



At Two First Designs, we create engaging, results-driven training solutions for clients across the public and private sectors. Our expertise spans eLearning development, instructional design, multimedia production, and learning strategy consulting, ensuring training programs that are interactive, accessible, and effective.

We encourage you to experience the Two First Designs advantage for yourself. Below is a selection of our course samples, showcasing our ability to create interactive and effective learning solutions tailored to diverse training needs.

Course Link (click here)	Course Description
A Workplace of Respect	Designed for businesses of all sizes and industries, this state-compliant sexual harassment training ensures employees understand workplace respect and legal responsibilities. The course is highly interactive, featuring scenarios or activities on 75% of slides and animated videos covering the remaining 25% to enhance engagement.
Oral Health Navigator: An Introduction to the Learning Series	Created for Community Health Workers (CHWs) specializing in oral health, this course introduces essential knowledge for serving diverse populations. The training is highly interactive and incorporates animation to reinforce key concepts in a visually engaging format. This course was part of a larger 6-part series.
Customer Complaint Handling	Developed for a client with a Life Sciences training database, this course uses stock footage and minimal on-screen text to create a clean, visually engaging learning experience that prioritizes real-world application and learner retention.
Play Safe LA	Developed in preparation for the 2028 Olympic Games, this training equips Los Angeles Parks & Recreation staff with the necessary knowledge to meet SafeSport compliance requirements and ensure athlete safety. Designed in collaboration with SafeSport and LA Parks & Rec, the course covers misconduct prevention, athlete protection policies, and reporting procedures to create a safe, inclusive

	environment for youth sports programs leading up to and beyond the Olympic Games. These concept slides showcase the proposed interactive design, real-world scenarios, and compliance-driven learning approach that will prepare staff for their critical role in athlete welfare.
Athletes with Disabilities	This course provides training for coaches, volunteers, and support staff on best practices for interacting with athletes with disabilities. The course features diverse, real-world interaction scenarios and meets WCAG 2.1 AA accessibility standards, ensuring an inclusive learning experience.
Security Awareness	In this course, we refreshed the clients training to align with new corporate branding standards while maintaining a clear, user-friendly learning experience. The company's branding allowed for a modern, sleek course.
Re-Discovering the Joy of Writing	This short demo of a full course is designed for Language Arts educators, providing practical classroom activities to inspire students and reignite their passion for reading and writing.
Medication and Treatment Management for CHW	A specialized training course designed to equip Community Health Workers (CHWs) with the knowledge and skills to manage medication and treatment protocols effectively for cardiovascular conditions. This course was part of a larger 6-part series.
Mental Health Promotion in the School Setting	Developed in Articulate Rise at a client's request, this six-session series supports faculty, staff, administrators, and healthcare providers in addressing behavioral health challenges in schools. Participants engage with subject matter experts (SMEs) to explore strategies for mental health promotion and student support.
Community Catalysts Series: Data Discovery	Developed in partnership with OSU and funded by the Bill & Melinda Gates Foundation, this six-course series equips learners with data-driven strategies to support community development. Using interactive tools and real-world case studies, participants explore topics including data discovery, economic mobility, team science, and building an equitable data-ready culture. Courses feature hands-on applications, including an interactive wheel that

	guides learners through the Community Learning Through Data-Driven Discovery (CLD3) process.
eLearning for Children	
Smile Squad	<p>A gamified oral hygiene course designed for children, featuring animated videos, interactive storytelling, and engaging gameplay. Learners join the Smile Squad and Mighty Molar as they battle the Evil Plaque while exploring:</p> <ul style="list-style-type: none"> • Best practices for brushing and flossing • A nutrition game to promote healthy eating habits for healthy teeth • A plaque countdown challenge • An interactive flying adventure
Smile Squad 2	<p>The adventure continues as children grow and develop new oral hygiene habits. Smile Squad 2 builds on the original course, introducing confidence-building activities and habit reinforcement. As children navigate the galaxy to reach Planet Plaque, they pilot the Smile Ship, learning about health habits, self-care, and personal confidence through interactive challenges.</p>
SafeSport for Kids	<p>A misconduct prevention course designed specifically for children, incorporating high interactivity to maintain engagement. Gamification features include:</p> <ul style="list-style-type: none"> • Numerous fun interactions • A basketball-themed knowledge challenge • "Build Your Own Jersey" progress tracking • A printable coloring page featuring the jersey they designed
SafeSport for Youth Athletes (13+)	<p>An expansion of SafeSport for Kids, this course focuses on teen-specific issues such as misconduct prevention, bullying prevention, and bystander intervention. The course features:</p> <ul style="list-style-type: none"> • Highly interactive scenarios • Game-based learning elements • Real-world application for young athletes