105
Organizing the L&D Community for Social Good

Debbie Richards, Interactive Ideas
Duncan Welder, RISC
Overview

HOUSTON CHAPTER
Association for Talent Development

Learning Solutions

Membership Award
Birth of the Concept
Case Study: Houston Food Bank

- **1982**: The Houston Food Bank was founded.
- **66,000**: People in southeast Texas experience hunger.
- **18**: Counties in our Southeast Texas service area.
Definition of Need

Other Volunteer Opportunities
Organization of Effort

ATD Houston Technology Conference
April 27, 2016

Think Forward

#ATDHOUTFK16
Overview

• The Houston Food Bank needs help with developing annual eLearning compliance training for its 203+ employees.
• For this showcase, you will create an eLearning module using a supplied rapid eLearning authoring tool (Obsidian Black), custom template and specific content.
• Modules will be judged using a supplied checklist.
• You will be acknowledged and the showcase winner will be announced at ATD Houston Technology Conference on April 27th
Judges

• We will not announce the names of the judges until the Technology Conference.
• Judges will review assigned modules using the supplied checklist. They will be able to make comments on the modules. Each judge may review up to 5 modules.
• You will be anonymous to judges.
Tool

• You will use Obsidian Black as the development tool (provided free for the showcase).

• You will also be provided a Houston Food Bank-branded template for the eLearning module to ensure a consistent look and feel between modules.
You will be assigned a topic and will be provided content and access to the development tool for the allotted time period.

You and the judges will be provided the eLearning checklist to ensure their modules adhere to good eLearning standards and practices.
Topic

• Bloodborne Pathogens
• Hazard Communications
• Personal Protection Equipment
• Ammonia Safety
Modules

• The modules selected will be used by the Houston Food Bank for their internal employee training and will be the property of the Houston Food Bank.

• You will receive a published zipped copy of your module for your portfolios.
Prizes

• Showcase winner will receive a one-year license to Obsidian Black ($840 value) and elearning Brothers Developer Package ($948 value) which comes with annual access to eLearning Templates, Cutout People Images, and stock images, video and audio.

• You will receive a gift bag with goodies and a recognition award.
<table>
<thead>
<tr>
<th>Visual design</th>
<th>Yes</th>
<th>Sometimes/ not sure</th>
<th>No</th>
</tr>
</thead>
<tbody>
<tr>
<td>Visual design includes image type and treatment, and use of whitespace. The aim is to ensure each screen is easy and interesting to interpret and learn from.</td>
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<tr>
<td>The visual appeal of the course is maintained throughout.</td>
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<tr>
<td>Graphics are appropriately used throughout to help learners develop a mental model of the content.</td>
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<tr>
<td>The visual design is simple, uncluttered, and clear.</td>
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<td>Illustrations are used to support learning and reduce text burden.</td>
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<tr>
<td>Text describing a graphic is located proximal to the graphic, to reduce visual scanning.</td>
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<tr>
<td>Instructional approach</td>
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<tr>
<td>Instructional approach is the approach employed to help the learner learn, assimilate and apply the course content.</td>
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<tr>
<td>The learning objectives are overt and simple to interpret. Ideally, no more than 5 learning objectives per course.</td>
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<tr>
<td>The learning objectives are represented by a repeated key message that learners can readily assimilate.</td>
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<td>The learning objectives are reflected in the topic headings.</td>
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<td>The learning objectives are reflected in the learning activities.</td>
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<td>Content is appropriately chunked and sequenced into a logical flow of information.</td>
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<td>The course is no longer than 30 minutes in duration.</td>
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<td>Instructions and prompts are unambiguous and consistent throughout.</td>
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<td>Unfamiliar terms are described and then used consistently throughout.</td>
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<tr>
<td>Learning activities are frequently used to make obvious an imperative or gap in knowledge before the content is ‘taught’.</td>
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<td>Learning activities are appropriately debriefed.</td>
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<td>Interactivity</td>
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<td>Interactivity is used throughout the course to involve and engage the learner in active learning. It calls a learner to action.</td>
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<tr>
<td>The interactivity within the course is purposeful. It emphasizes critical content and helps the learner to develop judgment. E.g. scenario decision-making, problem-solving and workplace action plans.</td>
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<td>The interactivity within the course adds interest and dimension.</td>
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<td>The interactivity emphasizes the value of learning the course content.</td>
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<td>The interactivity creates a memorable experience about the content.</td>
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<td>There are no functional errors.</td>
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</tbody>
</table>
RISC

we make things click

creative interactive ideas
Results

• 584 Student Records
• 40+ courses
• Online testing
• Performance Checklists for Qualification
• Consolidated Reporting
• Compliance Management
Results
Case Study: Star of Hope

Build-A-Bike®

Build-A-Bike® is the original bicycle team building event! Each group of participants has puzzles to solve, codes to decipher, and secrets to unlock in order to acquire the resources that they need (part by part) to build a bicycle. Groups quickly discover that they must break out of their “silo” and work together to win, though. The ultimate conclusion is that when we work together, we accomplish more — faster! This will be “the most fun” that your attendees will ever have — working!

https://www.leadersinstitute.com/team-building/bicycle-team-building
How Can You Get Started?

- Identify the need
- Assess resources
- Paint the picture/Tell the Story
- Take it to Social Media
- Build a plan
- Execute
Speaker Information

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