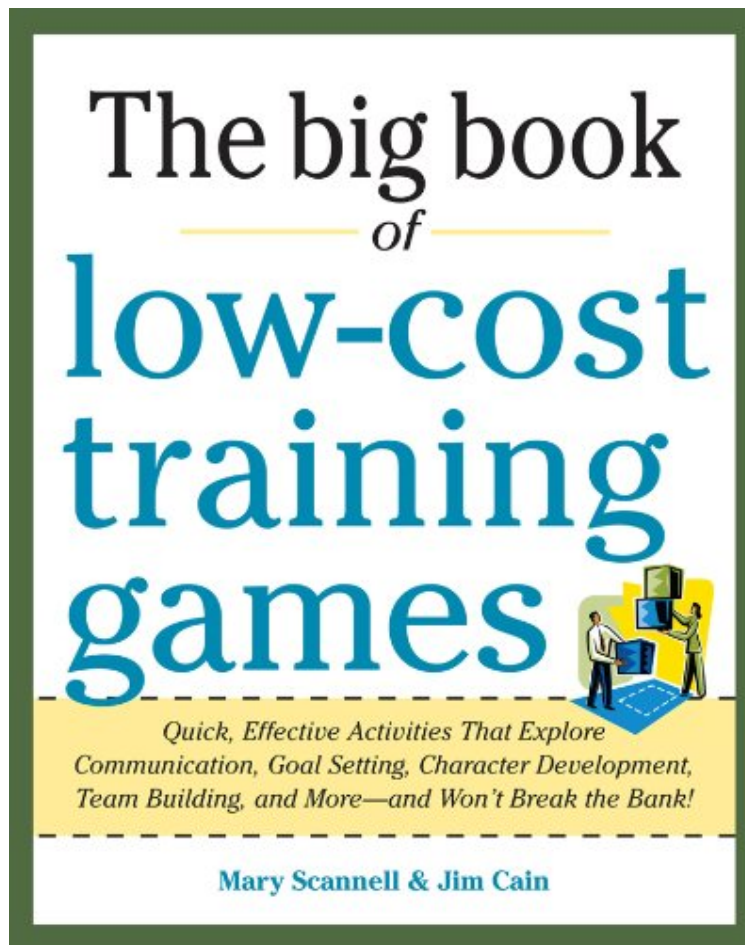


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Big Book of Low-Cost Training Games: Quick, Effective Activities that Explore Communication, Goal Setting, Character Development, Teambuilding, and More—and Won't Break the Bank!

Mary Scannell, Jim Cain

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Make training a game that everyone can win! Featuring activities and exercises designed for groups of any size, The Big Book of Low-Cost Training Games proves that training can still deliver outstanding results, even when you're watching the bottom line. Whether you're a trainer or facilitator, a group leader or manager, you'll find the games in this book are excellent tools for building trust, exploring character, fostering collaboration, and demonstrating more effective communication techniques. Better still, with minimal props like index cards and markers, these activities are not just cost-effective but are also simple to set up and can be done virtually anywhere. From painless icebreakers to group challenges to meaningful community-building projects, The Big Book of Low-Cost Training Games is your winning game plan for maximizing group engagement and getting the most ROI from your training budget.

About the AuthorMARY SCANNELL has worked as a consultant, speaker, writer, and trainer for the past 20 years. She is coauthor of several books, including The Big Book of Brainstorming Games and The Big Book of Virtual Team-Building Games.JIM CAIN is the author of nine books of team and community-building activities, including Teamwork Teamplay and Essential Staff Training Activities.