Design Plan

Student's Name:	**Karisa Cloutier**
Training Title:	The Trail Quest: Hike Smart in Caballero County

Training Overview	
This interactive mobile-friendly training helps hikers in Caballero County learn how to select the right trail, stay hydrated, and respond to heat-related emergencies. Learners experience a simulated hike, making decisions and earning points as they go. The course includes five modules: Trail Selection, Smart Packing, Heat Awareness, Trailside Aid, and Know When to Turn Back. The training is designed to be engaging, gamified, and story-driven.	
Industry Standards or Educational Standards	
This training supports public health and outdoor safety best practices as outlined by: - American Hiking Society: https://americanhiking.org/ - National Park Service Hike Smart Program: https://www.nps.gov/articles/hiking-safety.htm - Cleveland Clinic Heat Stroke Guidelines: https://health.clevelandclinic.org/heat-exhaustion-vs-heat-stroke	

Target Audience	
Adult recreational hikers visiting Caballero County Parks, ages 18–65. Learners include locals and tourists with varied hiking experience and physical fitness. Culturally and socioeconomically diverse, many may lack formal first aid or desert hiking knowledge. Learning content is mobile-optimized, inclusive, and visually guided to support varied cognitive and physical needs, learning preferences, and motivations rooted in personal safety and exploration.	
Context Analysis	
Training occurs on mobile devices, accessed via QR codes placed at Welcome Centers, trail maps, and park signage. Learners engage before or during hikes. Interactivity and real-world application promote immediate transfer of knowledge. The environment supports microlearning and contextual decision-making outdoors.	

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Needs Analysis	
Needs were identified via interviews with park rangers and a review of incident reports and visitor behavior. Key issues include trail misselection, dehydration, heat-related illnesses, and lack of preparedness. This course addresses real safety needs with scenario-based learning and just-in-time guidance.	
Instructional Design Model	
The ADDIE model (Analysis, Design, Development, Implementation, Evaluation) was chosen to ensure an iterative, learner-centered process. It supports real-time testing and allows for alignment between design decisions and learner needs, especially important in mobile outdoor settings.	
Prior Knowledge	
Learners should be able to use a mobile device, read basic trail signage, and understand basic hydration needs. They do not need prior first aid training—key safety concepts are introduced in context through guided challenges.	

Learning Outcomes	
At the end of each module, learners will be able to: - Select a trail suitable for fitness level and weather. - Determine the appropriate gear and water amount for a hike. - Identify signs of heat-related illness. - Apply basic first aid to themselves or others. - Decide when to rest or turn back during a hike.	
Learning Objectives	
1. Given a choice of trail scenarios, learners will select the most appropriate trail based on fitness and environmental conditions. 2. Provided with temperature, terrain, and hike duration, learners will estimate and select the correct water supply. 3. When shown a hiker's symptoms, learners will identify the likely condition and describe the correct response.	

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Multimedia Selection and Copyright	
Multimedia includes scenario videos, trail maps, interactive quizzes, drag-and-drop gear activities, and digital badges. Mighty plugin enhances interactivity with reverse hotspots and reflection blocks. All visuals and graphics are sourced from royalty-free libraries or custom-designed to align with Caballero County's brand. Copyrighted material will be cited or avoided.	
Instructional Strategies	
Learners will: - Select gear in a digital backpack activity - Diagnose hikers in scenario-based interactions - Use reflection blocks to explain decisions - Complete challenge-based quizzes Activities simulate real-world application and allow learners to take ownership of decisions.	

Formative Assessment Strategies	
Progress is monitored using interactive knowledge checks and scenario decisions within each module. Instant feedback is given after each choice to guide and reinforce correct thinking. Learners can retry incorrect choices without penalty, encouraging exploration and mastery.	

Summative Assessment Strategies	
Learners complete a final scenario quiz assessing all major objectives. Mastery is determined by correct responses to situational questions. Titles such as 'Trail Scout' or 'Survival Master' reflect performance. Feedback is immediate and motivational, tied to performance outcomes.	

Accommodations Modifications	

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All interactions include alt text, readable fonts (Public Sans, Karla), and high-contrast colors for visibility. Reflection and scenario blocks are screen reader compatible. Audio narration and visual cues support learners with diverse needs. Course can be navigated via keyboard or assistive technologies.

Evaluation	
Learner feedback will be collected via embedded survey link and optional contact follow-up. Data will inform updates to content clarity, engagement, and interactivity. Course metrics like quiz performance and completion time will also guide adjustments.	

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