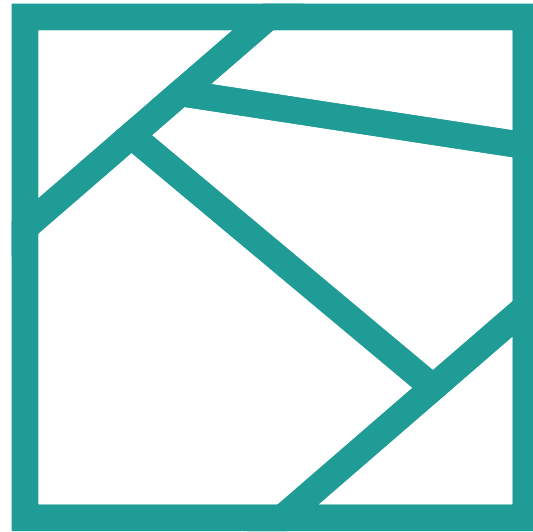ID - ROPES

ID - ROPES

Time

This Canvas component helps you organize time distribution into your learning solution. The time invested in each module depends on its relevance in the context of the learning solution, its complexity and depth.

Questions to ask:
• How long does it take to work on this subject in the degree of complexity we are going to address?
• Given the type of knowledge that will be worked on, how long will I need for exercise?
• Within the overall context of this learning solution, how long can I invest in this subject?

Tips:
• A module can last from 15 minutes to hours. This is the duration of the module! This time will be further subdivided proportionally according to ROPES.

Module

This component of Canvas helps you organize your ideas around a concept. In each module you should only work with a central concept.
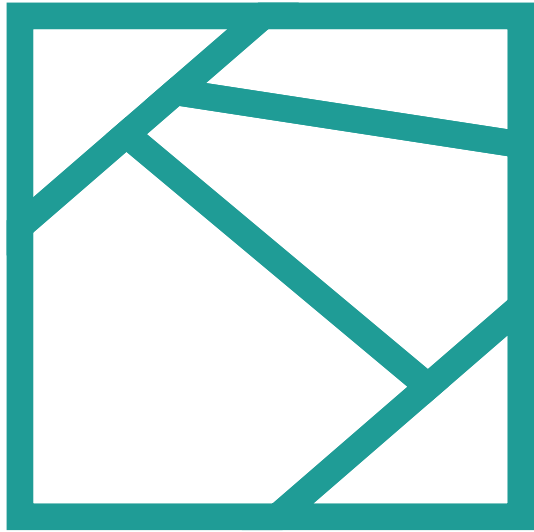
Questions to ask:
• What is the main theme of this module?
• What knowledge will be addressed?
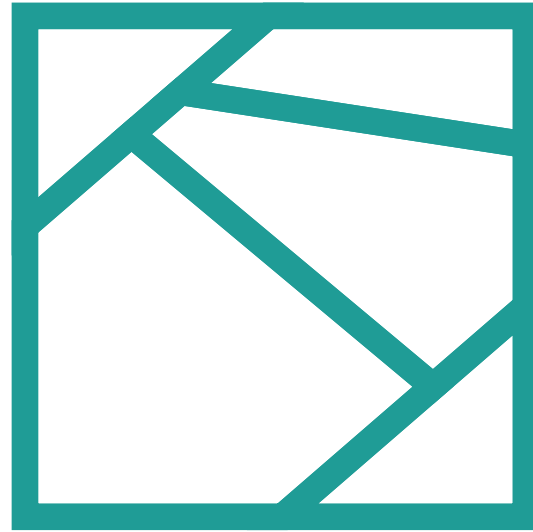• What task and what steps of execution will be worked on at this time?

Examples of Module:
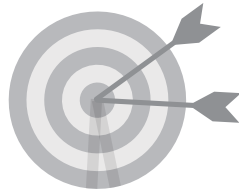• Preparation for the classroom module, how the adult learns, learning objectives.

ID - ROPES

ID - ROPES

Objective of the Module

This component of Canvas helps you establish the learning goal that will be worked on. It must be specific. Remember to use appropriate verbs for each cognitive level.

Questions to ask:
- What will participants do as a result of learning about this subject?
- What will he/she be able to do from the acquisition of this knowledge?

Examples of Objective:
- Identify the main issues that will be addressed during the face-to-face training and prepare for the best use of class activities;
- Explain the adult learning process, cite the three main theories of learning and describe the nine events of Gagné;
- Writing complete learning objectives based on actions and observable behaviors.

Resources

This component of Canvas derives from the activities and methodologies chosen in the creation of ROPES. In it, you put all the resources and materials that you will need to produce or request.
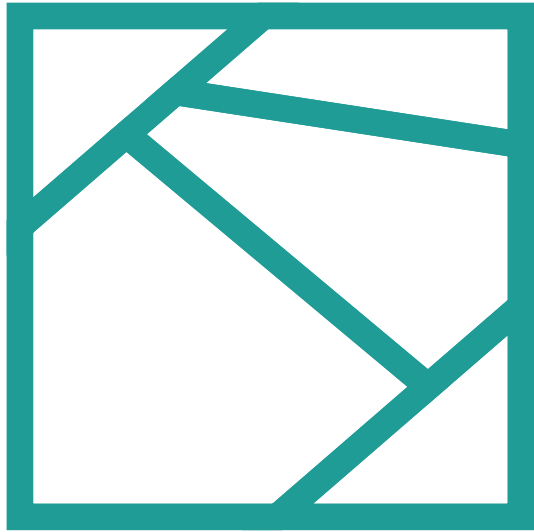
Analize ROPES
- When you finish ROPES, analyze each step and add the resource you need to conduct the chosen method.
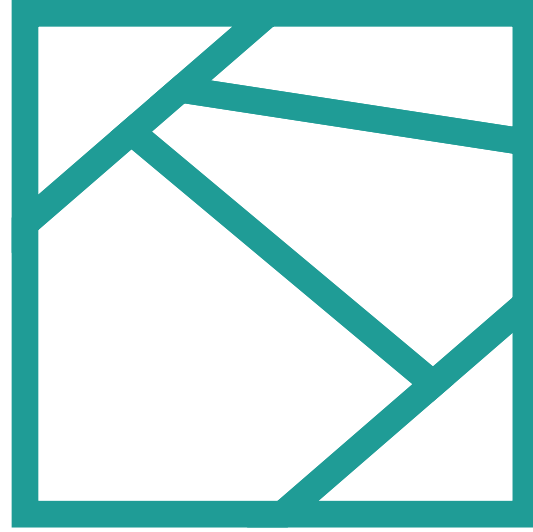
Examples of Resources:
- Individual assessments, Participant's Guide or Booklet, Flip-Chart, colored pens, balloons, games.

ID - ROPES

ID - ROPES

R - Review

R

This component of Canvas represents the "R" of ROPES. In it, you will put what you will do, that is, what method you will use to conduct a brief review of what will be presented and investigate what the participants know about the subject.

Some options:
- Use questions;
- Play with dice some "starters for training sessions";
- Create a game;
- Use pictures to promote some brief storytelling.

Percentage of time invested in this stage of each module: 5 to 10% of the total time.

O - Overview

O

This Canvas component represents the "O" of ROPES. In it, you will put the methods you will use to establish a connection between the participants and the content covered, engaging them and motivating them.
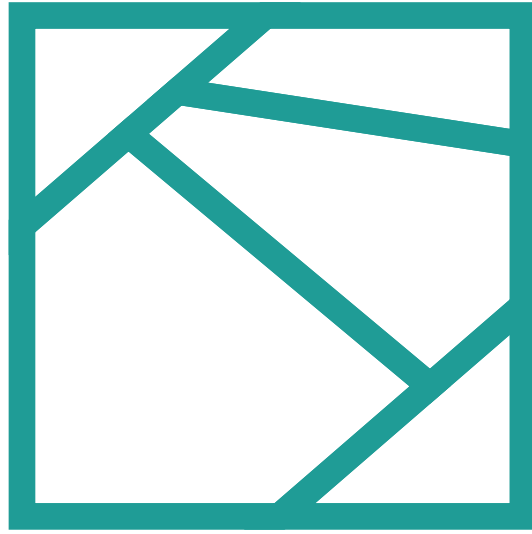
Some options:
- Present relevant learning objectives;
- Conduct a brainstorming session on learning gains from this content;
- Work on relevant statistics related to the learning contained in this learning solution.

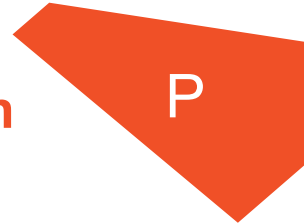Percentage of time invested in this stage of each module: 10 to 15% of the total time.
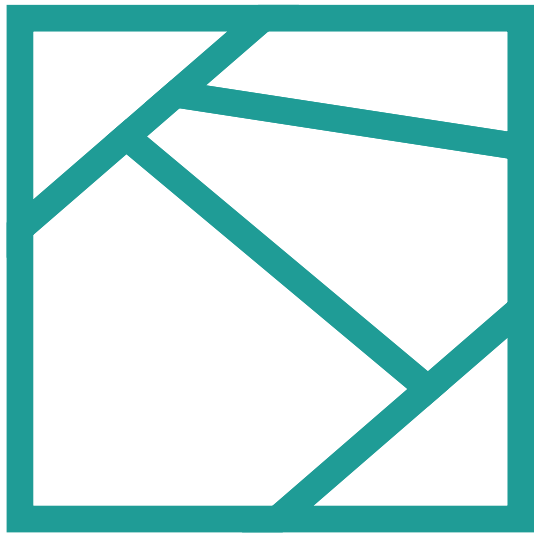
ID - ROPES

ID - ROPES

P - Presentation

P

This component of Canvas represents the "P" of the ROPES. Here you specify how you will present the content to participants in order to help them retain information. Caution: this does not imply the use of lectures as a method of learning.

Some options:
- *Teach-back or learning puzzles;*
- *Discussed explanation;*
- *Discussions in groups followed by plenary sessions;*
- *Videos followed by discussion.*

Percentage of time invested in this stage of each module: 25 to 35% of the total time.

E - Exercise

E

This component of Canvas represents the "E" of ROPES. Here you indicate how the participants will lead their learning.
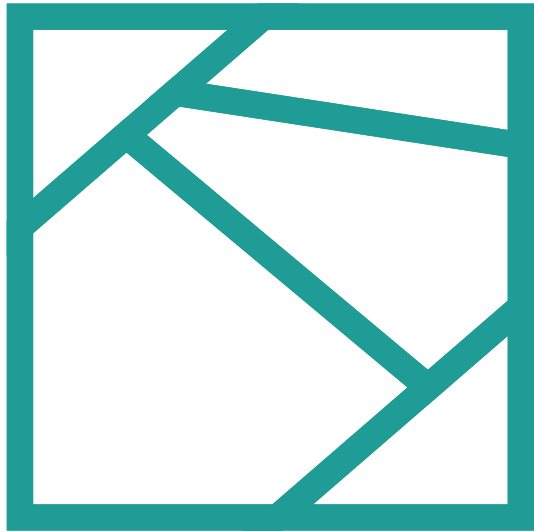
Some options:
- *Case studies;*
- *Simulations;*
- *Role Play;*
- *Gamified activities;*
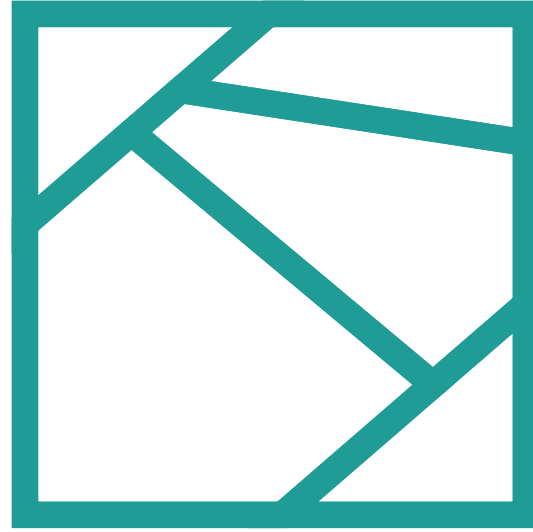- *Problem solving;*
- *Prototyping.*

Percentage of time invested in this stage of each module: 35 to 50% of the total time.

ID - ROPES

ID - ROPES

S - Summary

S

This component of Canvas represents the "S" of ROPES. It is time to contribute with the retention of what has been learned.

Some options:
- Round of specific questions using competition;
- Storytelling;
- Challenge with testing and correction between groups.

Percentage of time invested in this stage of each module: 5 to 10% of the total time.

Room

This component of Canvas has the function of facilitating an overview of the most suitable room format at each moment of the intervention. If it is not a classroom session, it helps you choose the chosen technology.

Analize o ROPES
• Don't worry about questions to ask. The room format will be a consequence of the type of activities you choose during the construction of the ROPES. Pay attention only to the size of the groups, when available.

Examples of the room format:
• Groups with round tables, pairs consisting of face-to-face chairs, circle, tables in "U" shape.