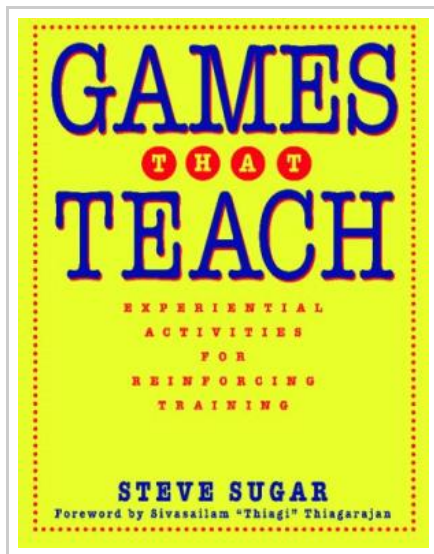




Games That Teach: Experiential Activities for Reinforcing Training

By Steve Sugar

Pfeiffer. Paperback. Book Condition: New. Paperback. 192 pages. Dimensions: 10.9in. x 8.4in. x 0.5in. Games are your answer! They don't want to hear you lecture. They don't want to read an instruction guide. So how can you tell them what they need to know? You want bright smiles, not bored sighs. You want them to have fun, but you want them to learn as well. GAMES are your answer! Games aren't just for kids. Games can help people learn business ideas: games can teach. Steve Sugar's adaptable designs put an end to tired, scripted business games. Sometimes you have a lot of games, but none of them ever seems to suit the occasion. Sometimes games suit the occasion, but are so rigid that the participants are bored before they've scarcely even begun. With Sugar's help, your games will always be both fitting and new. These aren't your average games. They're frame games, game shells to which you can add your own unique content. With this simple book, you'll quickly create perfect games for every setting! In this book you'll get: An abundance of unique and playful games. These content-reinforcing designs will increase the smile quotient of even the most hard-to-please audience. A handy...



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