



2025 Detention Officer Basic

POST Approved Curriculum



SUMMARY OF CHANGES

The 2024 curriculum reflected the Job Task Analysis that was completed in 2023. Three factors influenced the proposed changes to the 2025 Detention Officer Basic Curriculum. First, we studied the average time on task for all independent online activities, which allowed us to allocate curriculum time properly to those activities. Second, the new proposed schedule is team-focused to increase opportunities for learners to practice and develop cohesion. While this requires more staff resources, it also allows for more curriculum time to be devoted to practical application without increasing the length of basic training. Finally, we greatly increased PT sessions at the class and team level.

COURSE COMPETENCIES	Topics		Hours		VARIATION	
CRIMINAL LAW (CL)	13	15	29	32	+2 Topics	+3 hrs
INTERPERSONAL INTERACTIONS (II)	9	9	27	18	-1/+1 Topic	-9 hrs
PROFESSIONAL SKILLS (PS)	15	18	61	78	+3 Topics	+17 hrs
OPERATIONAL SKILLS (OS)	37	38	164.5	155	+1 Topic	-9.5 hrs
INVESTIGATIVE SKILLS (IS)	4	5	10	11	+1 Topic	+1 hr
GENERAL COMPETENCIES (GC)	12	12	18.5	16	-1/+1 Topic	-2.5 hrs
TOTAL	90	97	310	310	+7 Topics	0 hrs

COURSE SUMMARY	2024		2025		VARIATION	
LEARNING PROGRESSION						
LEARNING	136.5	44.0%	100	32.3%	-36.5 hrs	-11.2%
APPLICATION	141	45.5%	150	48.4%	+9 hrs	+2.9%
INTEGRATION	14	4.5%	44	14.2%	+30 hrs	+9.7%
GENERAL COMPETENCIES	18.5	6.0%	16	5.1%	-2.5 hrs	-0.9%
LEARNING PLATFORM						
IN-PERSON	191.5	61.8%	234	76.5%	+42.5 hrs	+14.7%
ONLINE	118.5	38.2%	76	24.5%		
LEARNING MODE						
SYNCHRONOUS	172	55.5%	216	69.7%	+44 hrs	+14.2%
ASYNCHRONOUS	138	44.5%	94	30.3%		
LEARNING TYPE						
ACTIVE	227	73.2%	233	75.2%	+6 hrs	+2%
PASSIVE	83	26.8%	77	24.8%		





CRIMINAL LAW (CL)

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The Criminal Law competency consists of information and principles associated with law. The function of this competency is to interact with people in a legally reasonable manner and within the Constitutional and Statutory role of the officer.

CL2000	LEARNING	20
CL2001	Basic Law & the Constitution Online Learning	2
CL2002	Wyoming Criminal Procedures Online Learning	3
CL2004	Civil Liability Online Learning	1
CL2010	Wyoming Criminal Statutes Online Learning	2
CL2020	Civil & Criminal Process Online Learning	1
CL2030	Use of Force Concepts Online Learning	4
CL2031	Use of Force Concepts Team Presentations	4
CL2040	Prison Rape Elimination Act Online Learning	1
CL2070	Juvenile Law Online Learning	2
CL2200	APPLICATION	4
CL2230	Use of Force Concepts Team Collaboration	2
CL2231	Use of Force Application Team Collaboration	1
CL2232	Use of Force Application Team Presentations	1
CL2400	INTEGRATION	8
CL2401	Criminal Law Practical Integration	4
CL2402	Criminal Law Team Collaboration	4

INTERPERSONAL INTERACTIONS (II)

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The Interpersonal Interactions competency consists of information, principles, tactics, and strategies associated with verbally and physically engaging with other people. The function of this competency is to interact with people objectively in a dignified, influential, and effective manner.

II2000	LEARNING	8
II2001	Interpersonal Communications Online Learning	1
II2002	Interpersonal Conflict Management Online Learning	2
II2010	Cultural Interactions Online Learning	1
II2030	Interaction with the Mentally Ill Online Learning	1
II2040	Interview & Interrogation Online Learning	1
II2060	Family Survival Lecture	2
II2200	APPLICATION	2
II2250	Interpersonal Interaction Online Practical Activity	2
II2400	INTEGRATION	8
II2401	Interpersonal Interaction Practical Integration	4
II1410	Police Inmate Impact Enrichment Panel	4





PROFESSIONAL SKILLS (PS)

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Professional skills competency consists of information, principles, tactics, and strategies that pertain to the quality of the officer’s work performance. The function of this competency is to interact with people in a highly competent, non-discriminatory manner that reflects the established ethical standards of the law enforcement profession.

PS2000	LEARNING	30
PS2001	Critical Thinking Online Learning	2
PS2002	Problem-Solving Online Learning	2
PS2010	Ethics Online Learning	1
PS2020	Professional Recognition Online Learning	1
PS2030	Mental Health First Aid Lecture	8
PS2040	Officer Survival Online Learning	4
PS2050	Physical Fitness Concepts Online Learning	3
PS2060	Communicable Diseases Online Learning	1
PS2061	First Aid/CPR/AED Online Learning	6
PS2062	Narcan/Naloxone Online Learning	1
PS2070	Peace Officer Standards & Training Lecture	1
PS2200	APPLICATION	32
PS2210	Ethics Online Practical Application I – III	6
PS2250	Physical Fitness Training Application	20
PS2251	Physical Fitness Assessments	4
PS2261	First Aid/CPR/AED Practical Application	2
PS2400	INTEGRATION	16
PS2401	Professional Development Team Meetings	3
PS2402	Professional Development Class Activities	9
PS1410	Professional Skills Enrichment Panel	4

Operational Skills (OP)

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The Operational Skills competency consists of information, principles, tactics, and strategies associated with enforcing the law and providing for the public welfare. The function of this competency is to safely and effectively adapt and apply relevant concepts in any official circumstance to enforce the law or provide for the public welfare.

OS2000	LEARNING	35
OS2001	Basic Marksmanship Online Learning	3
OS2002	Firearms Safety Online Learning	1
OS2010	Custody & Control Online Learning	3
OS2011	Arrest-Related Death Online Learning	1
OS2012	Body/Cell Searches Lecture	2
OS2020	Emergency Vehicle Operations † Online Learning	2
OS2030	Court Security Online Learning	2
OS2040	Transportation & Restraint Devices Online Learning	1
OS2050	Inmate Supervision Lecture	4
OS2051	Inmate Disciplinary Procedures Online Learning	1
OS2052	Suicide Prevention Lecture	4





OS2053	Inmate Medical Issues Online Learning	1
OS2054	Fingerprinting Online Learning	1
OS2055	Classification of Inmates Online Learning	1
OS2056	Cross Gender Supervision Online Learning	1
OS2060	Emergency Procedures Online Learning	2
OS2062	Crisis Intervention Online Learning	2
OS2070	Report Writing Online Learning	2
OS2080	Oleoresin Capsicum Lecture	1
OS2200	APPLICATION	108
OS2201	Firearms Safety Practical Application	2
OS2202	Weapons Maintenance Practical Application	2
OS2203	Handgun Concepts I – VII	28
OS2210	Custody & Control Concepts I – V	20
OS2211	Custody & Control Application I – VIII	30
OS2212	Body/Cell Searches Practical Application	2
OS2220	Emergency Vehicle Operations Concepts	4
OS2221	Emergency Vehicle Operations Evaluation	4
OS2230	Use of Force I Team Practical Application	2
OS2231	Use of Force II Practical Application	2
OS2232	Use of Force III Practical Application	1
OS2233	Use of Force Practical Evaluations	1
OS2240	Transportation & Restraint Devices Practical Application	2
OS2254	Fingerprinting Practical Application	2
OS2270	Report Writing Practical Application I – II	4
OS2280	OC Practical Application	2
OS2400	INTEGRATION	12
OS2401	Detention Integration	4
OS2405	Integration Practical Evaluation †	4
OS2410	Operations Skills Enrichment Panel	4

INVESTIGATIVE SKILLS (IS) 11

The Investigative Skills competency consists of the information, principles, tactics, and strategies associated with discovering the details of an event. The function of this competency is to safely and effectively adapt and apply relevant concepts in any official circumstance to discover, analyze, and accurately report the facts and circumstances associated with an event.

IS2000	LEARNING	7
IS2010	Crime Scene Management Online Learning	1
IS2033	Gang Awareness Online Learning	1
IS2050	Alcohol & Drug Detection Lecture	4
IS2051	Drugs in a Detention Setting Online Learning	1
IS2200	APPLICATION	4
IS2250	Alcohol & Drug Detection Practical Application	4





GENERAL COMPETENCY (CG)

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The General Competency consists of activities that incorporate multiple competencies or administrative issues. The function of this competency is to properly equip students to learn and have opportunities to demonstrate their level of competency in an objective environment.

GC2000	EXAMINATIONS	9
GC2001	Exam I	1.25
GC2002	Exam II	1.25
GC2003	Exam III	1.25
GC2004	Exam IV	1.25
GC1012	Use of Force Exam	1
GC1015	Cumulative Exam	2
GC1020	Exam Reviews	1
GC1100	ORIENTATIONS	4.5
GC1101	Director's Introductions	1.5
GC1102	Learning Methods Discussion	1
GC1103	Basic Orientation	2
GC1200	GRADUATION	2.5
GC1201	Course Debrief	1
GC1202	Graduation	1.5

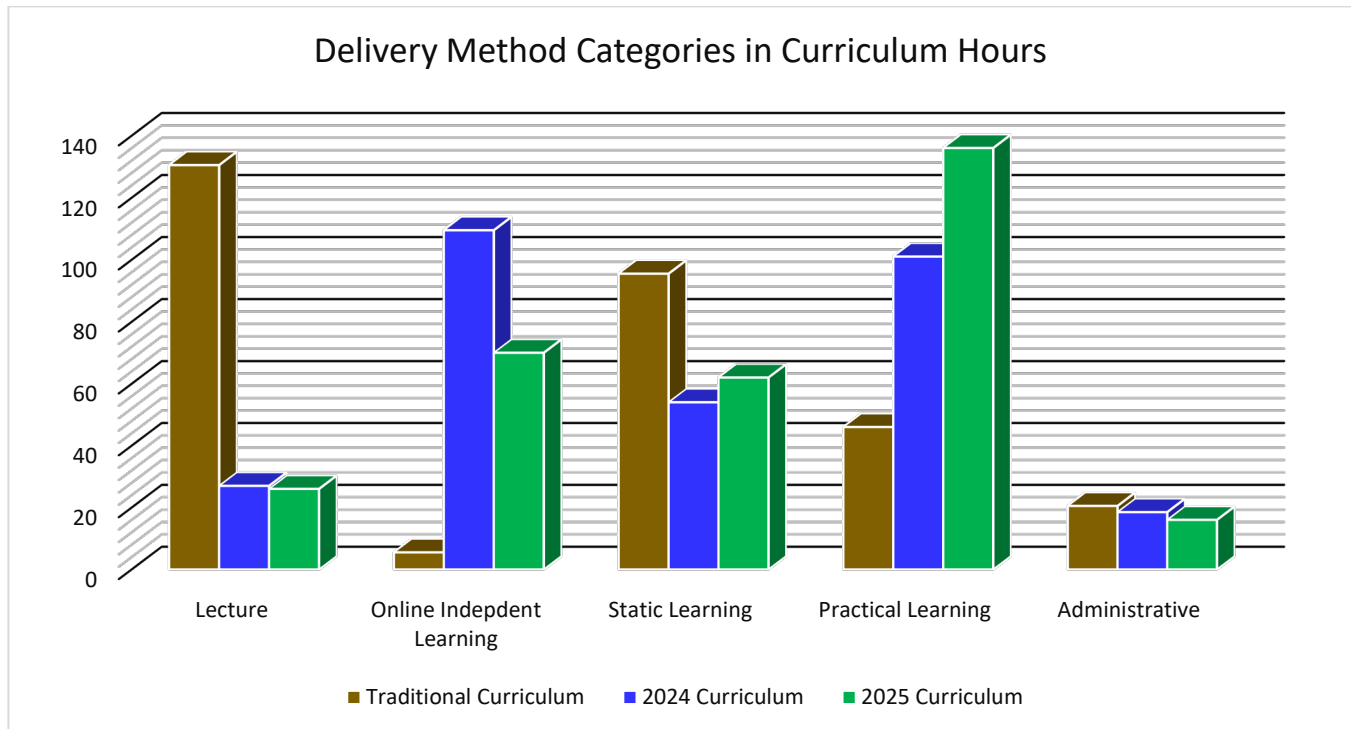




SUMMARY OF CHANGES

As has been discussed during previous sessions over the past four years, the transitions we have made in delivery methods are from passive to active methods. These methods have been generalized into five categories for this document: Lecture, Static Learning, Online Independent Learning, and Practical Learning. The Lecture category comprises methods delivered through traditional instructor-centered lectures, regardless of whether the instructor attempts to elicit class participation in some manner or not. The Static Learning category is the physical skills equivalent of lectures.

These delivery methods mainly lack contextual elements and focus on learners mimicking a physical skill progression. The Online Independent Learning category comprises the online delivery structure of new content. It does not include delivery methods that require learners to apply or integrate concepts they have learned. The Practical Learning category comprises delivery methods that include contextual elements and require learners to achieve outcomes utilizing novel processes (applications) of their own creation. The final category is Administrative and comprises curriculum time utilized to facilitate the logistical functions of training, such as exams, orientations, and graduation.



Before 2020, most delivery methods at WLEA were passive, accounting for 226 curriculum hours (75.8%). 130.5 hours were delivered by Lectures and 95.5 hours by Static Learning Activities. Online Independent Learning Activities accounted for 5.5 hours (1.8%). Practical Learning accounted for 46 hours (15.4%). Administrative hours accounted for 20.5 hours (6.9%).

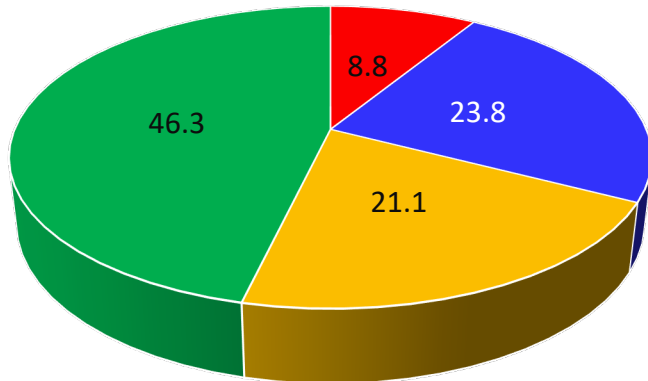
By 2024, we successfully “flipped” the curriculum from passive to active. Passive learning methods dropped by 50%, accounting for 78 curriculum hours (26.1%). Lectures decreased by 35.1%, accounting





for 27 hours, while Static Learning Activities dropped by 14% to 54 hours. Online Independent Learning Activities, now an extremely active learning activity, increased by 86% to 109.5 hours. Practical Learning increased by 62.5% to 101 hours.

Percentage of Method - 2025 Curriculum



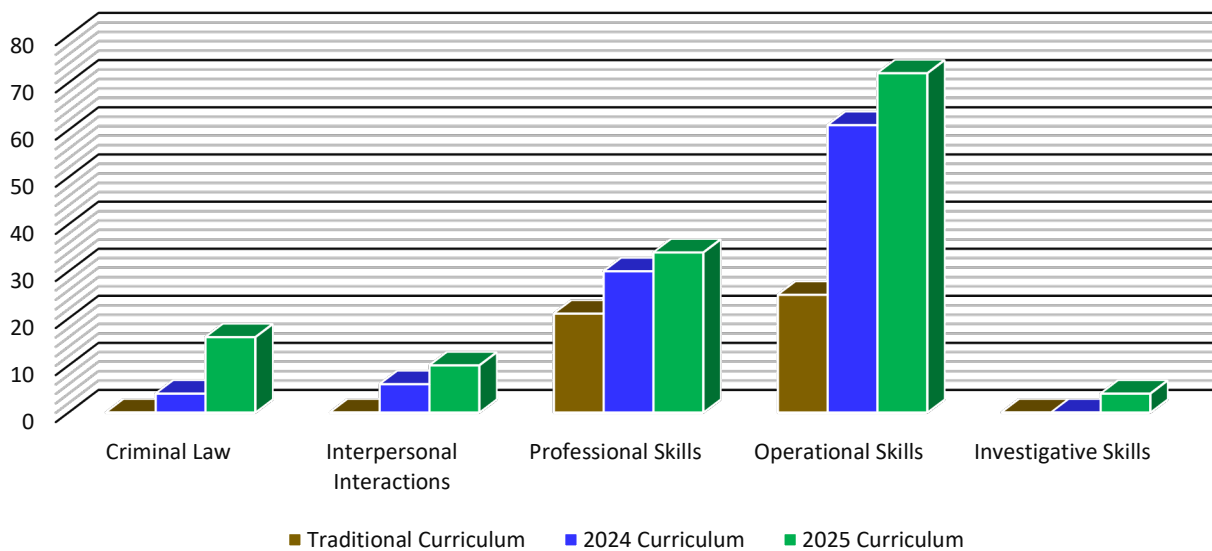
■ Lecture ■ Online Independent Learning ■ Static Learning ■ Practical Learning

The proposed 2025 curriculum seeks to continue increasing Practical Learning. The proposal includes decreasing Lectures by 0.3% to 26 hours, increasing Static Learning Activities to 62 hours, decreasing Online Independent Learning Activities by 12.7% to 70 hours, and increasing Practical Learning by 11.3% to 136 hours. The proposal, if approved, would result in Lecture accounting for 8.8%, Static Learning Activities accounting for 21.1%, Online

Independent Learning Activities accounting for 23.8%, and Practical Learning accounting for 46.3%.

The proposed changes represent a 195% increase in Practical Learning and a 300% increase in active learning methods from the traditional curriculum.

Practical Activity Hours by Competency



The Criminal Law Competency is proposed to increase from 0 to 34 hours. The Interpersonal Interactions Competency will increase from 0 to 10 hours. The Professional Skills Competency will

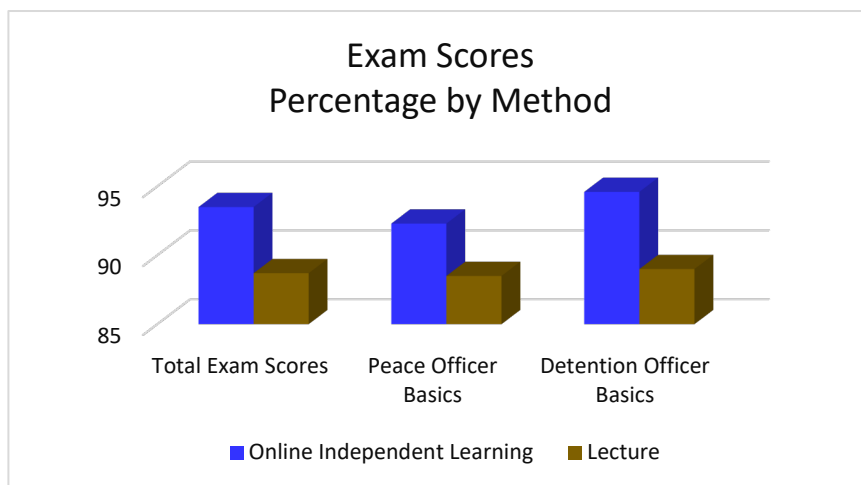
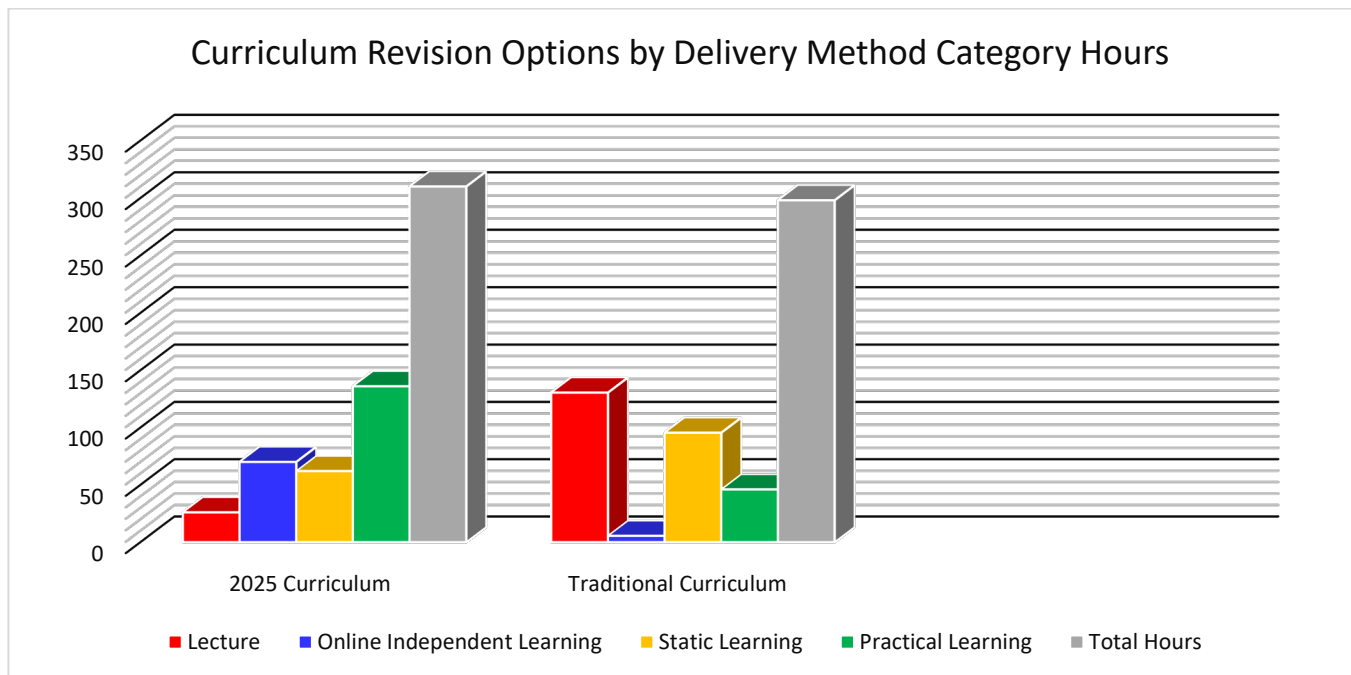




increase by 62% to 34 hours. The Operational Skills Competency will increase by 188% to 72 hours. The Investigative Skills Competency will increase from 0 to 4 hours.

POTENTIAL DELIVERY METHODOLOGY CHANGES

Some have been discussing reverting the “online learning” back to lectures. Despite the research and our own results, these individuals believe it is better for students. Given the changes to the curriculum, such a reversion would dramatically impact Practical Learning. There are generally three options hypothetically available: the proposed 2025 curriculum, the traditional curriculum, or the traditional curriculum with the same amount of Practical Learning as the proposed 2025 curriculum.



Students' average scores were 4.7% higher on exams in topics learned through Independent Learning Activities compared to topics learned through Lecture. Students averaged 93.5% on topics learned through Independent Learning Activities and 88.7% on topics learned through lecture. Peace Officer Basic students' average scores were 3.8% higher through Independent Learning Activities

(92.3%) than through Lecture (88.5%). Detention Officer Basic students' average scores were 5.6% higher through Independent Learning Activities (94.6%) than Lecture (89%).

