

NextB® Methodology

Participatory, visual, playful and collaborative training.

NextB® was developed by our training team based on the principles, techniques, and practices of Training from the Back of the Room. The objectives that we set for ourselves when creating this new methodology were: make training more

collaborative, increase gamification in the classroom, promote visual learning, encourage student participation, give continuity to training outside the classroom, and take advantage of the online resources available.

NextB® divides a course into 3

1

Prepare to Learn



What is



Activities to develop students' knowledge base prior to the training course.

Objectives



- Introduce students to the course dynamics.
- Provide a detailed explanation of the training objectives.
- Motivate students for maximum impact.

2

Learning Action



main element



COURSE

Block Training
90 min. (max)



3 Types of Activities

Explain

Practice

Evaluate

Goals:

- Increase gamification
- Promote visual learning
- Encourage participation

Important

Each course will require different activities depending on the objectives of the course. However, NextB® provides the following common structure:

Explain

- Learning Blocks, Kanban Course, **Daily Role Mission®**, Final Infographics

Practice

- Case Study, Kahoots, Ice Breakers, Power Card

Evaluate

- The Feedback Door, Course Kudos, Swimming with the Sharks, Individual Action Plan

Daily Role Mission®



A card game we created to encourage student participation by revealing their interests, sharing their experiences, and consolidating their knowledge. Each day, students must assume one of the five roles and develop the tasks associated with it. During the course, students will have the chance to assume each role.

The roles are:

- **SWOT** (nerd): Knows the most about what was taught.
- **Nosy** (inquisitive): Wants to know everything, asks again and again.
- **Greybeard** (elder): Explains his war stories and experiences.
- **Journalist** (informer): Lets everyone know what is happening.

3

Learning Impact



Help students apply knowledge, as well as encourage their interest in continuous learning online.

Objectives



How?

Promoting the creation of collaborative spaces.

Knowledge exchange



Answer questions



Share interests and experiences

