

SNACKSIZE
LEARNING & PERFORMANCE

E-LEARNING

DESIGN & DEVELOPMENT

CAPABILITIES

Introduction

Snack Size Learning uses scientifically proven best practices to leverage the core aspects of microlearning, gamification, scenario-based instructional design, ROI analytics, coaching, and performance support.

We develop training that helps learners improve engagement, reduce cognitive load, optimize retention, and increase performance.



*Customized 3D animated characters designed and developed for NVERS (Northern Virginia Emergency Response System)

About Us

Our Influence

Since 2017, our mission has been to help organizations like yours discover creative solutions for delivering digital learning experiences that promote performance and behavioral change, increase knowledge transfer, improve retention, and support your business outcomes.

WE ACCOMPLISH THIS USING OUR THREE PILLARS OF SUCCESS, **STRATEGY, SERVICE, & SOLUTION.**



Aaron King

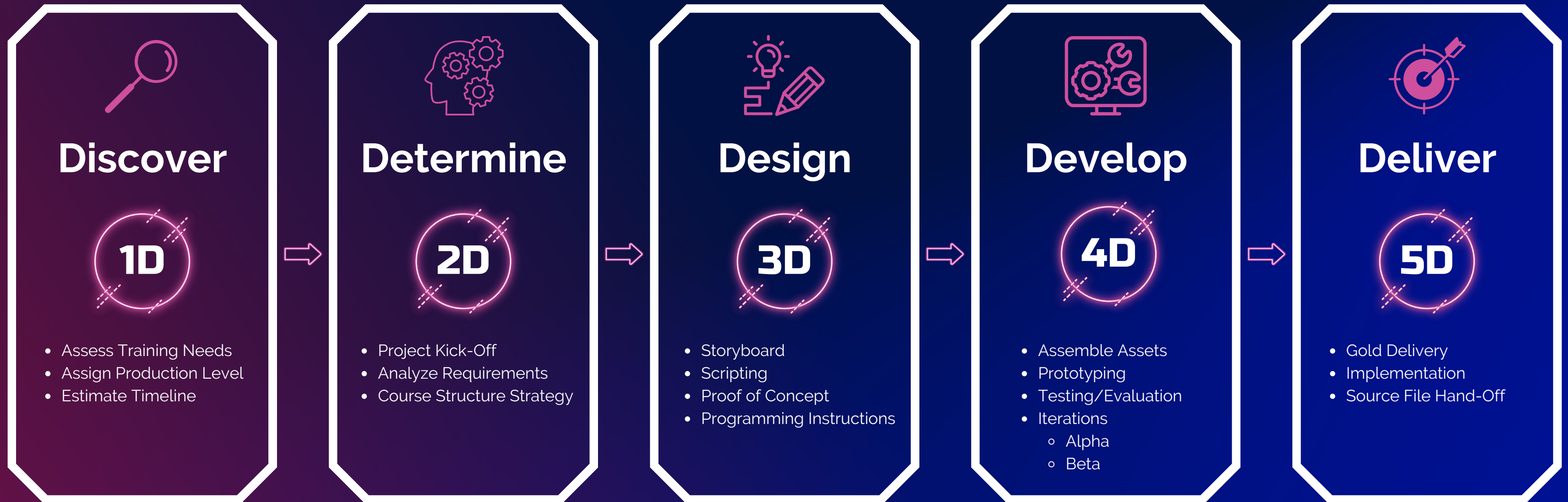
Chief Learning Engineer



Aren King

Director of Learning
Experience

Our Approach



Our Clients



AON



FEMA



JM&A GROUP



NCSBN
Leading Regulatory Excellence



TOYOTA



СБЕРБАНК



U.S. ARMY

Uber

COMCAST



BAUBIFY
JEWELRY

NVERS

Northern Virginia
Emergency Response System

SouthState

dodea
DEPARTMENT OF DEFENSE EDUCATION ACTIVITY

HSS

CASE
WESTERN
RESERVE
EST. 1826 UNIVERSITY

atd
Association for
Talent Development

HAMMER
NAVARRO
AND ASSOCIATES CPA, PA

BioAgilytix



Allstate

SUP
ERC
ELL

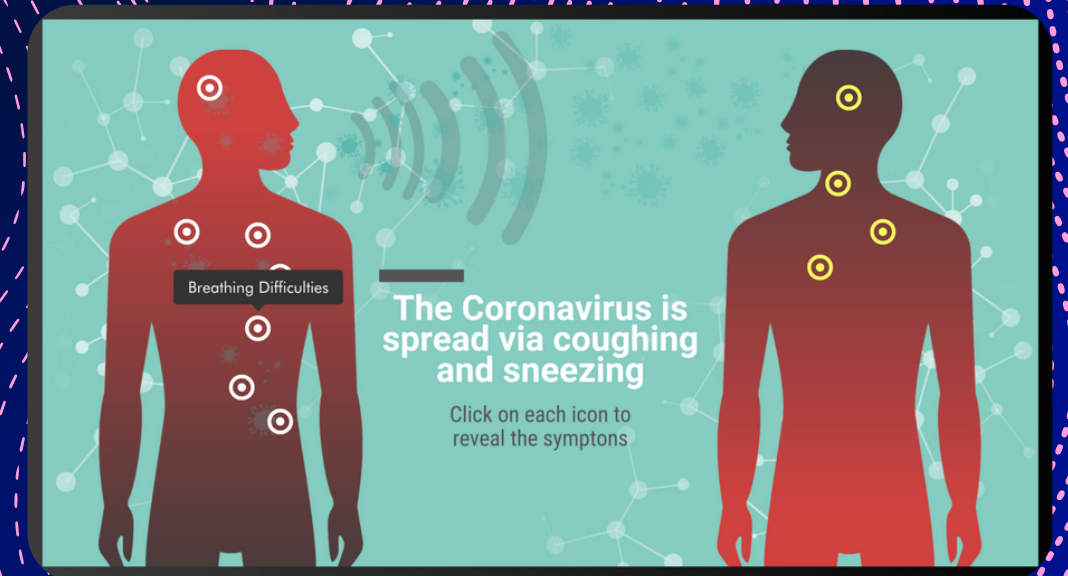
HIGH STREET
CONSULTING



eLearning

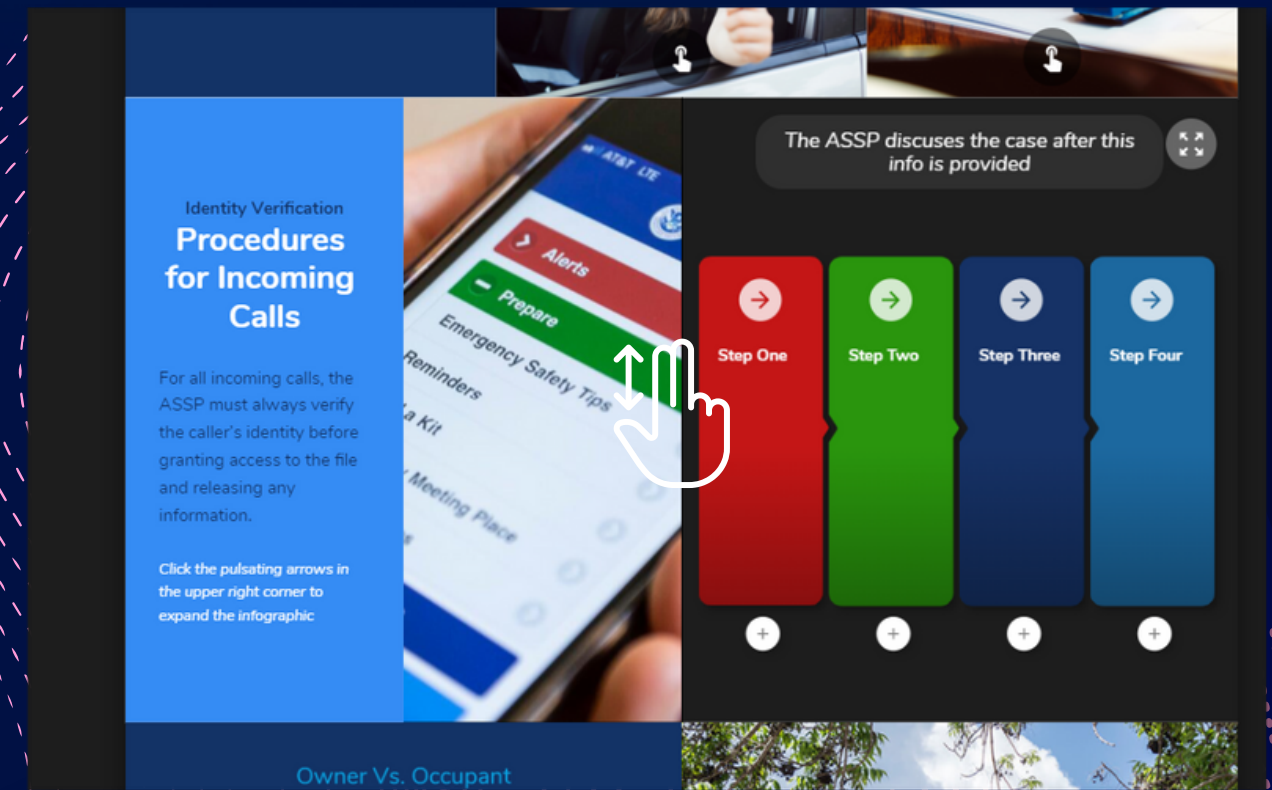
Interactive eLearning is the core our business. We specialize in designing and developing learning interactivity at all 4 levels, Including:

- **Level 1: Passive** - Basic conversion of PPT lecture into wbt course with simple Play/Pause and Next/Back buttons, minimal interaction.
- **Level 2: Limited** - Limited interactivities such as quizzes, drag and drop interactivity, animations, click on images, audio where appropriate, etc.
 - May include scenarios, gamification, and branching.
- **Level 3: Complex** - Rich in audio and video elements, customized visuals, interactions, games, or quizzes.
- **Level 4: Simulations** - High-end and customized storylines, audio, video, graphics, immersive environments, using virtual or augmented reality. May include software simulations.



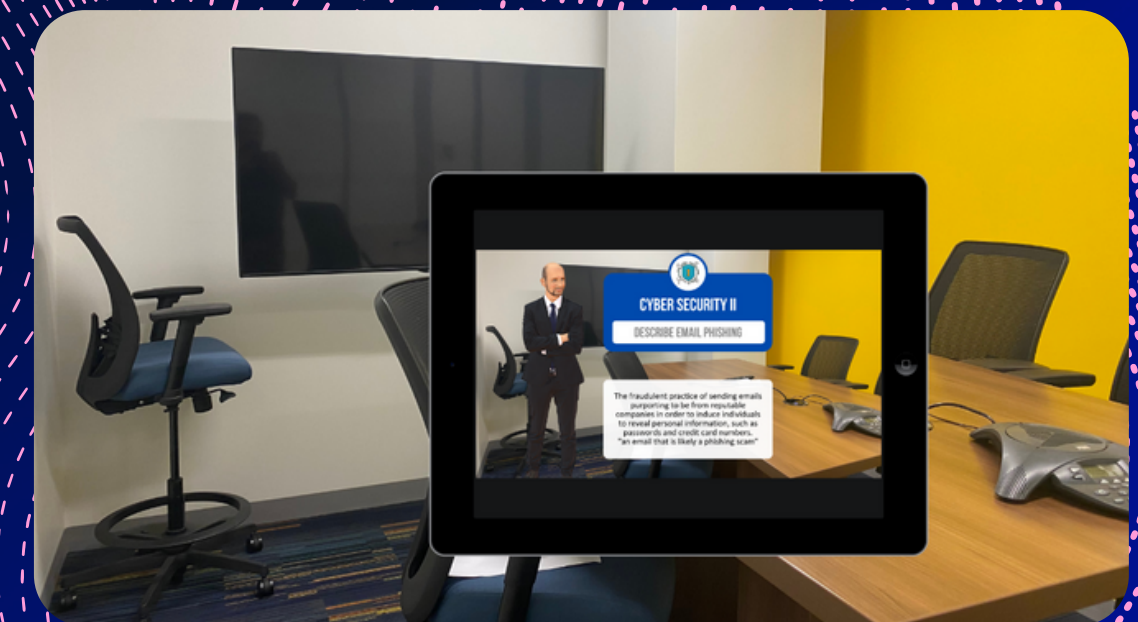
Parallax

- Parallax scrolling is a layout in which the background of a webpage remains still as the user scrolls through the foreground content.
- In an eLearning setting, users can click on buttons to reveal more content as they go through the course material, adding an interactive element suitable to hands-on learning styles.
- The screenshots (right) were taken from a short parallax scrolling eLearning developed for two of our ongoing government clients.



AR & VR

- Augmented Reality (AR) superimposes computer-generated images and animations on the real world through a transparent screen, such as a smartphone.
- AR increases engagement and learning retention by letting participants actively engage in the learning; they receive live-action practice and context to help them more thoroughly gain essential skills and knowledge on a particular subject or task.
- Virtual Reality (VR) recreates a highly-immersive, 3D interactive environments
 - These simulated environments a great solution for replicating critical or dangerous training in a safe environment.
- Cost and inclusivity are major considerations when considering AR/VR environments.



Infographics

- Infographics are graphic visual representations of information, data, or knowledge, intended to present complex information quickly and clearly.
- They can improve cognition by utilizing graphics to enhance the human visual system's ability to see patterns and trends (source: Wikipedia). Infographics are really about telling a story; they help you organize data, and make it visually digestible so that viewers can easily process the information.
- Snack Size Learning specializes in developing infographics and *interactive infographic as part of a deeper microlearning strategy for job-aids, performance support, and awareness level learning events.

Bb

Making the Transition to the Digital Classroom

10 Things You Need to Know

Take a breath; you're not the only educator making the transition. Knowing you have support and resources makes it easier.

Flipping Your Mind Switch Think about your student's social, emotional and academic needs.	Envisioning Your Learners Outside the Classroom Think about your student's "new" learning environment. Avoid assumptions.
Harnessing the Power of Digital Tools Think about the digital tools at your disposal. Maximize usage when applicable.	From Teacher to Guide/ID Think about new ways to engage students online and your new role and responsibilities.
ABC's of Microlearning Think about how you will "chunk" or miniaturize your curriculum.	The Virtual KISS Method Think about, "Keeping Instruction Seriously Simple."
Don't Tell'em, Show'em Think about expanding the way you present new or existing content.	Using What'cha Got Think about your online presence. What can you do from home with what you have?
Inclusion & Diversity Think about your student dynamic. Don't forget about students with 504/IEP plans.	Managing it All Think about the "Bigger Picture." Have realistic expectations.

Best Practices

- Join social communities
- Plan ahead
- Walk in the shoes of your learners
- Experiment
- Be authentic
- Have fun
- Collaborate with experts
- Read blogs
- Listen to podcasts
- Stay open
- Share yo
- Relax
- Take sm
- Be kind t

Download the Webinar:
https://go.blackboard.com/K12-Digital-Classroom_TY

*Interactive Infographics are PDF documents that contain live links to video, audio, games, downloadable, objects, and more...

Virtual KISS Method

- Given the environment, what is most important for your instructional goals?
- What work on your end gives you and your learners the biggest benefit?
- If my students can ____, I'll feel good about progress.



Gamification

- eLearning that uses game-based mechanisms, techniques, and aesthetics to teach or reinforce behavioral patterns that benefit the learning (e.g. participation, competition, achievement, collecting, socializing, etc.)
- Examples include:
 - Progress bars
 - Achievement rewards
 - Leaderboards
 - Role-playing
 - Micro-story learning™
- Gamification and Scenario-based Instructional design exploration and places the learner in a scenario; this provides context, challenge, activity, and feedback.



S.A.M.P.L.E.

SIGNS & SYMPTOMS A SIGN is a measurable or observable finding that the EMT can witness. A SYMPTOM is the patient's experience of their illness or injury and can't be measured by the EMT.	ALLERGIES An EMT must determine whether the patient has any allergies. It's also a good idea to find out whether the patient has a local or system allergic reaction to the allergen.	MEDICATIONS An EMT must find out if the patient is taking any medications. Unfortunately, asking the patient "Are you taking any medications?" won't always get the EMT a complete answer.	PERTINENT MEDICAL HISTORY An EMT must figure out if the patient's past medical history and decide if there are any conditions affecting the patient's chief complaint.	LAST ORAL INTAKE An EMT must determine if the patient's intake and output is the cause of or is being affected by the chief complaint.	EVENTS LEADING UP TO PRESENT ILLNESS An EMT must determine what was going on when the patient began experiencing their current medical illness or injury.
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When you arrive to the park, you come across a male in his 70's who is suffering from severe chest pain. Using S from "SAMPLE", what is the first thing you ask the patient? 1 of 1

- What are your signs and symptoms?
- Are you dying?
- Tell me what's going on?
- What's happening?

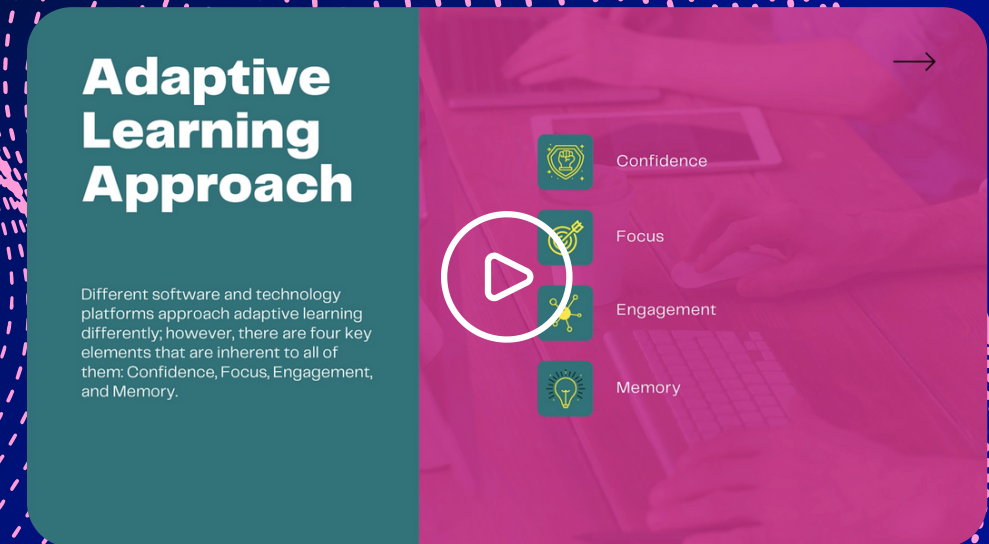
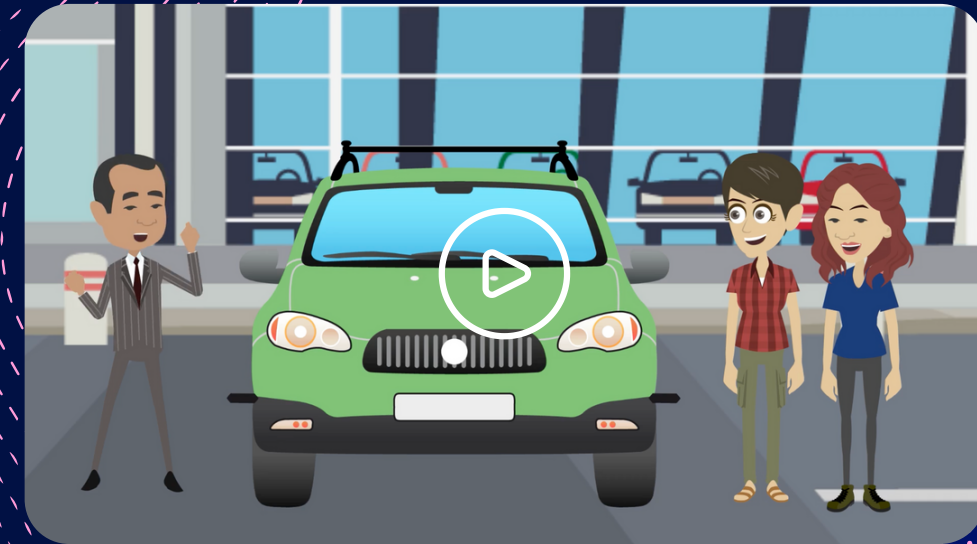
Submit Answers

BADGES

 EMT TRAINEE SUPERSTAR	Learners who achieve a final score of 90% or above will earn this badge.
 EMT BAND-AID DISTRIBUTOR	Learners who achieve a final score between 75% and 85% will earn this badge.
 EMT TRAINEE FIXER	Learners who achieve a final score between 70% and 75% will earn this badge.

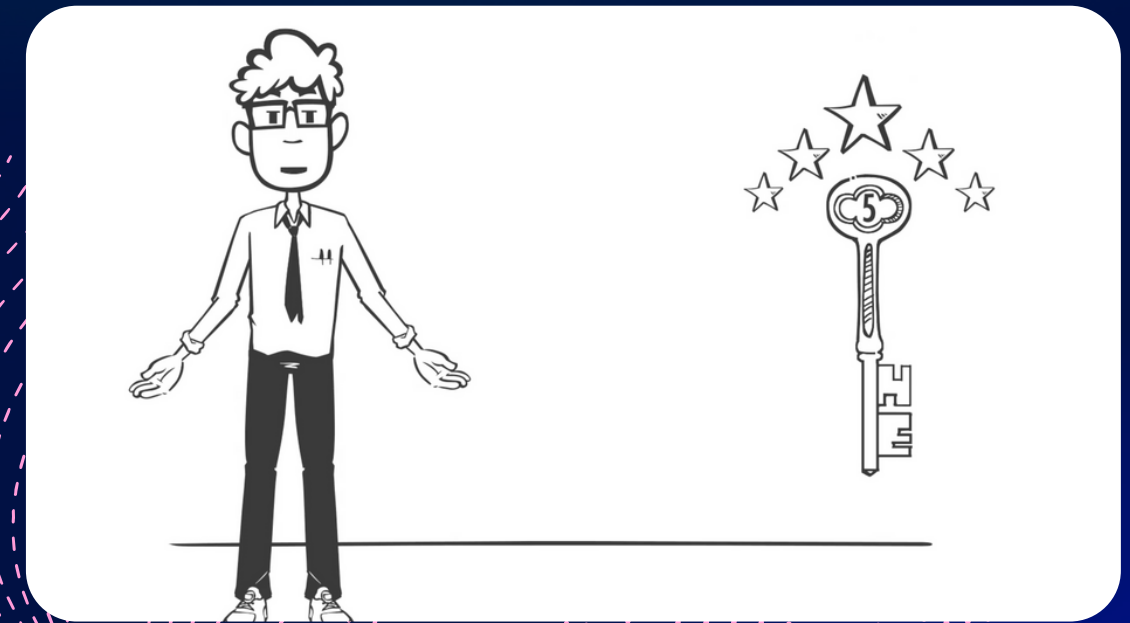
Video

- Videos are a highly effective educational tool and increasingly preferred by learners fed on a constant diet of YouTube and Tik Tok.
- Videos offer a uniquely immersive learning experience for almost any concept or skill.
- The most effective eLearning videos are often the shortest (microlearning); this allows learners to easily absorb and remember material.



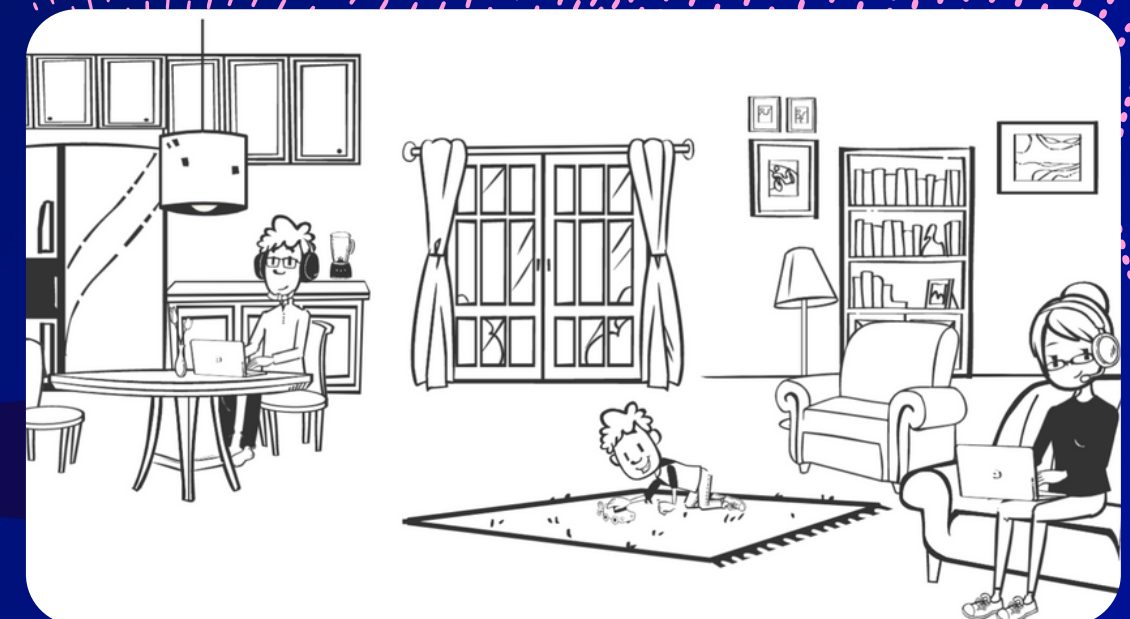
Whiteboard Animation

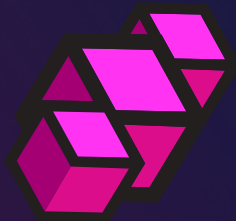
- Whiteboard animation uses classroom-style visual effects and voiceovers to help learners digest information from a storytelling perspective.
- Adding activities (gamifying) to the whiteboard animation can create an interactive eLearning technique to test the learner's knowledge as they advance through each lesson.



ASSESSING THE CONDITIONS OF THE LIFELINES AND THEIR COMPONENTS

ACTIONS: Describe the actions being taken to stabilize and re-establish the disrupted services





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Thank You.

Contact Us

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