • Fight back! [Correct answer] <p>[Directions] Click the best answer choice.</p>	<p>[Narrator] If the barricade fails or the attacker gets to you before you have a chance to escape, what should you do? Run? Hide? Or fight back?</p> <p>Click the best answer choice.</p>	<p>Rounded rectangle with question and answer choices float in from the bottom when slide starts</p> <p>Answer buttons are highlighted timed with the VO</p> <p>Prevent learner from clicking answer buttons until after audio completes</p> <p>Answer buttons take learner to corresponding feedback layers</p> <p>Slide direction text fades in timed with VO</p>

Slide [1.15b]/ Layer Title: Correct (Fight)			Objective 4
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:

<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below "correct" button (see asset library folder)</p> <p>In the directions, use small "correct" button in place of "[green check]"</p>	<p>[Text inside rounded rectangle] That's right, your only option now is to fight back.</p> <p>[Directions] Click the [green check] to continue.</p>	<p>[Narrator] That's right, your only option now is to fight back.</p> <p>Click the green check to continue.</p>	<p>Rounded rectangle with feedback and "correct" button float in from bottom when slide starts</p> <p>Prevent learner from clicking "correct" button until after audio completes</p> <p>Jump to next slide when user clicks "correct" button</p> <p>Slide direction text fades in timed with VO</p>
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Slide [1.15c]/ Layer Title: Wrong (Run)			Objective 4
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below "wrong" button (see asset library folder)</p> <p>In the directions, use small "wrong" button in place of "[red X]"</p>	<p>[Text inside rounded rectangle] Careful: There is nowhere to run.</p> <p>[Directions] Click the [red X] to try again.</p>	<p>[Narrator] Careful: There is nowhere to run.</p> <p>Click the red X to try again.</p>	<p>Rounded rectangle with feedback and "wrong" button float in from bottom when slide starts</p> <p>Prevent learner from clicking "wrong" button until after audio completes</p> <p>Return to Question layer when learner clicks "wrong" button</p> <p>Slide direction text fades in timed with VO</p>

Slide [1.15d]/ Layer Title: Wrong (Hide)			Objective 4
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below "wrong" button (see asset library folder)</p> <p>In the directions, use small "wrong" button in place</p>	<p>[Text inside rounded rectangle] Careful: There is nowhere to hide.</p> <p>[Directions] Click the [red X] to try again.</p>	<p>[Narrator] Careful: There is nowhere to hide.</p> <p>Click the red X to try again.</p>	<p>Rounded rectangle with feedback and "wrong" button float in from bottom when slide starts</p> <p>Prevent learner from clicking "wrong" button until after audio completes</p> <p>Return to Question layer when learner clicks</p>

of “[red X]”			<p>“wrong” button</p> <p>Slide direction text fades in timed with VO</p>
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Slide [1.16]/ Menu Title: Fight Object [Hide from Menu]			Objective 4
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Same settings for slides 1.12, 1.13, 1.14, 1.15, 1.16, 1.17 (see slide 1.12)			
Notes: Show layer a, “Question”, when the timelines begins on this slide			

Slide [1.16a]/ Layer Title: Question			Objective 4
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren on the right side of the screen, upper 2/3 of body, up-front near the learner</p> <p>Lauren’s pose - back to learner, facing the door, hands down to her side</p> <p>Rounded rectangle with question and answer choices positioned on the left side of the screen; answer buttons under the question, inside the rectangle</p> <p>Rectangle with dark border and white inside so it appears as the door has been opened</p> <p>Inside the door, stands active shooter avatar with icon gun</p>	<p>[Text inside rounded rectangle] You have no choice now but to fight. What should you do if you have no weapon?</p> <p>[Text in separate rounded rectangle buttons]</p> <ul style="list-style-type: none"> • Use any available object. [Correct answer] • Give up. <p>[Directions] Click the best answer choice.</p>	<p>[Narrator] You have no choice now but to fight. What should you do if you have no weapon? Use any available object? Or give up?</p> <p>Click the best answer choice.</p>	<p>Rounded rectangle with question and answer choices float in from the bottom when slide starts</p> <p>Answer buttons are highlighted timed with the VO</p> <p>Prevent learner from clicking answer buttons until after audio completes</p> <p>Answer buttons take learner to corresponding feedback layers</p> <p>Slide direction text fades in timed with VO</p>

Slide [1.16b]/ Layer Title: Correct (Object)			Objective 4
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:

<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below "correct" button (see asset library folder)</p> <p>In the directions, use small "correct" button in place of "[green check]"</p>	<p>[Text inside rounded rectangle] That's right, you should fight using any available object as a weapon. Look for something sturdy and strong. There is no fair fighting. Your life is on the line, do everything you can to survive.</p> <p>[Directions] Click the [green check] to continue.</p>	<p>[Narrator] That's right, you should fight using any available object as a weapon. Look for something sturdy and strong. There is no fair fighting. Your life is on the line, do everything you can to survive.</p> <p>Click the green check to continue.</p>	<p>Rounded rectangle with feedback and "correct" button float in from bottom when slide starts</p> <p>Prevent learner from clicking "correct" button until after audio completes</p> <p>Jump to next slide when user clicks "correct" button</p> <p>Slide direction text fades in timed with VO</p>
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Slide [1.16c]/ Layer Title: Wrong (Give Up)			Objective 4
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below "wrong" button (see asset library folder)</p> <p>In the directions, use small "wrong" button in place of "[red X]"</p>	<p>[Text inside rounded rectangle] Careful: Your life is on the line, do everything you can to survive.</p> <p>[Directions] Click the [red X] to try again.</p>	<p>[Narrator] Careful: Your life is on the line, do everything you can to survive.</p> <p>Click the red X to try again.</p>	<p>Rounded rectangle with feedback and "wrong" button float in from bottom when slide starts</p> <p>Prevent learner from clicking "wrong" button until after audio completes</p> <p>Return to Question layer when learner clicks "wrong" button</p> <p>Slide direction text fades in timed with VO</p>

Slide [1.17]/ Menu Title: Fight Surprise [Hide from Menu]			Objective 4
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Same settings for slides 1.12, 1.13, 1.14, 1.15, 1.16, 1.17 (see slide 1.12)</p>			
<p>Notes: Show layer a, "Question", when the timelines begins on this slide</p>			

Slide [1.17a]/ Layer Title: Question	Objective 4
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Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren on the right side of the screen, upper 2/3 of body, up-front near the learner</p> <p>Lauren’s pose - back to learner, facing the door, hands down to her side</p> <p>Rounded rectangle with question and answer choices positioned on the left side of the screen; answer buttons under the question, inside the rectangle</p> <p>Rectangle with dark border and white inside so it appears as the door has been opened</p> <p>Inside the door, stands active shooter avatar with icon gun</p>	<p>[Text inside rounded rectangle] If you and others are together and agree you must fight before being cornered, what should you do?</p> <p>[Text in separate rounded rectangle buttons]</p> <ul style="list-style-type: none"> • Attack immediately. • Plan and coordinate an ambush. <p>[Correct answer]</p> <p>[Directions] Click the best answer choice.</p>	<p>[Narrator] If you and others are together and agree you must fight before being cornered, what should you do? Attack immediately? Or plan and coordinate an ambush?</p> <p>Click the best answer choice.</p>	<p>Rounded rectangle with question and answer choices float in from the bottom when slide starts</p> <p>Answer buttons are highlighted timed with the VO</p> <p>Prevent learner from clicking answer buttons until after audio completes</p> <p>Answer buttons take learner to corresponding feedback layers</p> <p>Slide direction text fades in timed with VO</p>

Slide [1.17b]/ Layer Title: Correct (Teamwork)			Objective 4
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below "correct" button (see asset library folder)</p> <p>In the directions, use small "correct" button in place of "[green check]"</p>	<p>[Text inside rounded rectangle] That’s right, your best option is to use teamwork to surprise and to create a coordinated ambush on the attacker if you have the time to do so.</p> <p>[Directions] Click the [green check] to review what you have learned.</p>	<p>[Narrator] That’s right, your best option is to use teamwork to surprise and to create a coordinated ambush on the attacker if you have the time to do so.</p> <p>Click the green check to review what you have learned.</p>	<p>Rounded rectangle with feedback and "correct" button float in from bottom when slide starts</p> <p>Prevent learner from clicking “correct” button until after audio completes</p> <p>Jump to next slide when user clicks “correct” button</p> <p>Slide direction text fades in timed with VO</p>

Slide [1.17c]/ Layer Title: Wrong (Immediately)			Objective 4
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:

<p>Lauren in same position and pose as Question layer</p> <p>Rounded rectangle positioned on the left side of the screen; text with response feedback positioned below “wrong” button (see asset library folder)</p> <p>In the directions, use small "wrong" button in place of “[red X]”</p>	<p>[Text inside rounded rectangle] Careful: While you may be running out of time, you are more likely to be successful if you can coordinate an ambush.</p> <p>[Directions] Click the [red X] to try again.</p>	<p>[Narrator] Careful: While you may be running out of time, you are more likely to be successful if you can coordinate an ambush.</p> <p>Click the red X to try again.</p>	<p>Rounded rectangle with feedback and "wrong" button float in from bottom when slide starts</p> <p>Prevent learner from clicking “wrong” button until after audio completes</p> <p>Return to Question layer when learner clicks “wrong” button</p> <p>Slide direction text fades in timed with VO</p>
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Slide [1.18]/ Menu Title: Key Ideas			Objectives 1-4
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Build an accordion using a different palette color for each tab</p> <p>Accordion should fill the entire slide inside of the slide frame</p> <p>Use motion paths to show tabs opening to reveal content</p>	<p>[Slide title] Key Ideas</p> <p>[Tab 1] Run, Hide, or Fight?</p> <p>[Tab 2] Run</p> <p>[Tab 3] Hide</p> <p>[Tab 4] Fight</p> <p>[Directions] Click on each tab to reveal. When finished, click Next.</p>	<p>[Narrator] Let’s review the key ideas from the previous workplace scenario. Click on each tab to reveal important points to remember. When finished, click next.</p>	<p>Slide direction text fades in timed with VO</p> <p>When clicked, tabs reveal corresponding layer</p> <p>Allow learner to click on tabs only after the audio completes on this layer</p> <p>Hide Next button until all layers have been visited</p>

Slide [1.18a]/ Menu Title: Key Ideas (RHF)			Objective 1
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:

<p>Use motion path to show tabs opening to reveal content</p>	<p>Run, Hide, or Fight?</p> <ul style="list-style-type: none"> ● If you see an exit away from the attacker, run. ● If there is no safe escape route, hide or fight. ● If there is a good spot to hide, hide. ● If there is nowhere to hide, fight. 	<p>[Narrator] How do you know whether to run, hide, or fight?</p> <ul style="list-style-type: none"> ● If you see an exit away from the attacker, run. ● If there is no safe escape route, hide or fight. ● If there is a good spot to hide, hide. ● If there is nowhere to hide, fight. 	<p>Allow learner to click on tabs only after the audio completes on this layer</p> <p>Full text slides in from right (on white rectangle background) in line with the tab “opening”</p>
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Slide [1.18b]/ Menu Title: Key Ideas (Run)			Objective 2
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Use motion path to show tabs opening to reveal content</p>	<p>Run</p> <ul style="list-style-type: none"> ● Evacuate away from the attacker. ● Identify all exits. ● Do not hesitate. Seconds matter. ● Leave belongings behind. ● Keep your hands raised and clearly visible. ● Do not stop until you get to a safe location. 	<p>[Narrator] If you decide to run, remember:</p> <ul style="list-style-type: none"> ● Evacuate away from the attacker. ● Identify all exits. ● Do not hesitate. Seconds matter. ● Leave belongings behind. ● Keep your hands raised and clearly visible. ● Do not stop until you get to a safe location. 	<p>Allow learner to click on tabs only after the audio completes on this layer</p> <p>Full text slides in from right (on white rectangle background) in line with the tab “opening”</p>

Slide [1.18c]/ Menu Title: Key Ideas (Hide)			Objective 3
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Use motion path to show tabs opening to reveal content</p>	<p>Hide</p> <ul style="list-style-type: none"> ● Lock and barricade the door. ● Silence your cell phone. ● Prepare a defense plan. 	<p>[Narrator] If you decide to hide, remember:</p> <ul style="list-style-type: none"> ● Lock and barricade the door. ● Silence your cell phone. ● Prepare a defense plan. 	<p>Allow learner to click on tabs only after the audio completes on this layer</p> <p>Full text slides in from right (on white rectangle background) in line with the tab “opening”</p>

Slide [1.18d]/ Menu Title: Key Ideas (Fight)			Objective 4
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:

<p>Use motion path to show tabs opening to reveal content</p>	<p>Fight</p> <ul style="list-style-type: none"> • Use any available objects as weapons. • Use teamwork and surprise to create a coordinated ambush on the attacker. • Your life is on the line, fight for it! 	<p>[Narrator] If you decide to fight, remember:</p> <ul style="list-style-type: none"> • Use any available objects as weapons. • Use teamwork and surprise to create a coordinated ambush on the attacker. • Your life is on the line, fight for it! 	<p>Allow learner to click on tabs only after the audio completes on this layer</p> <p>Full text slides in from right (on white rectangle background) in line with the tab “opening”</p>
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Slide [1.19]/ Menu Title: Quiz			
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Background image: See asset library image Employees.jpg</p> <p>Gradient fill rectangle matches gradient color on 1.1</p> <p>Start Quiz button matches buttons on 1.1</p>	<p>[Slide title] Quiz</p> <p>[Gradient rectangle] Graded Quiz</p> <p>5 Questions 80% to Pass</p> <p>[Button] Start Quiz</p>	<p>[Narrator] It is now time to see how well you remember what you’ve learned. For this graded quiz, you are required to score 80 percent or higher. You may take the quiz as many times as you need. When you are ready, click Start Quiz to begin.</p>	<p>Gradient rectangle and button float in from the bottom when timelines starts</p> <p>Hide Next button in this slide</p> <p>When learner clicks “Start Quiz”, advance to 1.11</p> <p>Slide direction text fades in timed with VO</p>
<p>Notes: Allow unlimited attempts to pass quiz</p>			

Slide [1.20]/ Menu Title: Question 1 [Hidden from Menu]			Objective 1
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>All 5 quiz questions should have the same layout and formatting</p> <p>The question text appears larger than the answer text</p> <p>Question type: Matching Drag-and-Drop</p>	<p>[Slide title] Question 1</p> <p>[Directions] Drag items on right to match with the left. Then, click Submit.</p> <p>[Question]</p>	<p>[No narration on this slide]</p>	<p>When learner clicks Submit, submit answer and advance to next slide</p> <p>The learner should not get immediate feedback. They should answer all of the questions first and then receive their score on the Results page.</p>

	<p>Drag to match each situation with the appropriate response.</p> <p>There is no safe escape route. [Matches with] Hide or Fight</p> <p>There is a good spot to take cover. [Matches with] Hide</p> <p>You see an exit away from the attackers. [Matches with] Run</p> <p>There is no way out and nowhere to hide. [Matches with] Fight</p>		<p>If they do not pass, they can come back and review the quiz.</p>
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Slide [1.20a]/ Layer Title: Review			Objective 1
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Custom review layer - Rectangle using palette color shows on the bottom part of the screen with feedback text; base layer assessment question is visible with the correct answer indicated</p>	<p>[Slide Title] Review</p> <p>[Feedback] If there is no way out and nowhere to hide, fight. If you see an exit away from the attackers, run. If there is no safe escape route, hide or fight. If there is a good spot to take cover, hide. If there is no way out and nowhere to hide, fight.</p>	<p>[No narration on this slide]</p>	<p>Allow learner to click Next to advance through feedback.</p>

Slide [1.21]/ Menu Title: Question 2 [Hidden from Menu]			Objective 2
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Same settings for 1.11, 1.12, 1.13, 1.14, 1.15</p> <p>Question type: Multiple Response</p>	<p>[Slide title] Question 2</p> <p>[Directions] Click all boxes that apply. Then, click Submit.</p> <p>[Question] Which of the following are steps you should take if running from an attacker? Choose all that apply. [All are correct]</p> <ul style="list-style-type: none"> ● Look for exits and evacuate away from the attacker. ● Do not hesitate. Seconds matter. 	<p>[No narration on this slide]</p>	<p>Same settings for 1.11, 1.12, 1.13, 1.14, 1.15</p>

	<ul style="list-style-type: none"> • Leave your belongings behind. • Keep your hands raised and clearly visible. • Do not stop until you get to a safe location. 		
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Slide [1.21a]/ Layer Title: Review			Objective 2
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Same settings for 1.11a, 1.12a, 1.13a, 1.14a, 1.15a	<p>[Slide Title] Review</p> <p>[Feedback] You should look for exits and evacuate away from the attacker; do not hesitate, seconds matter; leave your belongings behind, keep your hands clearly visible, and do not stop until you get to a safe location.</p>	[No narration on this slide]	Same settings for 1.11a, 1.12a, 1.13a, 1.14a, 1.15a

Slide [1.22]/ Menu Title: Question 3 [Hidden from Menu]			Objective 3
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Same settings for 1.11, 1.12, 1.13, 1.14, 1.15</p> <p>Question type: Sequence Drag-and-Drop</p>	<p>[Slide title] Question 3</p> <p>[Directions] Drag to order. Then, click Submit.</p> <p>[Question] Drag to order the appropriate steps to take when taking action to hide from an attacker. [Correct order below denoted 1-4]</p> <ul style="list-style-type: none"> • Lock the door. [1] • Barricade the door. [2] • Silence your cell phone. [3] • Prepare a defense plan in case you need to fight. [4] 	[No narration on this slide]	Same settings for 1.11, 1.12, 1.13, 1.14, 1.15

Slide [1.22a]/ Layer Title: Review	Objective 3
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Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Same settings for 1.11a, 1.12a, 1.13a, 1.14a, 1.15a	<p>[Slide Title] Review</p> <p>[Feedback] You should lock the door, then barricade the door, then silence your cell phone, and finally prepare a defense plan in case you need to fight.</p>	[No narration on this slide]	Same settings for 1.11a, 1.12a, 1.13a, 1.14a, 1.15a

Slide [1.23]/ Menu Title: Question 4 [Hidden from Menu]			Objective 4
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Same settings for 1.11, 1.12, 1.13, 1.14, 1.15</p> <p>Question type: True/False</p>	<p>[Slide title] Question 4</p> <p>[Directions] Click the best answer. Then, click Submit.</p> <p>[Question] If you are going to fight an attacker, you should use teamwork to surprise and create a coordinated ambush and use any available objects as weapons.</p> <ul style="list-style-type: none"> • True [Correct answer] • False 	[No narration on this slide]	Same settings for 1.11, 1.12, 1.13, 1.14, 1.15

Slide [1.23a]/ Layer Title: Review			Objective 4
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Same settings for 1.11a, 1.12a, 1.13a, 1.14a, 1.15a	<p>[Slide Title] Review</p> <p>[Feedback] If you are going to fight an attacker, you should use teamwork to surprise and create a coordinated ambush and use any available objects as weapons.</p>	[No narration on this slide]	Same settings for 1.11a, 1.12a, 1.13a, 1.14a, 1.15a

Slide [1.24]/ Menu Title: Question 5 [Hidden from Menu]			Objective 4
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Same settings for 1.11, 1.12, 1.13, 1.14, 1.15 Question type: Multiple Choice	[Slide title] Question 5 [Directions] Click the best answer. Then, click Submit. [Question] Which option is the last you should choose, only if you must? <ul style="list-style-type: none"> • Run • Hide • Fight [Correct answer] 	[No narration on this slide]	Same settings for 1.11, 1.12, 1.13, 1.14, 1.15

Slide [1.24a]/ Layer Title: Review			Objective 4
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Same settings for 1.11a, 1.12a, 1.13a, 1.14a, 1.15a	[Slide Title] Review [Feedback] You should only fight if you must.	[No narration on this slide]	Same settings for 1.11a, 1.12a, 1.13a, 1.14a, 1.15a

Slide [1.25]/ Menu Title: Quiz Results [Hidden from Menu]			
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Use default template Use light palette color rectangle underneath score section	[Slide title] Quiz Results Your Score: [xx%] Passing Score: [YY%]	[No narration on this slide]	Use a Result side to show Success layer 1.16a when timeline starts if results are equal to or greater than the passing score Show Failure layer 1.16b when timeline starts if results are less than passing score Base layer will be visible (show through) from Success or Failure slide layers

			<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> <p>80% to pass shown where YY appears on slide</p>
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Slide [1.25a]/ Layer Title: Success			
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Use default template with palette color for buttons	Congratulations, you passed. [Button] Continue [Button] Review	[No narration on this slide]	Review button: shows correct/incorrect response when reviewing Continue button: jumps to Slide 1.17 Review button: shows customized correct/incorrect response layers when reviewing

Slide [1.25b]/ Layer Title: Failure			
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
Use default template with palette color for buttons	You did not pass. [Button] Retake Quiz [Button] Review Quiz	[No narration on this slide]	Retake button: resets results slide and jumps to Slide 1.17 Review button: shows customized correct/incorrect response layers when reviewing

Slide [1.26]/ Menu Title: Summary			
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:

<p>White background with Lauren on the right facing the text on the left</p> <p>Lauren is similar in size and position to slide 1.4</p>	<p>[Slide title] Summary</p> <p>You should now be able to:</p> <ul style="list-style-type: none"> • Match the most appropriate responses (run, hide, or fight) to various active shooter situations. • Identify what to do when running from an attacker. • Order steps to take when hiding from an attacker. • Select appropriate actions to take when attempting to fight an attacker. <p>[Directions] Click Next to continue.</p>	<p>[Narrator] You should now be able to:</p> <ul style="list-style-type: none"> • Match the most appropriate responses (run, hide, or fight) to various active shooter situations. • Identify what to do when running from an attacker. • Order steps to take when hiding from an attacker. • Select appropriate actions to take when attempting to fight an attacker. <p>Click Next to continue.</p>	<p>Bullet points fade in timed with VO</p> <p>Slide direction text fades in timed with VO</p> <p>Hide Next button until audio completes</p>
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Slide [1.27]/ Menu Title: Congratulations			
Visual / Display:	Slide Text:	Narration / Voiceover:	Animation / Interaction:
<p>Background image: See asset library image Employees.jpg</p> <p>Gradient fill rectangle position and color in same position as 1.1</p> <p>“Complete” button using the same color and position as “Start Course” button as 1.1</p>	<p>[Slide title] Congratulations</p> <p>[Gradient rectangle] Congratulations!</p> <p>[Button] Complete</p>	<p>[Narrator] Congratulations! You have completed the Active Shooter Response Training course for Nahh Moo North. Remember to view resources for future reference.</p> <p>When you are ready, click Complete to exit the course.</p>	<p>Gradient rectangle and button float in from the bottom when timelines starts</p> <p>Slide direction text fades in timed with VO</p> <p>Hide player Next button on this slide</p> <p>Complete button exits course for learner</p>