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100 Training Games

By Gary Kroehnert

Tata McGraw-Hill Education Pvt. Ltd., 2008. Softcover. Book Condition: New. 21 x 28 cm. 100 Training Games is an invaluable source of lively, stimulating role-plays, simulations, and exercises, suitable for almost every conceivable kind of training program. Whether you're seeking an ice-breaker to open a training session or a game to energise an audience, you'll find it in 100 Training Games. Each game is self-contained and provides all the necessary instructions and materials. What's more, a unique index grid and system of graphic symbols help you locate and choose complementary games and respond confidently to particular training needs and situations. 100 Training Games is a must-have sourcebook for trainers and managers in all functions and industries. 100 Training Games is a comprehensive source book which every trainer and education professional will find invaluable. Features # 100 games suitable for a wide variety of training programs. # Every game is self-contained, providing the arms of the game, instructions, materials where needed, and even a space for your personal notes. # Each game type is easily identified by graphic symbols, so you can quickly locate the games suited to your particular training needs. # Games material can be easily copied for use...



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