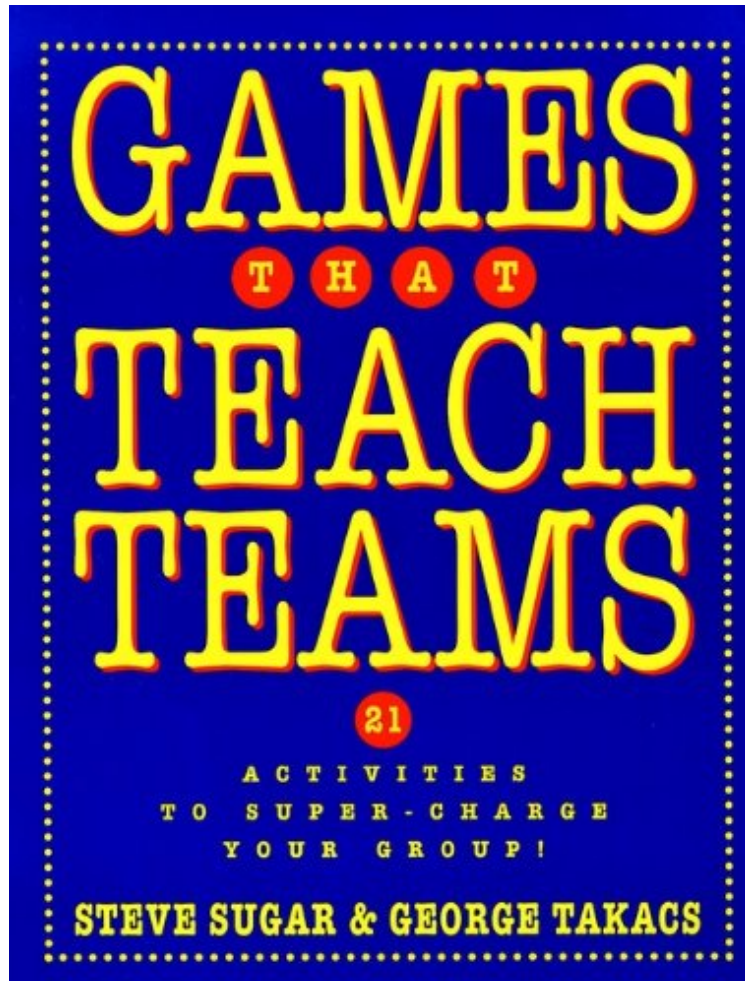


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## Games That Teach Teams: 21 Activities to Super-Charge Your Group!

*Steve Sugar, George Takacs*

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**Steve Sugar, George Takacs : Games That Teach Teams: 21 Activities to Super-Charge Your Group!** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Games That Teach Teams: 21 Activities to Super-Charge Your Group!:

0 of 0 people found the following review helpful. Great book By Dougal Murrayfield Really liked the exercises in this book, lots of valuable ideas that can be easily implemented. I liked the book so much I ended up giving my copy to someone and I went and bought another copy 20 of 20 people found the following review helpful. Genuine fun, genuine learning, any time, any place By Bernard De Koven Games that Teach Teams by Steve Sugar and George Takacs, is a collection of 21 well-documented, carefully detailed, copy-ready games that help teams learn about cooperation and creativity, management and goal-setting, decision-making and communication -- and secondarily fun. It's the secondarily fun part that caught my eye. Any method that helps people develop team skills that has anything to

do with fun is a method worth learning. Far too many team-building activities are built around "tasks" and "worksheets." These exercises are built around fun. Each of the 21 games is described as a "frame game" The authors explain how each game can be modified to focus on a different combination of skills or respond to a different team setting and composition, giving the reader more of a comprehensive instructional strategy than a collection of games. The authors also recognize that it's not just the games, but how they are led that makes for a good learning experience, taking great pains to detail facilitation techniques for each activity. They even include a table that carefully documents the skills that each activity emphasizes. I was especially pleased to discover the inclusion of games like "ww.where and ww.when" that are specifically designed for building "CyberTeams." Here is an area of team development that is much neglected and critical to the successful deployment of the kind of communication infrastructure that technography is designed to implement. 10 of 10 people found the following review helpful. More than a team activity book...By Jennifer Whitcomb if you are in the process for building a team and looking for activities to teach effective team behaviors, then this book is for you. This book can be used for a team just starting to work together or teams who have been working together for quite some time. There is much more to this book than the 21 teams provided. The first section helps you determine what type of team you have by classifying teams. In the next section there is a model and structure for effective team development. Once you've determined the team classification and team development area, then you can use the handy matrix to select the most appropriate activity. The book provides very helpful facilitation strategies for before, during and processing each activity. Each of the 21 activities has detailed well thought out instructions and reproducible handouts. You have everything you need to facilitate any of the activities in this book.

Building on his first book, *Games That Teach*, Steve Sugar, along with George Takacs, tackles teams and team learning through the use of more than 20 competitive games and interactive learning exercises. Using the comprehensive facilitator notes, you'll be able to customize these innovative games to suit the training needs of the teams in your organization. *Games That Teach Teams*: Gives your teams the opportunity to discuss serious team topics in a non-threatening setting Includes a matrix indicating which games are most appropriate for specific team issues Contains sample exercises using game "frames" that allow you to create your own games Is completely reproducible, saving you time and money! "Games That Teach Teams is packed with activities that can help your team increase its ability to learn from its successes and failures and its ability to work together." —Rick Mauer, consultant; author of *Beyond the Walls of Resistance*

"At last! A practical workbook on how to use games effectively as a team training tool. Anyone working in or with teams will find something very useful here." (Phillip H. Hudson, director, Graduate School, USDA) "Packed with activities that can help your team increase its ability to learn from its successes and failures and its ability to work together." (Rick Mauer, consultant and author of *Beyond the Walls of Resistance*) About the Author STEVE SUGAR is a writer and teacher of performance games. He is the author of five performance measurement game systems that are actively used in the U.S. and over 20 countries. His games focus on his teaching philosophy of "fun with a purpose" ? encouraging adult learners to demonstrate newly learned knowledge and skills in individual and team formats. He wrote the Pfeiffer book *Games That Teach* (1998). Steve has taught experiential learning in the graduate curricula at the Johns Hopkins University and the New York Institute of Technology. He is on the faculty of the University of Maryland; a member of the Human Resources faculty, Johns Hopkins University; the Leadership Development Program, Federal Center; and the Education Development faculty, USDA Graduate School. He lives in Elliot City, Maryland, a suburb of Baltimore. GEORGE TAKACS is a trainer and consultant specializing in team building, and a teacher and course developer at the University of Maryland (UMUC) and Georgetown. George is currently creating a course in Organizational Development that will be available over the web. He lives in Upper Marlboro, Maryland, a suburb of Baltimore. He may be reached at [george@takacsonline.com](mailto:george@takacsonline.com).