

Plan a Multi-Step Trip in Google Maps

Training Design Document

Google Maps: Plan A Multi-Stop Trip

Self-Paced Mobile Learning Experience

Audience

Adults accustomed to using basic smartphone functions, but who have limited experience using Google Maps beyond simple point-to-point directions.

Learning objective

Given three destinations, the learner will be able to create, reorder, and begin navigation for a multi-stop route in the Google Maps mobile app.

Modality

Self-paced mobile eLearning

Estimated Seat Time

5–7 minutes

Learning Structure

Demonstration → Guided Practice → Independent Application

Design rationale

The experience minimizes explanation and emphasizes task performance. Learners first see the complete workflow, then practice individual steps with feedback before completing the task independently.

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Screen 1: Hook/Prompt

On Screen Text

Three Stops. One Route

You're meeting a friend for dinner but first you need to stop at the pharmacy and pick up a package at the post office.

Instead of starting a new trip after each stop, build the entire route before you leave.

Call To Action

"Show me how" button

Narration

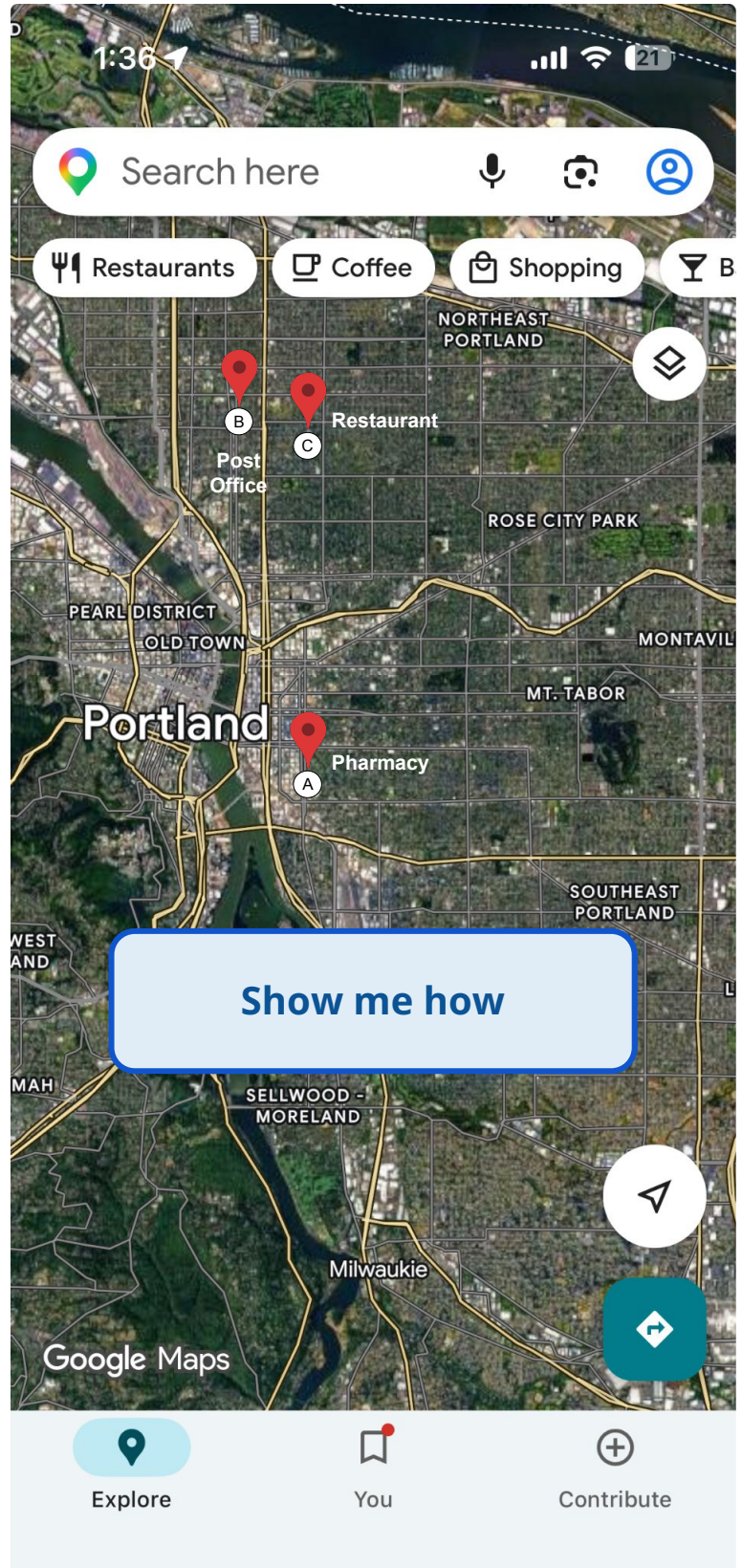
None

Development Notes

- Display three destination icons sequentially: (A) pharmacy → (B) post office → (C) restaurant.
- Animate a route line connecting the three locations.
- After final icon appears, fade in the "Show me how" button.
- Selecting button advances to Screen 2.

Accessibility

Animation is decorative; all essential information appears in on-screen text. CTA must be keyboard accessible and have a descriptive accessible label.



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Screen 2: Demonstration: Add a Stop to Your Route

On Screen Text

Add a stop to your route

Watch how to add another destination before you begin navigation.

Call To Action

"Try it" button

Narration

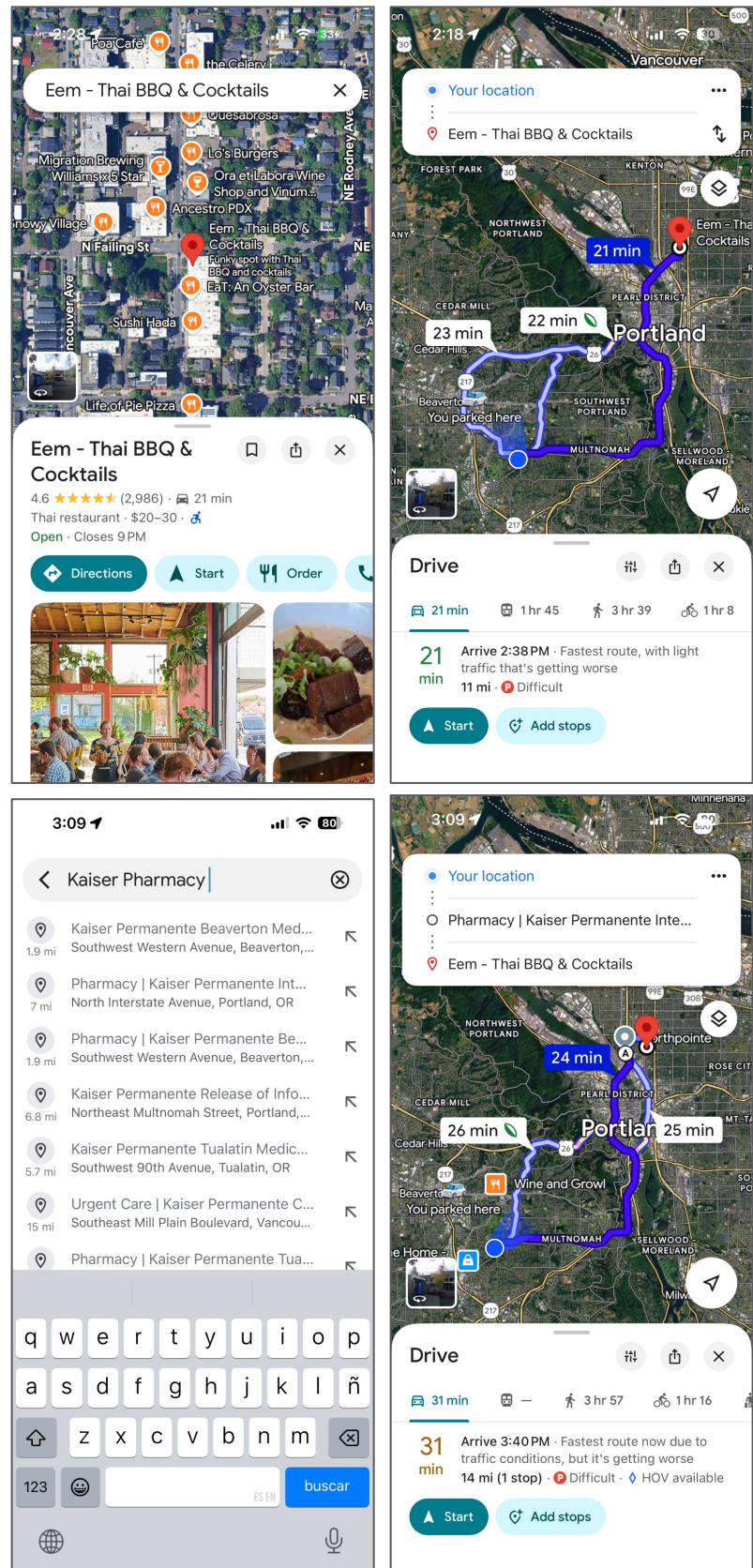
Enter your final destination in the search field and select Directions. On the route screen, select Add stops. Search for your next destination and select it from the results. Google Maps adds the stop to your route.

Development Notes

- Begin with final destination selected.
- Highlight **Directions** as referenced in narration; simulate selection.
- Transition to route screen and highlight **Add stops**; simulate selection.
- Transition to destination search screen; animate entry of **Kaiser Pharmacy** in the search field and simulate selection of the result.
- Display updated multi-stop route with the pharmacy added before the restaurant.
- Fade in **Try it** button when demonstration ends.
- Selecting **Try it** advances to guided practice.

Accessibility

Animation is decorative; all essential information appears in on-screen text or is narrated. Visual highlights are reinforced through narration and do not rely on color alone.



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Screen 3: Guided Practice

On Screen Text

Your turn. Add a stop to the route.

You already have directions to the restaurant. Add the post office to your route.

[Interactive screenshot of Google Maps]

Interaction

Learner completes the steps to add the post office to the route using the simulated interface.

Step 1: Select **Add stops**.

Step 2: Enter destination in the search.

Step 3: Select **post office** from search results.

If Correct: Advance to the next step without feedback.

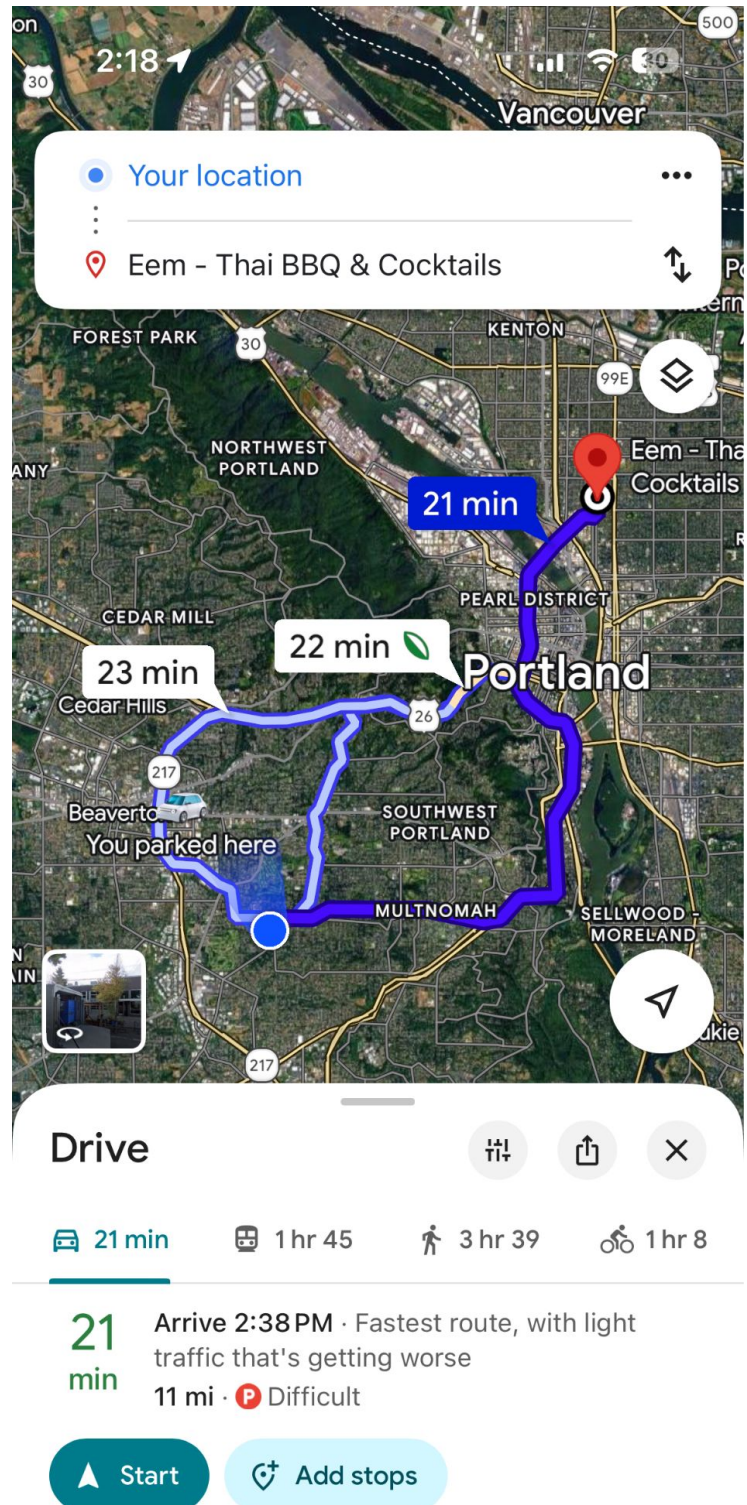
If Incorrect: Provide brief, task-focused feedback. After the first incorrect attempt, provide a visual cue directing attention toward the correct control, then allow another attempt.

Development Notes

- Create hotspot over **Add stops**.
- Correct selection transitions to simulated search screen.
- Learner enters **post office** in the search field; display simulated search results.
- Create hotspot over the correct post office result.
- Correct selection displays the updated multi-stop route.
- All other selectable screen regions register as incorrect selections.
- After first incorrect attempt, pulse/highlight the appropriate control for the current step.
- Do not advance automatically after an incorrect attempt.
- Provide keyboard-accessible equivalent interactions.

Accessibility

All essential information appears in on-screen text. CTA must be keyboard accessible and have a descriptive accessible label.



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Screen 4: Independent Application

On Screen Text

Now try it on your own.

You're meeting a friend for dinner. Before dinner, you need to stop at the pharmacy and the post office.

Build the trip in this order:

Pharmacy → Post Office → Restaurant

Call To Action

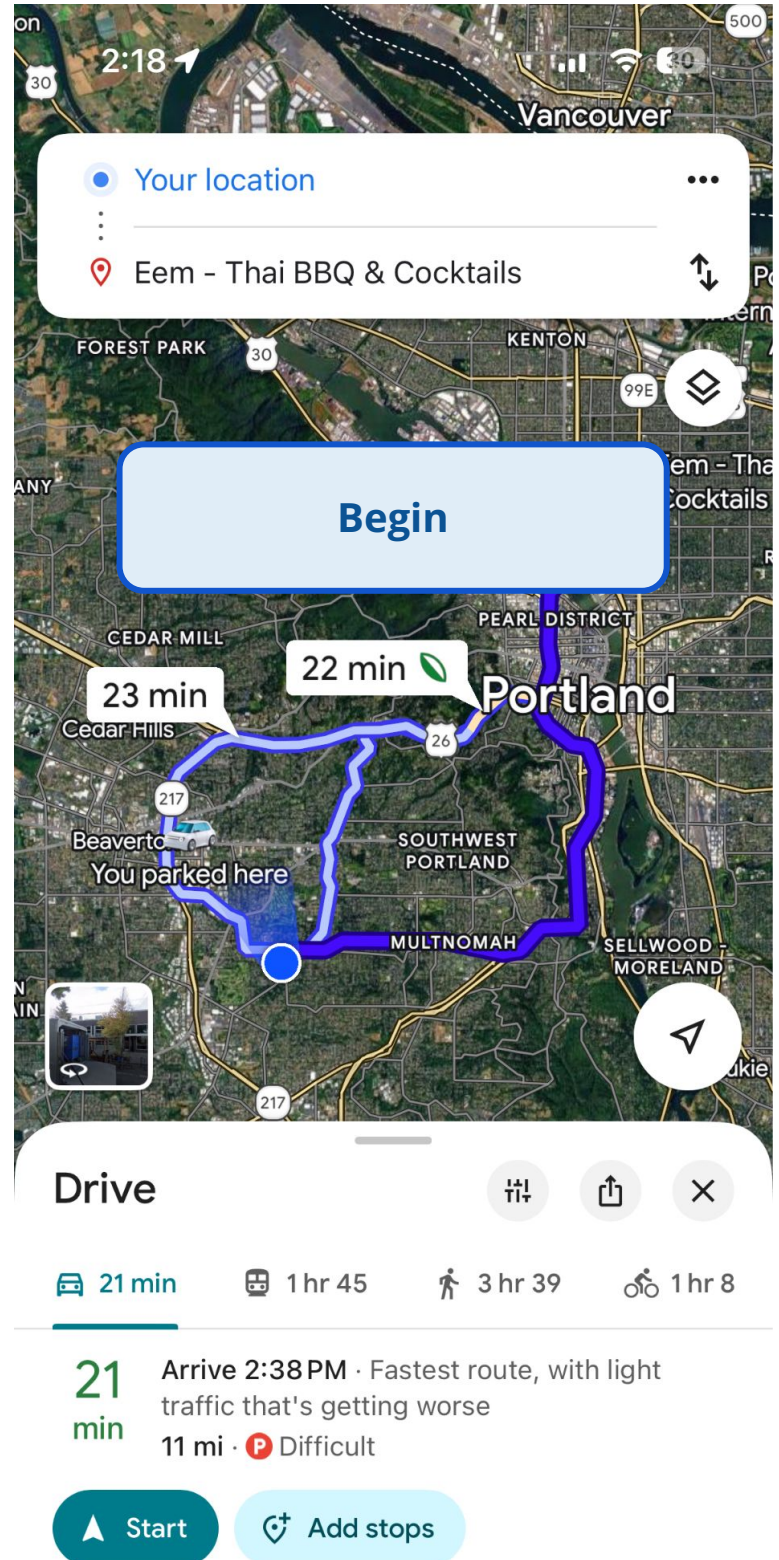
"Begin" button

Development Notes

- Selecting Begin launches the Google Maps route screen with **the restaurant set as the final destination**.
- Learner independently adds the **pharmacy** and **post office** to the route.
- Simulate destination search and selection using the same interaction patterns established in guided practice.
- Allow learner to **reorder stops** using drag-and-drop controls.
- Do not provide hints, highlights, or corrective feedback during the attempt.
- Selecting **Start** evaluates the completed route.
- **Correct:** If all three destinations are in the specified order, display confirmation feedback and advance to completion.
- **Incorrect:** If the route is incomplete or stops are in the wrong order, display task-level feedback: "Not quite. Check that all three stops are included and in the correct order." Allow learner to revise and resubmit.
- Provide keyboard-accessible alternatives for all selection and reordering interactions.

Accessibility

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Screen 5: Completion & Confirmation

On Screen Text

Route ready.

You successfully created a multi-stop route and put the destinations in the correct order.

You can now:

- Create a multi-stop route
- Add destinations
- Reorder stops
- Begin navigation

Call To Action

“Finish” button

Development Notes

- Display after successful completion of the independent application.
- Animate checkmark/confirmation graphic on entry.
- Selecting **Finish** completes the module.
- Record module completion in the LMS, if applicable.
- No narration required.

Accessibility

Animation is decorative; all essential information appears in on-screen text. CTA must be keyboard accessible and have a descriptive accessible label.

