

Development Workshop

ABOUT NEXPLORE PROGRAMS



NEXPLORE Games is an innovative program that uses an internationally-acclaimed selection of strategy and mind games to enhance 21st century life skills and teach students how to think, rather than what to think. NEXPLORE Games is the bridge that connects the world of games to the real world. During the course, students reflect and learn meta-cognitive models, which are then applied to all walks of life and scholastic achievements. The NEXPLORE Game Method is simple, yet powerful:

- **Play** – In the first stage, students learn a cutting edge strategy game. Every class, a different game is introduced and explored.
- **Learn** – In the second stage, students learn game strategies and underlying thinking concepts to improve their game skills and metacognition.
- **Apply** – In the third stage, students are guided to make connections and applications to the real world.



Zumba Kids® is a fun, high-energy fitness class packed with specially choreographed routines and games for children. We introduce the latest music and rhythms like hip-hop, reggaeton, cumbia and salsa. Zumba Kids® is designed exclusively for kids (ages 7-12) and Zumba Kids® Jr, is designed for kids (ages 4-6). Educators love Zumba Kids® because of the effects it has on children: increasing their focus and self-esteem, enhancing creativity and coordination, boosting metabolism and implementing teamwork skills. Each class is headed by a trained and licensed Zumba Kids® fitness instructor. Classes not only include music and dance, but arts, crafts and cultural education, as well. It is a fun way for your kids to keep healthy and motivated! Zumba®, Zumba Fitness®, Zumba Kids® logos are trademarks of Zumba Fitness, LLC.



WORKSHOP A: Nexplora Games & Zumba Kids – 3-4 hours

<p>Workshop Title: How to Enhance 21st Century Skills through Strategic Game Play & Movement</p>
<p>Purpose of Workshop: To empower educators with tools to enhance early childhood learning and the development of 21st century life skills. Nexplora’s holistic approach to learning will be taught through its programs: Nexplora Games and Zumba Kids®, emphasizing early childhood skill development and acquisition across domains. These programs fill the gap between school education and real life challenges by teaching children self-awareness and how to think, rather than what to think. During the workshop, attendees will...</p> <ul style="list-style-type: none"> • Learn Nexplora’s mission, philosophy and educational rationale of using enrichment to educate the WHOLE child. • Explore the Nexplora Games methodology of using mind and strategy games to teach 21st century skills, with an emphasis on early childhood domains. • Explore Zumba Kids® movement activities and their benefits on early childhood development. • Learn activities, strategies and methodologies to incorporate in daily early childhood development
<p>Target Audience: Teachers, Administrators</p>
<p>Duration of Session: 3-4 hours</p>
<p>Session Description: (Brief description used to market session)</p> <p>Nexplora’s workshop is a lively, captivating encounter with hands-on learning activities designed to holistically empower and engage early childhood learners. Nexplora Games’ methodology and thinking games will provide strategies and activities to facilitate early childhood development and growth. The Zumba Kids® activities involve music, movement and culture, which will help educators to inspire and engage early learners about themselves and their environment.</p> <p>During the workshop, the Nexplora Games Method and Zumba Kids® curriculum will be applied to real life situations, allowing transference from learning activities to real life and vice versa.</p>
<p>Learning Objectives: Learners should be able to...</p> <ol style="list-style-type: none"> A. Understand the importance of holistic learning and enrichment to develop well-rounded young people. B. Understand transference and how it applies across different real life disciplines. C. Promote student metacognition and encourage student self-awareness. D. Acquire effective, tested tools and strategies that promote child development

Session Agenda/Outline:	
Subtopic:	Methods of Knowledge Transfer:
<p>A. Nexlore Introduction & Mission (30 minutes)</p>	<ol style="list-style-type: none"> 1.) Mission Statement: “Nexlore’s mission is to use hands-on learning experiences to shape the next generation of creative, confident, well rounded individuals who are cognitively, socially, emotionally, physically and culturally prepared to take on the complex and ever-evolving challenges of the 21st century.” 2.) Explore the educational rationale behind holistic learning and transference. 3.) Identify the educational need – holistic approach to teaching 21st century life skills at an early childhood age. 4.) Identify the workshop objectives.
<p>B. Nexlore Games Theoretical Rational (30 minutes)</p>	<ol style="list-style-type: none"> 1.) Educational Rational: Games as educational tools, facilitating metacognition and understanding transference. 2.) <u>Warm-up Activity</u>: Tic Tac Toe Isomorphs (game in small groups) 3.) Nexlore Games Methodology (Play. Learn. Apply.) 4.) Early Childhood Topics <ul style="list-style-type: none"> • Logic & Reasoning • Pattern Copying • Social & Emotional Skills • Data Management & Analysis
<p>C. Zoologic – Learning Pattern Copying and Logic & Reasoning (30 minutes)</p>	<ol style="list-style-type: none"> 1.) Learn and play the game of Zoologic 2.) Explore early childhood connections to pattern copying and logic & reasoning 3.) Facilitate skill acquisition and meta-cognition through play 4.) Real Life Applications
<p>D. Rush Hour – Learning Data Management & Analysis and Developing Social & Emotional Skills (30 minutes)</p>	<ol style="list-style-type: none"> 1.) Learn and play the game of Rush Hour 2.) Explore early childhood connections to data management & analysis and social & emotional skills 3.) Facilitate skill acquisition and meta-cognition through play 4.) Real Life Applications

<p>E. Break (15 minutes)</p> <p>F. Zumba Kids® Rationale (15 minutes)</p> <p>F. Zumba Kids® Activities (50 minutes)</p> <p>G. Conclusion (10 minutes)</p>	<p>BREAK</p> <p>1.) Educational Rationale for Music, Movement, Fitness & Culture</p> <p>2.) Benefits of Zumba Kids®: Skills developed: balance, confidence, coordination, creativity, cultural awareness, discipline, leadership, memory, pride, respect, responsibility, teamwork & a healthy lifestyle</p> <p>Facilitated by a certified Zumba Kids® Instructor</p> <p>1.) Warm-up Activities</p> <p>2.) Movement & Dance</p> <p>3.) Cultural Exploration</p> <p>1.) Review</p> <p>2.) Next Steps – Transference to the School Setting</p>
<p>Organizational Development Impact: Empowering educators with tools that enhance early childhood learners to develop 21st century life skills through mediated instruction and strategy games. By imparting the theoretical rationale, tangible methodologies, learning activities and real life applications, educators will be equip to return to the school setting with a “toolbox” of resources to educate the whole child.</p>	
<p>Cultural Sensitivity: Nexplore recognizes that the educational compass should be focused on a child’s individual needs. Educators are encouraged to help their students to identify individual strengths and weaknesses. They must also guide their students toward living a fulfilling life in mind, body and spirit. Only then can educators successfully impart knowledge while helping each child to discover his or her true potential.</p>	



WORKSHOP B: Nexplore Games ONLY – 1-2 hour workshop

<p>Purpose of Workshop: To empower educators with tools to enhance early childhood learning and the development of 21st century life skills. Nexplore’s holistic approach to learning will be taught through its signature program, Nexplore Games, emphasizing early childhood skill development and acquisition across domains. This program fill the gap between school education and real life challenges by teaching children self-awareness and how to think, rather than what to think. During the workshop, attendees will...</p> <ul style="list-style-type: none"> • Learn Nexplore’s mission, philosophy and educational rationale of using enrichment to educate the WHOLE child. • Explore the Nexplore Games methodology of using mind and strategy games to teach 21st century skills, with an emphasis on early childhood domains. • Learn activities, strategies and methodologies to incorporate in daily early childhood development.
<p>Target Audience: Teachers, Administrators</p>
<p>Duration of Session: 1-2 hours</p>
<p>Session Description: (Brief description used to market session)</p> <p>Nexplore’s workshop is a lively, captivating encounter with hands-on learning activities designed to holistically empower and engage early childhood learners. Nexplore Games’ methodology and thinking games will provide strategies and activities to facilitate early childhood development and growth. During the workshop, the Nexplore Games Method will be applied to real life situations, allowing transference from learning activities to real life and vice versa.</p>
<p>Learning Objectives:</p> <p>Learners should be able to...</p> <ul style="list-style-type: none"> A. Understand the importance of holistic learning and enrichment to develop well-rounded young people. B. Understand transference and how it applies across different real life disciplines. C. Promote student metacognition and encourage student self-awareness. D. Acquire effective, tested tools that will child development and process-oriented instructions.

Session Agenda/Outline:	
<p>Subtopic:</p> <p>A. Nexplore Introduction & Mission (15 minutes)</p> <p>B. Nexplore Games Theoretical Rational (30 minutes)</p> <p>C. Zoologic – Learning Pattern Copying and Logic & Reasoning (30 minutes)</p> <p>D. Rush Hour – Learning Data Management & Analysis and Developing Social & Emotional Skills (30 minutes)</p> <p>G. Conclusion (10 minutes)</p>	<p>Methods of Knowledge Transfer:</p> <ol style="list-style-type: none"> 1.) Mission Statement: “Nexplore’s mission is to use hands-on learning experiences to shape the next generation of creative, confident, well rounded individuals who are cognitively, socially, emotionally, physically and culturally prepared to take on the complex and ever-evolving challenges of the 21st century.” 2.) Explore the educational rationale behind holistic learning and transference. 3.) Identify the educational need – holistic approach to teaching 21st century life skills at an early childhood age 4.) Identify the workshop objectives. <ol style="list-style-type: none"> 1.) Educational Rational: Games as educational tools, facilitating metacognition and understanding transference 2.) <u>Warm-up Activity</u>: Tic Tac Toe Isomorphs (game in small groups) 3.) Nexplore Games Methodology (Play. Learn. Apply.) 4.) Early Childhood Topics <ul style="list-style-type: none"> • Logic & Reasoning • Pattern Copying • Social & Emotional Skills • Data Management & Analysis <ol style="list-style-type: none"> 1.) Learn and play the game of Zoologic 2.) Explore early childhood connections to pattern copying and logic & reasoning 3.) Facilitate skill acquisition and meta-cognition through play 4.) Real Life Applications <ol style="list-style-type: none"> 1.) Learn and play the game of Rush Hour 2.) Explore early childhood connections to data management & analysis and social & emotional skills 3.) Facilitate skill acquisition and meta-cognition through play 4.) Real Life Applications <ol style="list-style-type: none"> 1.) Review 2.) Next Steps – Transference to the School Setting



Organizational Development Impact:

Empowering educators with tools that enhance early childhood learners to develop 21st century life skills through mediated instruction and strategy games. By imparting the theoretical rationale, tangible methodologies, learning activities and real life applications, educators will be equip to return to the school setting with a “toolbox” of resources to educate the whole child.

Cultural Sensitivity:

Nexplore recognizes that the educational compass should be focused on a child’s individual needs. Educators are encouraged to help their students to identify individual strengths and weaknesses. They must also guide their students toward living a fulfilling life in mind, body and spirit. Only then can educators successfully impart knowledge while helping each child to discover his or her true potential.