The Big Book of Brain-Building Games: Fun Activities to Stimulate the Brain for Better Learning, Communication and Teamwork (Big Book Series)

By Edward Scannell, Carol Burnett

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Games for better brains!
Use the secrets of brain science to improve communication, interpersonal relations, and productivity in any team or group

Jump-start any training session, workshop, or retreat with dozens of interactive games that build brain function in fun and engaging ways. *The Big Book of Brain-Building Games* offers all kinds of stimulating games to help your team improve information retention, camaraderie, and productivity--and requires few or no props. You'll learn what triggers to pull to help your group think and work better with these play-anywhere, crowd-pleasing interactive games.

Can your brain handle the fun?

Speakers and facilitators know that if you don't engage participants every five to seven minutes, you'll lose them! *The Big Book of Brain-Building Games* adds the spark you need for a successful meeting and keeps your team alert and connected, whatever the task. With just a handful of materials required, these brain-boosting games will help participants:

- develop leadership skills and build self-confidence
- enhance problem-solving strategies and boost creativity
- learn cooperation and effective teamwork
- dramatically improve communications skills--from public speaking to active listening

Plus the icebreakers are guaranteed to grab--and hold--any group's attention! You'll find it all in this latest collection from the trusted Big Books series.

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Editorial Review

About the Author
Ed Scannell is a speaker and trainer who has given thousands of presentations, seminars and workshops across the world.
Carol Burnett is a frequent speaker and trainer for human resource development organizations.

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