

# Storyboard: Managing Feline Diabetes

See the Design Document for more information.

## Scene #1: Introduction and Main Menu

Scene #1, Slide #1	
Title: Introduction	
On-Screen	Narration
<p><i>Cat images or videos</i> <i>Possible AI cat talking with narration</i> <i>Logo for Feline Fancy Veterinary Clinic</i> <i>Possibly, the chevron background provided</i></p>	<p><i>Welcome! It can be scary when your cat is diagnosed with diabetes. But don't worry; feline diabetes is manageable.</i> <i>Feline Fancy Veterinary Clinic is here to show you how to test and understand your cat's blood samples in the comfort of your home.</i> <i>Discuss testing and results with your vet to keep your feline friend healthy.</i> <i>A quick functionality note: if you want to turn off the closed captioning, select CC in the bottom right corner, and if the background music is too distracting, select this icon next to the CC and choose background audio to turn it off.</i></p>
Programming Notes	
<p><i>The home button will be placed in the bottom left corner, and go to the main menu slide.</i> <i>The player will be enabled and used for CC and replay options for each slide.</i> <i>The next and back buttons will be in the bottom right corner and will always be available for learners.</i> <i>In the master, possibly add the logo on the screen.</i></p>	

## Storyboard: Managing Feline Diabetes

Scene #1, Slide #2	
<b>Title:</b> What is Feline Diabetes	
On-Screen	Narration
<i>Diagram of a cat's pancreas and its role in insulin production. Text: "Feline diabetes is a disease of the pancreas, which helps with digestion and insulin production. When a cat's pancreas doesn't produce enough insulin, it leads to diabetes."</i>	<i>Feline diabetes is a disease of the pancreas. The pancreas helps digestion and produces insulin, a hormone controlling blood sugar levels. If your cat's pancreas isn't producing enough insulin, their blood sugar can get too high, leading to diabetes.</i>
Programming Notes	
<i>Zoom into a cat and make the image transparent to show the pancreas during VO.</i>	

Scene #1, Slide #3	
<b>Title:</b> Main Menu	
On-Screen	Narration
<i>Main buttons: Obtaining and Testing a Blood Sample Scenario Blood Sample Interpreting Blood Sugar Levels  Text: Choose a topic to start learning.</i>	<i>Choose a topic to begin. Obtaining and testing a blood sample will take you step-by-step through using a lancet and glucose meter to get a reading. Scenario blood sample allows you to get a virtual blood sample. Interpreting a blood reading provides information about what is considered normal readings. Return to this menu at any time by selecting the cat house here.</i>

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<b>Programming Notes</b>
<i>Users can return to this menu at any point. Variables track user progress, allowing them to resume where they left off. Add an arrow pointing to the cat house to animate in during VO.</i>

<b>Scene #1, Slide #4</b>	
<b>Title:</b> Summary	
<b>On-Screen</b>	<b>Narration</b>
<i>What we learned: Understand Feline Diabetes Obtain and Test a Blood Sample Interpret Blood Glucose Levels  Next steps: Stay Consistent Consult your Vet</i>	<i>Congratulations on completing the course! You now have the knowledge and skills to manage your cat's diabetes with confidence. Consistent testing and working closely with your veterinarian is key to success. Thank you for taking the time to care for your cat—together, we can help your furry friend live a happy and healthy life.</i>
<b>Programming Notes</b>	
<i>[Description of image or button placement, interactions, branching, etc.]</i>	

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## Scene #2: Obtaining and Testing a Blood Sample

Scene #2, Slide #0.5	
Title: Obtaining and Testing a Blood Sample	
On-Screen	Narration
<p><i>Step 1: Gather your materials</i></p> <p><i>Step 2: Load the test strip into the glucose meter</i></p> <p><i>Step 3: Get your cat</i></p> <p><i>Step 4: Prepare the test area</i></p> <p><i>Step 5: Find the vein</i></p> <p><i>Step 6: Prick the ear</i></p> <p><i>Step 7: Hold the test strip to the blood droplet</i></p> <p><i>Step 8: Apply pressure to the test site</i></p> <p><i>Step 9: Praise your cat</i></p> <p><i>Step 10: Record the reading</i></p>	<p><i>The next several slides will go through the steps for getting and testing a blood sample from your cat.</i></p> <p><i>You can jump to the simulation and try these steps by selecting this button.</i></p>
Programming Notes	
<p><i>Animate in the simulation button with the VO.</i></p>	

Scene #2, Slide #1	
Title: Step 1: Gather Your Materials	
On-Screen	Narration

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<p><i>Video clip or animated images showing a calm cat and the preparation of materials.</i></p> <p><i>Text:</i>  <i>Let's start by preparing the necessary tools:</i>  <i>glucose meter and test strips</i>  <i>warm compress</i>  <i>gauze</i>  <i>petroleum jelly (optional)</i>  <i>small lancing device</i>  <i>flashlight (optional)</i>  <i>diabetic friendly treats</i>  <i>notebook</i></p>	<p><i>You'll need a few tools to get a blood sample from your cat</i>  <i>a glucose meter and test strip</i>  <i>warm compress</i>  <i>some gauze</i>  <i>petroleum jelly (some people find this helpful)</i>  <i>a lancing device</i>  <i>a flashlight (if you need help seeing the veins)</i>  <i>plenty of diabetic-friendly treats</i>  <i>and a way to record your results</i>  <i>Make sure you are in a well-lit area.</i>  <i>Give your feline friend extra attention to ensure your cat is calm and relaxed.</i></p>
<p><b>Programming Notes</b></p>	
<p><i>A checklist is used to ensure learners have all the necessary materials.</i>  <i>Animate the checklist in with VO.</i></p>	

<p><b>Scene #2, Slide #2</b></p> <p><b>Title:</b> Knowing Your Glucose Meter</p>	
<p><b>On-Screen</b></p>	<p><b>Narration</b></p>
<p><i>Visual of a glucose meter with labels on different parts.</i>  <i>Text:</i>  <i>Familiarize yourself with your glucose meter. Check the setup instructions that come with your meter.</i></p>	<p><i>Take time to read and set up your glucose meter.</i>  <i>Different meters may require different steps, so this is an important step.</i></p>

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<i>Set your meter up to read mg/dL.</i>	<i>There could be different numbers of readings available on your glucose meter. Set it to the milligrams per deciliter or mg/dL. The milligrams per deciliter will be important for interpreting the results.</i>
<b>Programming Notes</b>	

<b>Scene #2, Slide #3</b>	
<b>Title:</b> Step 2: Prepare the Glucose Meter and Lancet	
<b>On-Screen</b>	<b>Narration</b>
<i>Glucose meter and test strip on screen Animate the test strip to be inserted in the meter.</i>	<i>Preparing your glucose meter and lancet before having your cat with you will help you focus positive attention on your cat when ready. Check the expiration date of your test strips before loading them into the glucose meter. Insert a new test strip into your glucose meter, which should turn on automatically. Load a new needle into your lancet and have it in the ready position.</i>
<b>Programming Notes</b>	
<i>Use a layer for the animation and repeat it.</i>	

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Scene #2, Slide #4	
Title: Step 3: Get Your Cat	
On-Screen	Narration
<i>Fluffy</i>	<i>Get your cat and give them some love and attention. Help your cat associate testing time with some TLC.</i>
Programming Notes	
<i>Create a GIF or video on replay.</i>	

Scene #2, Slide #5	
Title: Step 4: Prepare the Test Location	
On-Screen	Narration
<i>A warm compress animated to apply to the cat's ear</i>	<i>Our example will get the blood sample from the ear vein. To prepare the ear, apply a warm compress and rub the ear. The heat increases blood flow to the area, making it easier to obtain the blood sample. Helpful tip: some people apply a small amount of petroleum jelly to the ear, making it easier for the blood drop to form and test.</i>
Programming Notes	

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*Put animation on a layer and loop it.*

### Scene #2, Slide #6

**Title:** Step 5: Find the Vein

#### On-Screen

*Show the cat ear close up. Use flashlight to show veins*

#### Narration

*You can use the flashlight to find the vein in your cat's ear.  
After some practice, you may not need the flashlight, but it does help beginners.*

#### Programming Notes

### Scene #2, Slide #7

**Title:** Step 6: Prick the Ear

#### On-Screen

*Show the lancet over a vein, activate it, and animate a growing blood drop on the site.*

#### Narration

*Take a deep breath, and remember, the calmer you can be, the calmer your cat will be.  
Use the lancet to prick the ear.  
A blood droplet should form. If the blood droplet does not form, squeeze the area a bit, and it should form.*



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<b>Programming Notes</b>	
<i>GIF</i>	

<b>Scene #2, Slide #8</b>	
<b>Title:</b> Step 7: Hold the Test Strip to the Blood Droplet	
<b>On-Screen</b>	<b>Narration</b>
<i>Animate the test strip with the blood, add a beep, and then add a number to the glucose meter.</i>	<i>Put down the lancet and pick up the glucose meter. Place the black box of the test strip on the blood droplet until the glucose reader registers a reading. The alert could be a beep, depending on the meter.</i>
<b>Programming Notes</b>	
<i>Get a beep to mimic the sound of the glucose meter.</i>	

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Scene #2, Slide #9	
Title: Step 8: Apply Pressure to the Test Site	
On-Screen	Narration
<i>Show gauze covering the ear with the blood droplet. Find a disposal container and animate the lancet needle in it.</i>	<i>Now the hard part is over, use the gauze on the ear to help stop the bleeding. Don't worry; it will stop within 15 seconds with a little pressure. Ice can help if you are concerned. Now is a good time to dispose of the covered lancet needle in a closed sharps container.</i>
Programming Notes	

Scene #2, Slide #10	
Title: Step 9: Praise Your Cat	
On-Screen	Narration
<i>Cat image</i>	<i>When the bleeding stops, praise and cuddle your cat. A diabetic-friendly treat will help your cat associate this time with happiness.</i>
Programming Notes	

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### Scene #2, Slide #11

**Title:** Step 10: Record the Reading

On-Screen	Narration
<i>Notebook and animate in the words</i> <i>Date</i> <i>Time</i> <i>Notes</i> <i>As the VO states</i>	<i>Record the blood glucose number from the meter. Include</i> <i>date</i> <i>time</i> <i>and any notes about food intake that can be important for your vet to</i> <i>know.</i> <i>You can keep these in a notebook or digitally.</i>

### Programming Notes

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### Scene #2, Slide #12

**Title:** Steps Outlined

On-Screen	Narration
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<p>Step 1: Gather your materials          Step 2: Load the test strip into the glucose meter          Step 3: Get your cat          Step 4: Prepare the test area          Step 5: Find the vein          Step 6: Prick the ear          Step 7: Hold the test strip to the blood droplet          Step 8: Apply pressure to the test site          Step 9: Praise your cat          Step 10: Record the reading</p>	<p>If you weren't taking notes, that's okay. Here, you will find all of the steps we just went over.          Next, you will have an opportunity to try these steps on our virtual cat, Fluffy.</p>
<p><b>Programming Notes</b></p>	
<p>[Description of image or button placement, interactions, branching, etc.]</p>	

<p><b>Scene #2, Slide #13</b>  <b>Title:</b> Meet Fluffy</p>	
<p><b>On-Screen</b></p>	<p><b>Narration</b></p>
<p>Gathered items (visuals) shuffle the visuals          hearts to represent TLC          hot compress          glucose meter          test strip          lancet          cat</p>	<p>It can be scary to do this on your own.          It is best for you to be calm while testing your cat.          So, we have built a virtual test with Fluffy.          Fluffy can get angry and hiss at you if you go out of order or forget a step.          But don't worry. No cats were harmed while creating this course.          We have completed the first step for you by gathering your materials.</p>

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<i>gauze</i> <i>treats</i> <i>notebook</i> <i>flashlight</i>	<i>On the next slide, you will choose what to do next.</i> <i>If unsure of the next step, select the help button to view the outlined list of steps.</i>
<b>Programming Notes</b>	

<b>Scene #2, Slide #14</b> <b>Title:</b> What is the next step?	
<b>On-Screen</b>	<b>Narration</b>
<i>Your materials are gathered. What item needs your attention next?</i>  <i>glucose meter and test strip</i> <i>gauze</i> <i>cat</i> <i>treats</i> <i>flashlight</i>	You are right. You need to prep your glucose meter and test strips. While doing this, you should also prepare the lancet.
<b>Programming Notes</b>	

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Scene #2, Slide #15	
<b>Title:</b> What is the next step?	
On-Screen	Narration
<p><i>Your glucose meter has a test strip loaded, and your lancet is ready. What is the next item that needs your attention?</i></p> <p><i>lancet</i> <i>gauze</i> <i>cat</i> <i>treats</i> <i>warm compress</i></p>	<p><i>With your materials prepared, it's time to get your cat. Give them some happy pets and attention before moving forward.</i></p>
Programming Notes	

Scene #2, Slide #16	
<b>Title:</b> What is the next step?	
On-Screen	Narration
<p><i>Fluffy is happily on your lap or on the table where you are both comfortable. You are both calm as you reach for what item?</i></p>	<p><i>The warm compress is used to get the blood moving in the ear, making it easier to get the blood droplet. Some extra attention to fluffy here can help everyone remain calm.</i></p>

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<i>glucose meter and test strip</i> <i>lancet</i> <i>warm compress</i> <i>treats</i> <i>gauze</i>	
<b>Programming Notes</b>	

<b>Scene #2, Slide #17</b>	
<b>Title:</b> Lancet Drag-and-Drop	
<b>On-Screen</b>	<b>Narration</b>
Zoomed in cat ear Lancet Drag-and-drop	<i>This step can be the most difficult.</i>  <i>Use the lancet to get a drop of blood. Move the lancet to one of the circle locations on the cat ear.</i>  <i>Select the Use Flashlight button to get a better look at the veins.</i>  <i>The best place to use the lancet is on a vein. The blood will create a blood droplet that is best at the vein.</i>
<b>Programming Notes</b>	

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Scene #2, Slide #18	
Title: Glucose Meter Drag-and-Drop	
On-Screen	Narration
Zoomed in cat ear Glucose Meter Drag-and-drop	<i>Great work! Now that the blood drop has formed, it's time to get it on the test strip.</i>  <i>Move the glucose meter to the blood drop to test.</i>  <i>The tip of the test strip must touch the blood droplet so the glucose meter can get its reading.</i>
Programming Notes	

Scene #2, Slide #19	
Title: What is the next step?	
On-Screen	Narration
<i>You have Fluffy's blood glucose reading. What item do you need to reach next?</i>	<i>While you might want to give Fluffy some treats immediately, you should reach for that gauze first to help stop bleeding.</i>



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<i>treats</i> <i>notebook</i> <i>warm compress</i> <i>flashlight</i> <i>gauze</i>	
<b>Programming Notes</b>	

<b>Scene #2, Slide #20</b>	
<b>Title:</b> What is the next step?	
<b>On-Screen</b>	<b>Narration</b>
<i>Good news: Fluffy's ear has stopped bleeding. What are the next steps?</i>  <i>Select all that apply.</i>  <i>treats</i> <i>notebook</i> <i>warm compress</i> <i>happy attention</i> <i>gauze</i>	<i>It's time for Fluffy to get some treats and happy attention. Enjoy this time with your cat so that each time will get easier.</i>
<b>Programming Notes</b>	

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Scene #2, Slide #21	
Title: What is the next step?	
On-Screen	Narration
<i>Fluffy is happy, but you have one last thing to do. What is it?</i>  <i>treats</i> <i>notebook</i> <i>warm compress</i> <i>happy attention</i> <i>gauze</i>	<i>It is very important to remember to record the blood glucose level. You may also want to include notes about how your cat has been doing.</i>
Programming Notes	

Scene #2, Slide #21	
Title: Scenario Summary	
On-Screen	Narration
<i>Fluffy is happy, but you have one last thing to do. What is it?</i>	

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<i>treats</i> <i>notebook</i> <i>warm compress</i> <i>happy attention</i> <i>gauze</i>	<i>Great work! Feel free to practice on Fluffy as often as you need to be comfortable with your cat. In fact, if you select Fluffy, you will return to the scenario's beginning and can move through it again.</i>
<b>Programming Notes</b>	

### Scene #3: Interpreting a Blood Reading

<b>Scene #3, Slide #1</b> <b>Title:</b> What's next?	
<b>On-Screen</b>	<b>Narration</b>
<i>Confused avatar</i> <i>120 – 300 mg/dL</i>	<i>You now have a blood glucose reading for your cat. Now what?</i> <i>A cat's ideal blood glucose level is between 120 and 300 milligrams per deciliter.</i> <i>Let's look at what that means.</i>
<b>Programming Notes</b>	
<i>[Description of image or button placement, interactions, branching, etc.]</i>	

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Scene #3, Slide #2	
<b>Title:</b> Glucose Curve	
On-Screen	Narration
<p><i>Recreate an optimal glucose level graph. Start with the y-axis and show the optimal range. Expand to show the x-axis over time.</i></p>	<p><i>Veterinarians often ask for a glucose curve to help determine a diabetic cat's needs or diagnose a cat with diabetes. We just learned that a cat's ideal blood glucose level is between 120 and 300 milligrams per deciliter. To create a curve, you will measure your cat's blood glucose level every 2 hours. Glucose levels will vary throughout the day, and the curve will help determine your cat's best course of action. Let's look at some of these examples.</i></p>
Programming Notes	
<p><i>The slide will be animated for the graph, and a cat paw will show fluctuations throughout the day.</i></p>	

Scene #3, Slide #3	
<b>Title:</b> Consistent High Glucose Levels	
On-Screen	Narration
<p><i>Use the graph from the previous page, but put the readings above the optimal range this time.</i></p>	

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<i>Animate in</i>	<i>The pancreas produces insulin, a hormone that helps regulate blood glucose. When the blood glucose is consistently high, it could indicate that the pancreas can't keep up with the need for insulin. This high reading could indicate that your cat is diabetic. However, the entire curve is required to determine if this is a consistent problem or a spike due to stress or diet.</i>
<b>Programming Notes</b>	
<i>[Description of image or button placement, interactions, branching, etc.]</i>	

<b>Scene #3, Slide #4</b>	
<b>Title:</b> What to Do Other than Insulin	
<b>On-Screen</b>	<b>Narration</b>
<i>Cat food image.</i>	<i>If your vet hasn't prescribed your cat insulin, a few things could help your cat. A low carbohydrate diet can improve blood sugar levels. There are some prescription-only food options you can ask your vet about. A combination of wet and dry food could help as well. Provide access to water. Restrict access to treats and table scraps.</i>
<b>Programming Notes</b>	

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Scene #3, Slide #5	
Title: Low Levels of Blood Glucose	
On-Screen	Narration
	<p><i>Low glucose levels can also be alarming.</i></p> <p><i>If your cat has a low glucose reading but is acting normal, you might want to offer them more food. Continue with the curve testing and make a note in the record.</i></p> <p><i>If your cat is especially weak and has a low glucose reading, you can offer them food. If they do not eat it on their own, a small amount of honey can be applied to their gums, but it should not be forced.</i></p> <p><i>You should follow up with your vet if the condition does not improve.</i></p>
Programming Notes	

Scene #3, Slide #6	
Title: Contact Your Vet	
On-Screen	Narration

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	<p><i>One thing to remember regarding your cat's glucose levels is don't overreact.</i></p> <p><i>One spike or dip could have multiple reasons, but it does not mean you should deviate from your vet's instructions.</i></p> <p><i>Your best bet is to keep things consistent and contact your vet with any concerns.</i></p> <p><i>They are the expert and also want what is best for your cat.</i></p>
<b>Programming Notes</b>	

<b>Scene #3, Slide #6</b>	
<b>Title:</b> Summary	
<b>On-Screen</b>	<b>Narration</b>
fluffy	<p><i>We hope this course helps you feel comfortable testing your cat's blood glucose level.</i></p> <p><i>Feline Fancy is here if you have any questions about your cat's unusual reactions. Contact us with your concerns.</i></p> <p><i>Return to this course as you need to.</i></p>
<b>Programming Notes</b>	

**Storyboard: Managing Feline Diabetes**

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