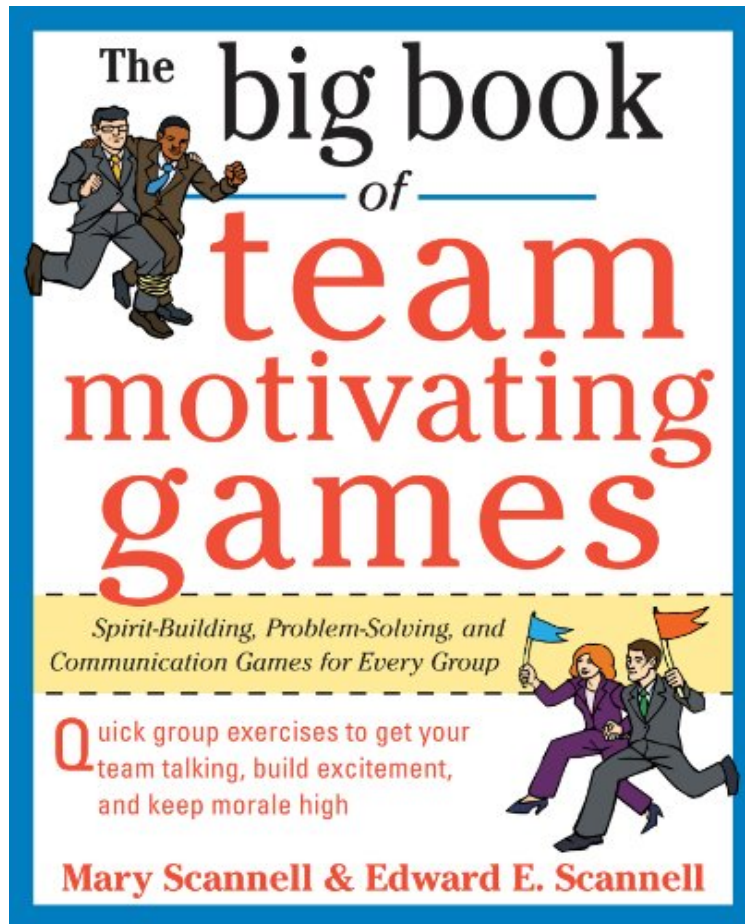


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The Big Book of Team-Motivating Games: Spirit-Building, Problem-Solving and Communication Games for Every Group (Big Book Series)

Edward Scannell, Mary Scannell
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4 of 4 people found the following review helpful. overall good material By Lesli Jean Preuss Many of the activities are relevant to multiple ages and settings. So far- a lot of fun for our groups. Depth of debriefing is somewhat lacking as many of the exercises don't lend themselves to a lot of discussion. 1 of 1 people found the following review helpful. Five Stars By Cari Book I was glad to have some new ideas to use for my training classes 3 of 3 people found the following review helpful. Okay By Julicia I bought it for use with my students during student leadership activities. I

found a couple of the games to be good for the group.

Teamwork can be fun! Games that improve team cooperation, communication, and spirit Did you know that games can:
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Increase interaction among staff members
Promote a culture of harmony and cooperation
Create an atmosphere of fun for your team
Keeping your team motivated and challenged, especially during tough economic times, can be difficult. But this collection of high-energy, play-anywhere games, from bestselling authors and trainers Ed and Mary Scannell, provides you with all the fun, inspiring material you need to build team spirit, communication, and trust among coworkers-day in and day out. Games Can Be Played In or Out of the Office Requiring few or no props, The Big Book of Team-Motivating Games is the latest installment in the successful Big Book series, which has been changing the way teams think for decades-providing hours of fun that fight boredom and burnout, boost performance, soothe tensions, and create a sense of community and trust.

About the Author Ed Scannell is a speaker and trainer who has given thousands of presentations, seminars and workshops across the world. Mary Scannell has trained thousands of business people across the U.S. and Canada, including a long list of Fortune 500 clients.