

STORYBOARD

Compost 101

How to Use This Storyboard:

About Reviewing & Commenting-

- 1) To comment and give feedback, leave the comment function on throughout the process.
- 2) Please leave track changes function on throughout process.
- 3) Please look for informational inaccuracies and point the out via comments each slide.

Learning Objectives- To prepare the learner to accurately:

- 1) Explain what compost is.
- 2) List four examples of where compost comes from.
- 3) Describe why compost is good.
- 4) Explain the most important factors in safely composting human waste.

Notes to Developer-

- 1) All on-screen text (OST) is **BLUE**.
- 2) Slide layers are indicated by lower case letters: 2.1a, 3.5b, etc.
- 3) The screenshots are for design examples only.

Seat Time- 15 minutes


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STORYBOARD


Audio & Narration	Visuals & On-Screen Text (OST)	Interactions/Navigation/Functionality	Objectives
	<p>Note: OST is indicated in blue.</p>		
<p>Slide 1.1 Welcome</p>			
<p>Narration: "Welcome to Compost 101--- A Human Waste Solution. If you would like a quick tutorial about how to move through the navigation controls for this course, [1] click the Navigation Tutorial button. If you are ready [2] to get started, click the Get Started button."</p>	<p>OST [title]: Welcome to Compost 101~ A Human Waste Solution in text box/shape at center-left of frame. OST [buttons]: Navigation Tutorial, and Get Started Background image full screen, a nice, artistic, realistic photograph of dirt and plants. Not cartoon-y. This sets the aesthetic throughout. Generally, use white or light green text colors against a brown background thematically.</p>  <p>Brown: HEX/HTML #534741</p>	<p>Slide begins with all images and title boxes in place. Narration begins. Navigation and Get Started buttons float up from bottom at [] and [] in narration. User will click either Navigation Tutorial or Get Started button. If user clicks Navigation button, jump to slide 1.2/next slide. If user clicks Get Started button, jump to slide 1.3 Objectives</p>	<p>Welcome</p>


Audio & Narration	Visuals & On-Screen Text (OST)	Interactions/Navigation/Functionality	Objectives
Slide 1.2 Navigation			
<p>Narration: “To advance to the [1] next slide, click the Next button. To go back to a previous slide, click the [2] previous button. To replay the slide, press the [3] Refresh button. To pause the slide, click the [4] play/pause button. To see a list of all the slides in the course, press [5] the Menu button. To find out more about compost and human waste, click [6] the Resources button. [7] When you are ready, click the Next button.”</p>	<p>Background image full screen, a nice photograph of seedlings or growing plants. Image starts off black and white and turns color at cue point in narration. Green arrows fade in, point to player controls as indicated in the narration cue points [1-6]. Background pic starts off black and white and fades in to color at [7] cue point in narration</p>	<p>User advances slide at end. Background pic starts off black and white and transitions to color at [7] cue point in narration</p>	<p>Orient learner to navigation controls.</p>
Slide 1.3 Objectives			
<p>Narration: [1] “By the end of this course, you will be able to [2] explain what compost is, [3] where it comes from, [4] and why it’s good. [5] You will also be able to describe the most important factors in composting human waste safely.</p>	<p>Slide opens with OST [Title]: OBJECTIVES in upper L-hand corner, large white font color. Brown background covers slide. [1] OST By the end of this course you will be able to... font lime green color, located on left side of slide centered top to bottom and filling space under the title. These are in place when slide opens. At narration cue point [2] green check mark and OST: Explain what compost is fade in. At [3] green check mark and OST: Where it comes from fade in. At [4] green check mark and OST: Why it’s good fade in. At [5] green check mark and OST: Describe the most important factors in composting human waste safely. Fade in. These are in a vertical alignment with checkmarks in center of slide and OST on R-side of slide. OST: When you are ready, click the next button. Appears in lower R-corner. This text box is</p>	<p>User advances slide by clicking player next button to next scene slide 2.1</p>	<p>Tell the user what the content in the course is, so they know what to expect.</p>

Audio & Narration	Visuals & On-Screen Text (OST)	Interactions/Navigation/Functionality	Objectives	
	formatted the same throughout the course (dk.green outline, lt.green text, no fill-just the brown of the background)			
2.1 Compost-What IS it?				
<p>[Base layer] Narration: "Compost. What IS it?"</p>	<p>Base Layer: R-side of slide: brown background (a little less than ½ the side) with white OST title Compost What IS it?</p> <p>In general, this kind of slide division into brown on R-side and image on L-side will repeat throughout. L-side of slide: Image of hands holding dirt (or something like that)</p> <p>OST green color Click to learn more and a green arrow appear together on the image and moves up and down over the dirt. Use hotspot over dirt so user can click and go to layer 1 (2.1a).</p> <p>This kind of image and this kind of OST and arrow >>>></p>	<p>User clicks hotspot over the dirt and reveals layer 2.1a with OST. Slide auto advances to 2.2 Use motion paths to move the arrow up and then down. Change the state of arrow and "Click to learn more" to hidden when user clicks hotspot.</p> 	Objective #1	
2.1a	[Layer 1] "Compost is decayed organic material. That means it is stuff that rots, that breaks down and decays. Compost is what is left over after micro-organisms in the soil transform all the gross, rotten, stuff	<p>[Layer 1]: OST [1]: Compost is decayed organic material. OST [2]: It's what is left over after micro-organisms transform all the gross, rotten stuff we throw away. OST [3]: It is dirt, basically. OST [4]: It is really good, healthy, clean dirt. appears on R-side of slide, on top of the brown background, under title, green color text, centered to fill space nicely.</p>	<p>OST appears on this layer. Animations: bring in OST in TBs [1],[2],[3],[4] when narration mentions each thing.</p>	Objective #1

Audio & Narration		Visuals & On-Screen Text (OST)	Interactions/Navigation/Functionality	Objectives
	we throw away. It is dirt, basically. Really good, healthy, clean dirt.”			
2.2 Doing it right				
Narration: “Let’s talk about human waste. “Humanure” is the end result of properly composted human pee and poo. It sounds weird, but it’s a responsible thing to do. And it has to be done right. [1] And guess what. When human waste is properly composted it doesn’t smell foul.”		R-Side of slide: brown background with OST: Let’s talk about Human Waste. Human waste (humanure) is completely compostable. It just has to be done right. Narration and OST may differ slightly. L-Side of slide: image of wooden art model sitting on toilet (or something with a toilet). At [1] in narration, illustrations of flowers appear on image, or float up as if out of the toilet.	None Slide auto advances to next slide 2.3	Objectives #1, #2, and #4
2.3 Where does it comes from?				
Base Layer Narration: “Where does compost come from? Click each image to learn more. When all the images have been clicked and you are ready to move on, click the next button.		R-side: brown background, white OST: Compost- Where does it comes from? OST: green Click each image to learn more.	User clicks an image to view layers. User clicks player Next button to advance to next slide 2.4 Keep base layer clickable. Use hover and visited states for clickable images. Visited states for images turn the image from color to black/white greyscale.	Objective #2
2.3a Animal Waste	[layer 1] “Manure from animals both domestic and wild can be composted to build soil and feed plants.”	R-side: brown background, image or videos of farm animals, OST: [title] Animal Waste OST: Maure from farm animals like cows, sheep, pigs, and many others is high in nutrients for soil health.	User clicks another image on the base layer on L-side of slide to go to that layer. User clicks another image on the base layer on L-side of slide to go to that layer.	Objective #2


Audio & Narration		Visuals & On-Screen Text (OST)	Interactions/Navigation/Functionality	Objectives
		<div data-bbox="554 207 867 708" data-label="Image"> </div> <p>An image or videos like these can be used. Turn off the sound unless it enhances the learner experience and does not compete with narration.</p>		
2.3b Food Scraps	<p>[layer 2] “Food scraps are the easiest composting material to come by. Fruits, vegetables, eggshells, grains, pasta, even coffee grounds can be composted.”</p>	<p>R-side: brown background, image or videos of cooking or coffee, or whatever is listed in the text/narration. <i>(See other layers on this slide for ideas)</i></p> <p>OST: Food scraps like eggshells, fruit and vegetables, grains, pasta, and coffee grounds are easy to save and put into a compost pile.</p>	<p>User clicks another image on the base layer on L-side of slide to go to that layer.</p> <p>User clicks another image on the base layer on L-side of slide to go to that layer.</p>	Objective #2
2.3c Yard Clippings	<p>[layer 3] “Do you mow grass, pull weeds, trim flowers, rake leaves? Any organic material can be used in a compost system.”</p>	<p>R-side: brown background, 1-2 images or videos of weed whacking, raking leaves, yard work, etc. centered under title.</p> <p>OST [title]: Yard Clippings.</p> <p>OST: Waste from yard work, like mowing the grass, raking leaves, and trimming trees and bushes can all be used in a compost system.</p>	<p>User clicks another image on the base layer on L-side of slide to go to that layer.</p> <p>User clicks another image on the base layer on L-side of slide to go to that layer.</p>	Objective #2

Audio & Narration		Visuals & On-Screen Text (OST)	Interactions/Navigation/Functionality	Objectives
		<p>Yard Clippings</p> <p>Waste from yard work, like mowing the grass, raking leaves, and trimming trees and bushes can all be used in a compost system.</p> 		
2.3d Human Waste	[layer 4] “Human waste, yes, our pee, and poo, can be composted as well. It just takes a little more attention to detail.”	<p>R-side: brown background, image of toilet of some kind or something that indicates human waste.</p> <p>OST: Human waste, our: “pee” and “poo” is usually flushed down the toilet, but it can be safely composted as long as some important steps are taken.</p> <p>An image like this can be used for this layer. Something light-hearted and not gross. Although a vid with water flushing or toilet paper unrolling might be ok and align with other layers that have vids.</p>	<p>User clicks another image on the base layer on L-side of slide to go to that layer.</p> <p>User clicks another image on the base layer on L-side of slide to go to that layer.</p>	Objective #2


Audio & Narration	Visuals & On-Screen Text (OST)	Interactions/Navigation/Functionality	Objectives
			



2.4 Why is it good?

	<p>Base layer Narration: “So, why is compost good?”</p>	<p>R-side: brown background with OST: Compost- Why is it good? L-side: image of lush green grass or some growing plants. Starburst shape with OST: Click this lush, soft grass to learn more. Appears on top of image. The color of the starburst shape should contrast nicely with image, so it is easy to see and read.</p>	<p>Text floats up from bottom “Click this lush, soft grass to learn more.” Shape with text floats up from bottom, use hot spot or button functionality to let user click and show layer 1 (2.4a) Animation bring in starburst shape over image. Use hot spot over image so user can click on it and show layer.</p>	<p>Objective #3</p>
<p>2.4a</p>	<p>Narration [layer 1]: “Compost is good because it feeds soil and grows plants. It is like super food for building healthy soil. We need healthy soil to grow food for humans and animals to eat. Healthy soils</p>	<p>R-side just like the base layer with OST appearing with animations one at a time. TB [1]: Compost is good because it feeds soil and grows plants. [2] It is like super food for building healthy soil. Look at that grass! [3] Healthy soil grows food for humans and animals to eat. [4] Healthy soils let ecosystems grow and develop so the natural world can flourish with life.</p>	<p>Animations to bring in TBs as narration mentions each thing. User clicks player next button to advance slide.</p>	<p>Objective #3</p>

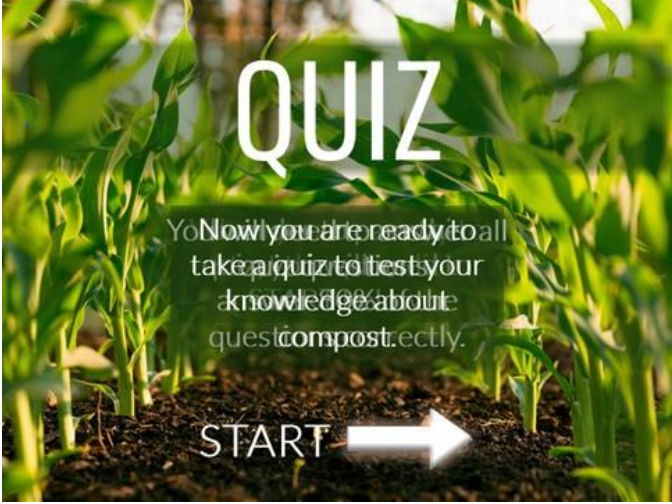
Audio & Narration	Visuals & On-Screen Text (OST)	Interactions/Navigation/Functionality	Objectives
<p>allow ecosystems to grow and develop so the natural world that we rely on can stay healthy and productive, and flourish with life!"</p>			
2.5 Knowledge Check 1			
<p>Narration: "Ready for a quick quiz to check what you have earned so far? Don't worry. It'll be easy. Just choose all the items that can be used to make compost. When you're done, click the next button."</p>	<p>Image and all components appear as slide opens. Use a background photo in keeping with the real-life photographic aesthetic. Use brown banner behind white heading color OST What is compost made from?, green arrow shape for slide title OST Knowledge Check, etc. OST quiz questions:</p> <ol style="list-style-type: none"> 1. food scraps (egg shells, vegetable peelings, etc.) 2. yard clippings (grass, leaves, etc.) 3. animal waste like horse or cow manure, etc 4. human waste (yep, our pee and poo) <p>OST: Choose all items that can make compost.</p>  <p>Feedback OST: Yes! That's right.</p>	<p>Image and all components appear as slide opens. Quiz type-Multiple right answers, could be drag and drop, etc. Add Feedback, more than the checkmark that appears when the yellow circles are shifted to the right. User clicks player next button to advance to next slide.</p>	<p>Objective #2</p>

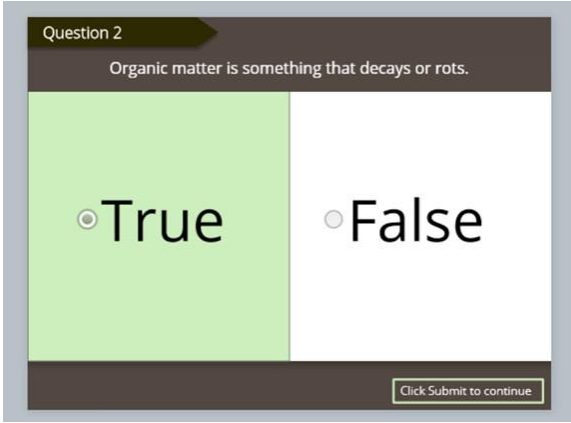
Audio & Narration	Visuals & On-Screen Text (OST)	Interactions/Navigation/Functionality	Objectives
2.6 Composting Urine			
<p>Narration: “Composting urine is easier than composting poo. Our urine can used without any special treatment. Urine is full of vital nutrients like nitrogen, potassium, and phosphorus, all of which plants need to thrive. Urine can be diluted with water so it doesn’t burn the plants, and used to water the roots of trees, bushes, and landscaping plants.”</p>	<p>R-side: brown background with white OST: Heading- Composting Urine- What you need to know OST [1]: Our urine can be used immediately, without and special treatment. [2] It is full of nitrogen, potassium, and phosphorus, which are the nutrients plants need to thrive. [3] Urine can be diluted and used to water trees and landscaping.</p> <p>OST [4]: When you are ready, click the next button. In green font color continuity, appears in the lower right hand corner.</p> <p>L-side: photo image (could be two images) that depict lovely garden.</p>	<p>User clicks player next button to advance to next slide. Use animations to bring in TBs [1], [2], [3], [4]</p>	<p>Objective #4</p>
2.7 Composting Poo			
<p>Narration: “Composting Poo. It isn’t safe to use human poo immediately. It needs to go</p>	<p>Slide opens with R-side: brown background with white OST Heading: Composting Poo – What you need to</p>	<p>Animations used for three keywords ([1] Time, [2] System, [3] Heat) to appear centered on</p>	<p>Objective #4</p>








Audio & Narration	Visuals & On-Screen Text (OST)	Interactions/Navigation/Functionality	Objectives	
<p>through the composting process, letting biology work its magic to transform it into surprisingly clean, and undeniably healthy, nutrient rich, “humanure”. This process takes [1] Time. It also requires paying attention to setting up a proper system [2] for composting. And it needs heat [3] ...lots of heat.”</p>	<p>know in place as well as L-side photographic image of a garden bed or compost pile in place. OST TB: It is not safe (or pleasant) to use human poo immediately. Composting human poo takes time and special conditions. It must be transformed into clean, healthy “humanure.” OST TB: Click the next button to continue. OST Time, System, Heat appear one at a time with animations centered over photo:</p>	<p>top of image on L-side of slide. These words are synchronized with narration.</p>		
<h3>2.8 The Thing is...</h3>				
<p>Narration: [base] Click on each image to find out what the thing is.</p>	<p>Slide opens with brown background and three oval images:1. Of germs to illustrate pathogens, 2. Of a sunlit image, bright and shiney, 3. Of a community garden in an urban area. OST [heading]: The Thing is... is white colored OST: Click on each image to learn more. When you are done, click the next button.</p>	<p>User clicks on each image to reveal layers with more OST. Use states: hover, visited.</p>	<p>Objective #4</p>	
<p>2.8a Pathogens</p>	<p>[layer1] Human waste can have pathogens and unhealthy bacteria in it. These need a longer time to decompose and be transformed into healthy soil.</p>	<p>[layer 1] OST: Human waste can have pathogens and unhealthy bacteria in it. These need a longer time to decompose and be transformed into healthy soil.</p>  <p>An image like this or something else scientific, not cartoon-y</p>	<p>Keep base layer clickable</p>	
<p>2.8b Killed by sunlight</p>	<p>[layer2] Pathogens and bacteria are killed by heat and time.</p>	<p>[layer 2] OST: Pathogens and bacteria are killed by heat and time. Human waste compost piles need to “cook” in lots of sunlight for over a year. Once it is ready, it should no longer smell like poo!</p>	<p>Keep base layer clickable</p>	

Audio & Narration		Visuals & On-Screen Text (OST)	Interactions/Navigation/Functionality	Objectives
	Human waste compost piles need to “cook” in lots of sunlight for over a year. Once it is ready, it should no longer smell like poo	An image like this is good, something cheerful and sun-drenched. 		
2.8c Any scale	[layer 3] It CAN be done on ANY scale: single families, small towns, and large cities! Imagine the urban gardens that could grow food for markets, restaurants, schools, hospitals, and communities.	[layer 3] OST: It CAN be done on ANY scale: single families, small towns, and large cities. Imagine what is possible for our schools, hospitals, and communities.  Use an image that conveys community gardens and social health.	Keep base layer clickable	
2.9 Knowledge Check 2				
Narration: “Let’s see how much you have learned, already! Which of these statements in the orange ovals are true about composting human waste? Click them to find out. When you are done, click the next button.”		Slide appears with brown background, title on green arrow shape same as KC1. This KC is true/false. OST heading: Which of these are true about composting human waste? is white OST Quiz statements: <ul style="list-style-type: none"> - It is called “humanure.” - Pathogens are killed by heat over a long period of time. - Once it is composted, it should not smell like poo! - It might seem weird, but it is still a good idea. - Urine can be used immediately. Feedback can be given per question. OST: Yes, that’s true. Or add a repeat/reword of the original statement,	Use hover and visited states on the ovals. Have yellow checkmarks appear when visited.	

Audio & Narration	Visuals & On-Screen Text (OST)	Interactions/Navigation/Functionality	Objectives
	<p>if client desires (i.e. “Yes, that’s true. Human waste compost is called “humanure.”)</p> <p>OST: When you are ready click the next button. Appears in the lower right hand corner with same formatting as the others on other slides.</p>		
2.10 Summary Before the Quiz			
<p>Narration: “Nice. You’re definitely going to be THAT person at the party, with the best conversation starters. You have learned that [1] compost is important for healthy soil. [2] That healthy soil is important for growing healthy food. [3] That human waste can be composted safely with time and heat. [4] That urine has important nutrients plant need. And, [5] that composting can be done on any scale, from singly family homes to large cities.”</p>	<p>Slide appears with brown background, green OST: SUMMARY at top, white OST: You have learned that... under title.</p> <p>OST and yellow checkmarks enter (and remain until timeline ends) as narration indicates:</p> <p>[1] Compost is important for healthy soil.</p> <p>[2] That healthy soil is important for growing healthy food.</p> <p>[3] Human waste can be composted safely with time and heat.</p> <p>[4] Urine has important nutrients plant need.</p> <p>[5] Composting can be done on any scale, from singly family homes to large cities.</p> <p>On L-side of slide, an elongated half oval shape with image of compost and hands scooping it up is centered in the middle of the edge of the slide. This is present as slide opens.</p>	<p>Yellow checkmarks and corresponding text enter at cue points in the narration. The animations can be from side or fade in. They all stay on the screen until slide ends.</p> <p>User clicks player next button to continue.</p>	<p>Objectives #1,2,3, and 4</p>
3.1 Quiz Intro			
<p>Narration: [1] “Now you are ready to take a quiz to test your knowledge about compost. [2] There will be six questions. [3] You must answer every question, and you will get only one try. When you are ready to submit your answer, click the submit button.</p>	<p>Slide opens with full page photograph background of something green, leafy, and lovely. (See below.)</p> <p>OST [title]: QUIZ center top, large font.</p> <p>OST [1]: Now you are ready to take a quiz to test your knowledge about compost.</p> <p>OST [2]: There will be six questions</p> <p>OST[3]: You must answer every question.</p> <p>OST [4]: In order to pass this quiz, you will need to answer 80% of the questions correctly.</p>	<p>Each TB fades in coordinated with the narration cue points and fades out in time for the next TB to fade in without overlapping. All are centered in the same location. (See image below.)</p> <p>The word START with an arrow beside it swirl in, with arrow ultimately pointing to the right. Use hotspot to make these two objects one</p>	<p>Explain all relevant info to learner.</p>


Audio & Narration	Visuals & On-Screen Text (OST)	Interactions/Navigation/Functionality	Objectives
<p>[4] In order to pass this quiz, you will need to answer 80% of the questions correctly.</p> <p>[5] When you are ready to start the quiz, click START below.”</p>	<p>OST [5]: When you are ready to start the quiz, click START below.</p> <p>OST [6]: Start button with arrow icon appears, both white.</p> 	<p>clickable area to advance to the next slide and start the quiz.</p> <p>Use down shadow on arrow.</p> <p>Use darker background, softened edges, in each TB if needed to show up against the image.</p>	
3.2 Question 1			
<p>No Narration</p>	<p>Multiple choice question. Header and Footer brown. Top header has same dark green arrow shape that was on the KCs with OST: Question 1”</p> <p>Background solid fill lt. green color</p> <p>OST: Choose the answer that best describes what compost is. question is white against the brown top header (use a shape of the same color to extend header color to fit text:</p> <p>OST: quiz choices in black color, centered:</p> <ul style="list-style-type: none"> - Compost is recycled plastics and metal. - Compost is organic matter that has been transformed into soil. - Compost is trash and fresh poo. <p>OST: Click Submit to continue appears in lower right hand corner on the brown footer.</p>	<p>Add player submit button.</p> <p>Multiple choice, shuffle answers, no feedback, only one try. Slide advances when user clicks submit.</p> <p>Correct answer: Compost is organic matter that has been transformed into soil.”</p>	<p>Objective #1</p>

Audio & Narration	Visuals & On-Screen Text (OST)	Interactions/Navigation/Functionality	Objectives
<p>All header/footer, title, submit instructions TB, and background formatting is the same for all quiz slides, EXCEPT where specifically described differently.</p>			
<h3>3.3 Question 2</h3>			
<p>No Narration</p>	<p>True/False question. OST [title]: Question 2 OST [quiz question]: Organic matter is something that decays or rots. The body of the slide is divided in half vertically between the header and footer. The L-side has the lt. green background with OST: TRUE in large font centered in green space. The R-side has a white background with OST: FALSE in large font centered in white space.</p>	<p>User clicks on True or False, no feedback, only one try, then on submit to advance slide. Correct answer: TRUE</p>	<p>Objective #1</p>
<p>True/False questions are formatted identically, except for the actual question text.</p>			
			
<h3>3.4 Question 3</h3>			

Audio & Narration	Visuals & On-Screen Text (OST)	Interactions/Navigation/Functionality	Objectives
No Narration	True/False question. OST [title]: Question 3 OST [question]: Coffee grounds and eggshells are bad to use in composting.	User clicks on True or False, no feedback, only one try, then on submit to advance slide. Correct answer: FALSE	Objective #2
3.5 Question 4			
No Narration	Multiple right answers question. OST [title]: Question 4 OST [question]: Choose all the animals who produce manure or waste that is often used in making compost. Slide shows images of each animal with name of animal below the image. Animal images: cows, horses, butterflies, snakes, pigs, squirrels, chickens, rats. <div data-bbox="556 813 1121 1239" style="border: 1px solid gray; padding: 5px; margin: 10px 0;"> <p>Question 4</p> <p>Choose the animals who produce manure or waste that is often used in making compost.</p> <div style="display: flex; flex-wrap: wrap; justify-content: space-around;"> <div style="text-align: center;"> <input checked="" type="checkbox"/> pigs</div> <div style="text-align: center;"> <input type="checkbox"/> snakes</div> <div style="text-align: center;"> <input checked="" type="checkbox"/> horses</div> <div style="text-align: center;"> <input checked="" type="checkbox"/> cows</div> <div style="text-align: center;"> <input type="checkbox"/> rats</div> <div style="text-align: center;"> <input type="checkbox"/> squirrels</div> <div style="text-align: center;"> <input type="checkbox"/> butterflies</div> <div style="text-align: center;"> <input checked="" type="checkbox"/> chickens</div> </div> <p style="text-align: right; margin-top: 10px;">Click Submit to continue</p> </div>	No shuffle of answers (technically it relabels images with the wrong name.) No feedback, only one try, user clicks submit to advance slide. Correct answers: cows, pigs, chickens, horses (No order is necessary)	Objective #2
3.6 Question 5			
No Narration	Multiple right answers question. OST [title]: Question 5 OST [question]: Click all the reasons urine is healthy for plants. OST [choices]: [1] Urine has potassium that plants need.	Shuffle answers, no feedback, only one try, user clicks submit to advance slide. Correct answers:	Objectives #3, and #4

Audio & Narration		Visuals & On-Screen Text (OST)	Interactions/Navigation/Functionality	Objectives
		<p>[2] Urine is a pretty color tht plants enjoy.</p> <p>[3] Urine is high in nitrogen.</p> <p>[4] The color of urine changes the color of the plants.</p> <p>[5] Urine can burn leaves, so it should be used to water the roots.</p> <p>[6] Urine has a lot of phosphorus which is good for plants.</p>	<p>[1] "Urine has potassium that plants need."</p> <p>[3] "Urine is high in nitrogen."</p> <p>[6] "Urine has a lot of phosphorus which is good for plants."</p>	
3.7 Question 6				
No Narration		<p>Multiple choice one right answer question.</p> <p>OST [title]: Question 6</p> <p>OST [question]: What best describes the important things to consider when safely composting human waste?</p> <p>OST [choices]:</p> <p>[1] Urine can be used immediately.</p> <p>[2] After it is completely composted, it should not smell like poo.</p> <p>[3] Human poo needs to "cook" at high temperatures, over a long period of time to kill the pathogens and bad bacteria. It can take a year or more for human poo to become usable compost.</p> <p>[4] Composted human waste is called "humanure." It is a renwable resource.</p>	<p>Shuffle answers, no feedback, only one try, user clicks submit button to advance slide.</p> <p>Correct answer: "Human poo needs to "cook" at high temperatures, over a long period of time to kill the pathogens and bad bacteria. It can take a year or more for human poo to become usable compost."</p>	Objectives #3, and #4
3.8 Quiz Results				
No Narration		Base layer never is seen by user.	Configure scoring for 80% passing	
3.8a Success!	[Layer 1] no narration	[Success layer]: Formatted like all the other quiz slides re: header/footer/title, and lt. green background.	Triggers set for user to click on Review Quiz and go back and see their answers. User clicks player NEXT button to advance slide.	

Audio & Narration	Visuals & On-Screen Text (OST)	Interactions/Navigation/Functionality	Objectives	
	<p>OST [title]: Quiz Results is centered in header, white font, no dk.green arrow shape.</p> <p>OST: Nice job, you passed! and their passing score is displayed large and in the middle of the slide.</p> <p>In upper left corner, a large checkmark icon (green or complimentary color in keeping with the color theme) overlaps header just a bit. Use bottom/side shadow.</p> <p>OST: If you would like to review your answers to this quiz, click the Review Quiz button.</p> <p>OST button: Review Quiz</p> <p>OST: To finish click the NEXT button.</p>			
<p>3.8b Failure</p>	<p>[Layer 2] no narration</p>	<p>[Failure layer]: Formatted like all the Success layer re: header and footer, title and score displayed large in the center. The background is white (not lt. green). In the upper left corner a red X icon overlaps the header just a bit, bottom and side shadow.'</p> <p>OST: Sorry, you didn't pass. Is just under the X on the left of the slide.</p> <p>OST: To review your answers, click the Review Quiz button. (no orphaned words)</p> <p>OST: To retake the quiz, click the Retake Quiz button. (no orphaned words)</p> <p>OST buttons: Review Quiz and Retake Quiz both are half on and half off the footer, spaced evenly. Retake is on the R, Review is on the L.</p>	<p>Triggers set for user to Review answers. And set for user to Retake the quiz, jumping back to slide 3.2 to start over with some answers shuffled where indicated previously. There is no option to continue forward in the course from this layer.</p> 	
<p>3.9 You're Done! [EXIT]</p>				
<p>Narration: You're all done! [1] If you would like to learn more about companies that do good work all over the world in the realm of composting, please click the</p>	<p>Slide opens with all elements in place: brown background almost completely covered by a photograph (but leaving a brown border on all four sides) of a wagon laden with garden food (or something along those lines to indicate bounty and possibility).</p>	<p>Green arrow fades in and remains for duration. User exits course with the EXIT button.</p>		

Audio & Narration	Visuals & On-Screen Text (OST)	Interactions/Navigation/Functionality	Objectives
<p>resources button. it has been pleasure talking poo with you!</p>	<p>OST: You're all done! at the top centered.</p> <p>OST: Just remember what IS possible. At the bottom, centered.</p> <p>OST: You can exit this course by clicking the EXIT button. Centered in the footer, green text, dk grn outline like the others on other slides.</p> <p>OST [button]: EXIT (formatted like the buttons on the Welcome slide 1.1)</p> <p>[1] green arrow shape (like the ones on the Navigation slide 2.1) appears at [1] cue point in narration in top R-hand corner pointing at Resources button. It stays until the timeline ends.</p>	 <p>An image along these lines works well.</p>	