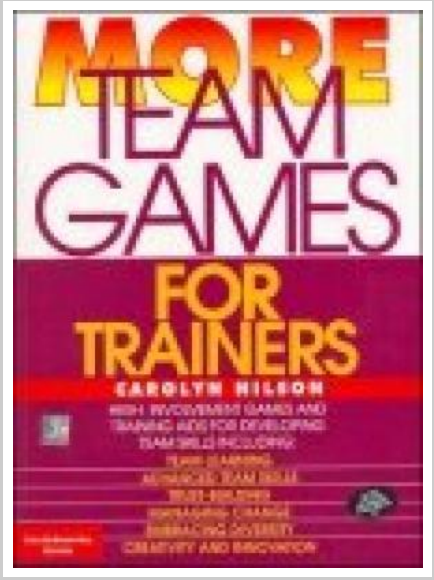

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More Team Games for Trainers

By Carolyn Nilson

McGraw-Hill Education, 2004. Softcover. Book Condition: New. First edition. Finally?The Next Generation of Team Training Games is Here! Now that teams have been around for a few year, what have top training professionals learned about facilitating teams? What causes teams to fail, and how do you train to make sure that your teams don?t? How can you keep your training exercises fresh, entertaining, and engaging when working with advanced teams who think they?ve ?seen it all?? This long-awaited sequel to the classic bestselling manual, Team Games for Trainers, is based on a sophisticated new understanding of team dynamics, gleaned from nearly a decade of experience with all sorts of workplace teams. Containing 90 easy-to-facilitate training games, this up-to-the-minute, cutting-edge collection addresses new team issues like "advanced team building," "why teams fail," and team learning. Use these games to align individual and team goals, make diversity work, unleash creativity, and much more. Table of contents Part I. Putting People First 1. Baggage 2. Now And Then 3. Role Call 4. Plot Success 5. Resistance And Reinforcement 6. What Gets Counted Gets Done 7. Zoo 8. Paralysis 9. Go, Team! 10. Roving Reporter 11. The Law Of The Hammer 12. Substitution 13....

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