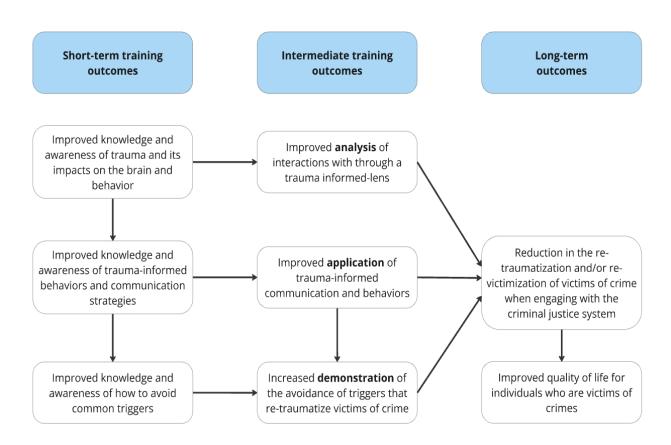
## Pieces of the Design Process: eLearning for LEOs

The following items are steps that I took as a part of an eLearning creation for law enforcement officers (LEOs). Although I am not at liberty to share any of the documents in their entirety for this project, I can include a few pieces to demonstrate my ability to execute the design process in order to develop an effective learning solution.

- 1. The action map illustrates my ability to identify and assess a problem.
- 2. The CLOs exemplify my ability to create learning objectives in order to address a problem.

## 1. Action Map

- <u>Long-term outcomes</u> (LTO) represent the desired goal and reason for training, typically related to improved health outcomes for a priority population.
- Intermediate training outcomes (ITO) represent the desired skill/behavior changes required to achieve LTOs.
- Short-term training outcomes (STO) represent the changes in knowledge, attitudes, beliefs, & self-efficacy that are required to achieve ITOs.



## 2. Course Learning Objectives (CLOs)

CLOs are created based on the desired outcomes (short-term & training) on the action map.

 Objectives derived from training outcomes are likely higher order on Bloom's Taxonomy (e.g., differentiate, demonstrate, create) while short-term objectives tend to be lower order (e.g., define, identify, list).

After completing this course, learners will be able to:

- 1. Analyze interactions with victims of crime through a trauma-informed lens
  - a. Explain the impact of trauma on the brain
  - b. Describe the impact of trauma on behavior
  - c. Define trauma-informed lens
- 2. Apply trauma-informed behaviors and communication with victims of crime
  - a. Identify trauma-informed behaviors
  - b. Describe trauma-informed communication strategies and responses
- 3. Demonstrate the avoidance of triggers that re-traumatize or re-victimize victims of crime
  - a. Explain the causes and effects of re-traumatization and re-victimization
  - b. Identify common triggers that re-traumatize or re-victimize