

Welcome to the prototype for my computer-based online learning experience. The goal is to help adults working with students in the educational setting have tools and strategies to support students they are serving. This training is available to all staff, but the focus can be teachers and paraprofessionals who work most of the time with students. At the end, learners will be able to implement effective communication strategies and differentiate different techniques during student escalations.



The second screen would be the objectives presented in a video format. First thing that is different about the objectives page is to engage the learners motivation. Especially in the educational students, there are tons of responsibilities and activities that are needed to be done. To have an effective training, we must acknowledge the work the staff is already doing and having them connected to the training. The video presented would have a teacher presenting to the class and have a common scenario occur where behavior management was not effective. This would involve the modality module to allow the learner to watch the scenario. There will be closed caption option available if the learner does need help with visuals.

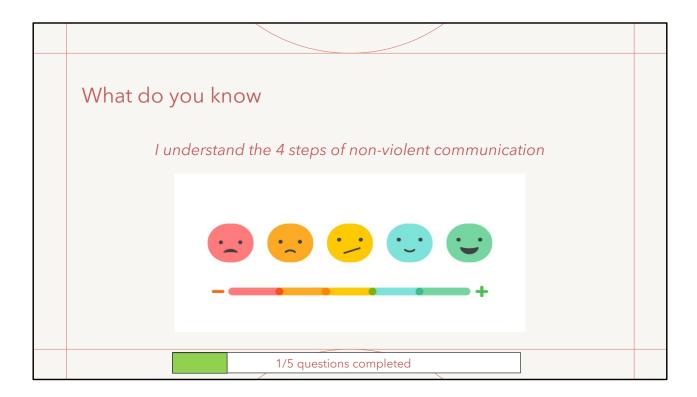


To retain people for years, this would also help with not having to start from scratch which can lead to student success. At the end of the clip, a pre-training will be provided explaining the objectives of the training. It would involve spacial continguity to show objectives:

Identify student needs (help, break, food, rest, clarification etc.)

Figure out the function of student behaviors and utilizing the appropriate strategy to support them

Using and learning effective communication and build positive rapport with students



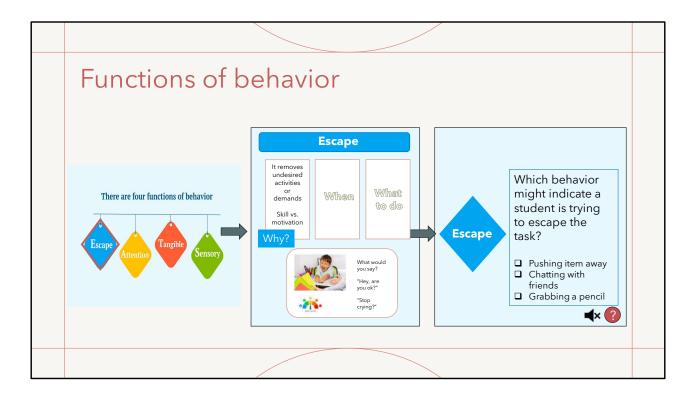
The next slide is a pre-assessment to see what the learner already knows. There will be only five questions where the learner can answer the questions on how comfortable the learner in certain topics. A likert scale is used to provide multiple options for the learner to rate how they are in each skill. The font is focusing on personalization principle so the learner can feel like this more of a conversation rather than another training they have to go through.

Here is your individualized learning journey Communicating Effectively with students Feelings review ("I feel") [Part 1 NVC] Observations [Part 2 NVC] What are the needs [Part 3 NVC] Behavior Management Functions of behavior Strategies for de-escalation

This slide will show the road map to what the learner has to complete with the modules. The green checked boxes will indicate what the learner already knows so they do not have to go through the whole training. There will be brief questions to check to ensure that the learner can utilize those skills in scenarios provided to ensure they do not need to have the specific lesson that they were going to be involved. The modules were broken into two portions so they are aware of what the training will be providing. To support the cognitive load, there will be an drop down after each topic. The arrows are indications of how much of the module they need to complete. Green means that this has been mastered or the learner feels confident in this. Yellow means some of the lessons are completed, but a few can be helpful to learn. Red means that this is a topic that should be reviewed or the learner does not feel confident.

Voice/Example of Audio: Hey! You completed the pre-assessment and it looks like you already have an idea of some of the course material. Here is a your individualized journey. You will start of with the last portion of NVC with needs and how to request. Afterwards, you will go to the next module on behavior management to help you gain more experience with identifying the functions of behavior and what strategies to implement. If you would like to review any topics

before we begin, you can click the checked boxes for a brief summary.



This next slide, the learner can click on each function of behavior and learn more about it – what it is, what it might look like. On the bottom once the learner clicks all columns, the content on the top would then flip back. Then a scenario would occur with a student engaging in escape behavior. There will be different scripts that can be used and a mood meter to show the students mood. The goal is to have the student stay in a state that is responsive to the staff member. The staff member will hear someone reading the options once selected to have it be more similar to a real life simulation and they can see what the consequences might be with certain options.

Then this would lead to a quick quiz to check understanding based on experience the staff member might have seen in the educational setting. When the learner incorrectly selects an answer, it will give them a hint such as to why the answer they selected isn't the correct answer. it will ask a different scenario still giving different options that would still represent the function of behavior.

Audio and hints will be provided in the right bottom corner to help if the learner forgets what the task is.