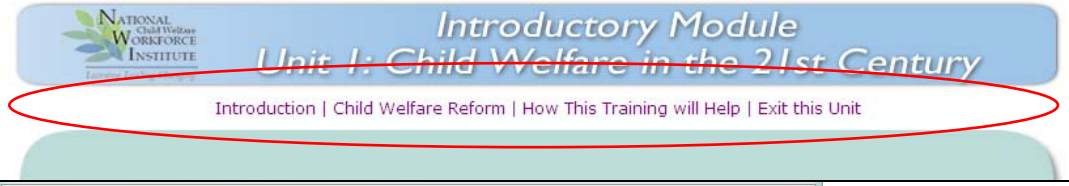
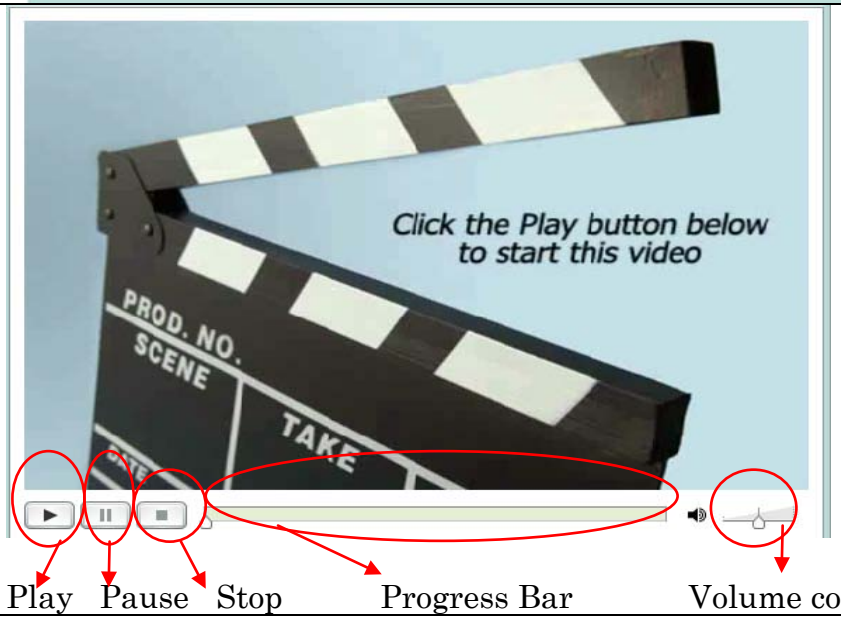
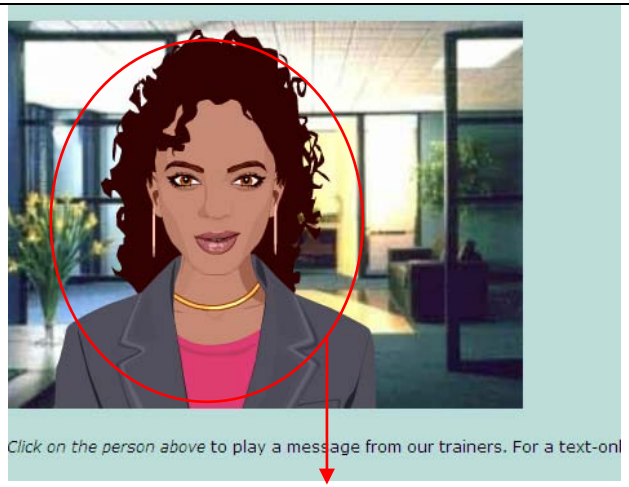
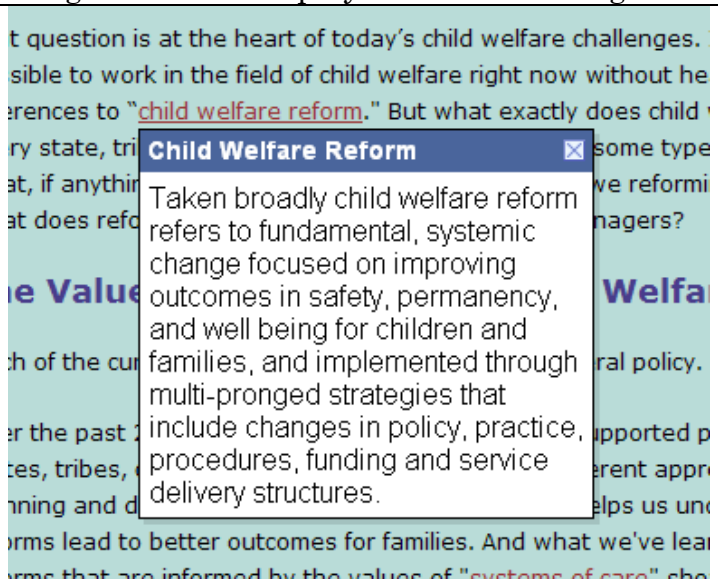
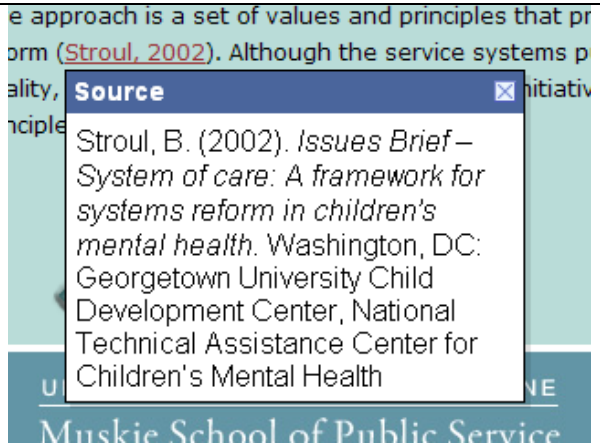
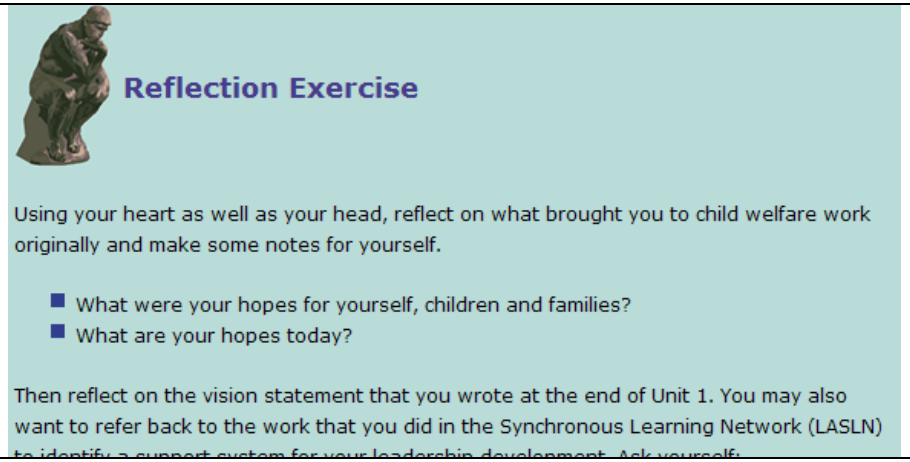
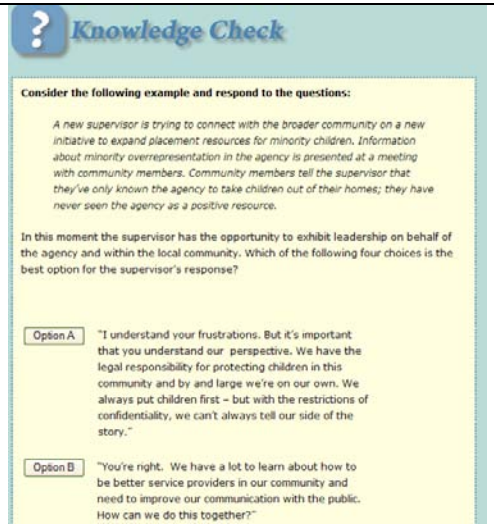
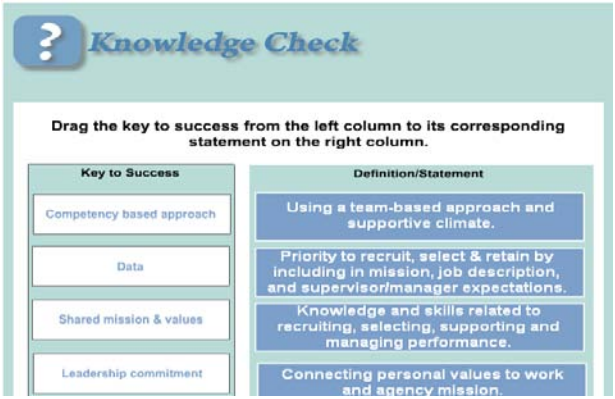
Navigating the Introductory Module

Module Component	Description	Sample
Back and Next buttons	Near the bottom of each screen you can jump forward a screen or back a screen. This is the **primary method** of navigating through the training.	
Top Menu	Using the menu at the top of each screen you can easily jump to a sub-section of each Unit.	
Video	Each video includes a control bar, a link to a video transcript (text of video) and a link to a troubleshooting page.	

Avatar	At several points in the module, we wanted to provide some background information. We have done this through the use of an avatar - a digital representation of a person. By clicking directly on the avatar, an audio file will play the message. In addition, each avatar has a link to a transcript of the message.	 You must click on the actual avatar "person" – not the background image – in order to play the audio message.
Glossary	Throughout the module there are words or concepts that we have defined and are hyperlinked. By moving your mouse over the link, the definition will pop up. It will disappear when you move the mouse again. A compilation of these terms can be found in the *Glossary* link on the left menu.	

References	Just like the glossary pop-ups, we have linked references where applicable. By moving the mouse over the link, the citation will pop-up. A compilation of these references can be found in the *References* link on the left menu.	
Reflection Exercises with the Thinker icon 	You will also find additional reflection exercises designed for your use only to help you directly apply the course content to your daily challenges.	

Knowledge Checks	Some units contain knowledge checks - quick answer questions or activities to help reinforce the content. Responses to knowledge checks are not recorded and are intended only as a help to your learning process. Some knowledge checks may be true/false and multiple choice question, others are drag/drop matching activities.		
		Scenario-Based Multiple Choice	Drag/Drop Matching Activity