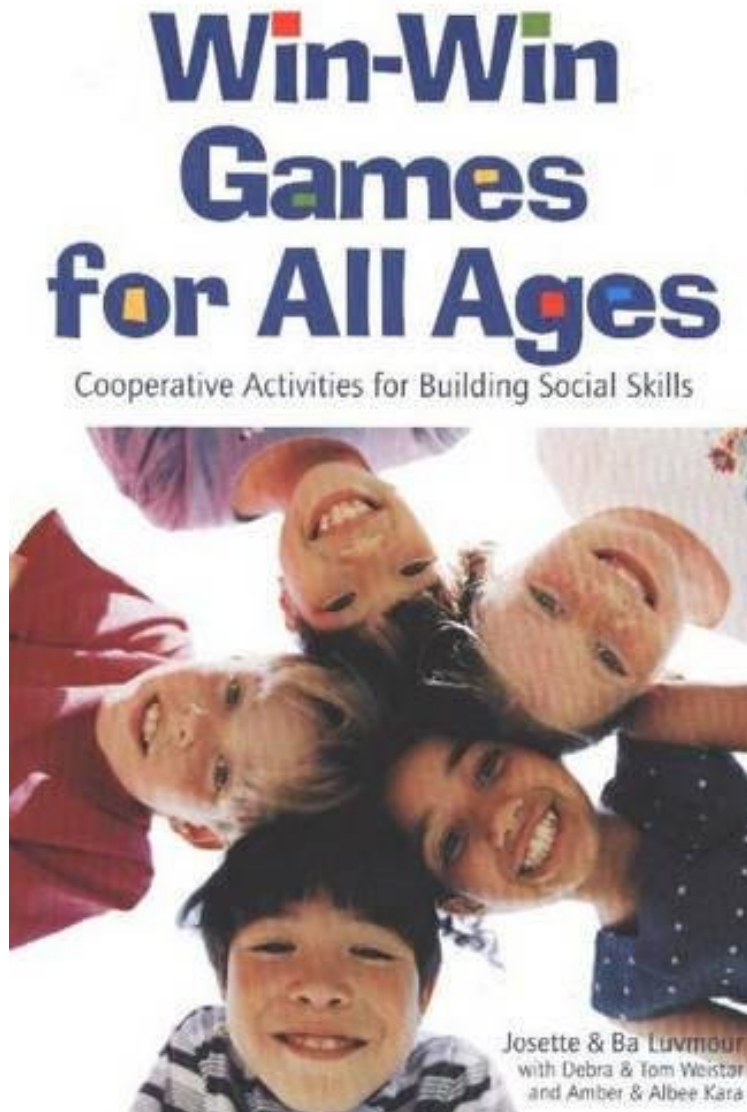


(Free) Win-Win Games for All Ages: Co-operative Activities for Building Social Skills

Win-Win Games for All Ages: Co-operative Activities for Building Social Skills

Sambhava Luvmour, Josette Luvmour

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Sambhava Luvmour, Josette Luvmour : Win-Win Games for All Ages: Co-operative Activities for Building Social Skills before purchasing it in order to gauge whether or not it would be worth my time, and all praised Win-Win Games for All Ages: Co-operative Activities for Building Social Skills:

15 of 15 people found the following review helpful. Good Selection By J. C. If you are a camp coach, or a coach/leader

of any kind who is leading a large group of motivated kids, this book is great. If you are looking for something for a smaller group (10 or less) then look elsewhere. Teachers who have 30 students or so should get this book.

Everyone Wins, a Parent Choice Award-winner, has been on New Society Publishers' best-seller list over 10 years. Now, the authors of the original cooperative games book have developed a sequel designed to enhance harmonious human relationships. Win-Win Games for All Ages is all about people getting to know one another better and deepening relationships. This exciting resource offers ways to hear values, demonstrate skills, and express oneself in safety-critical social skills that will last a lifetime. Included are 40 all-new games and activities such as "Fashion Victim," "Do You Believe in Lies," and "Monster Mash." Thirteen Initiatives like "Outer Space Decision Exercise" and "Nuclear Waste" focus on group problem solving activities. Three Holistic Learning Adventures explore trust-building in week-long experiences. Risk is a central factor in learning to open oneself and trusting others each type of engagement in Win-Win Games for All Ages requires increasing risk. For facilitators that wish to deepen a group's dynamics and cooperation, each activity is followed by a debriefing section to help participants discuss and understand the risks that have taken together and as individuals. Most of the activities are designed for groups of children, but many can be adapted for adults as well as for all ages playing together. This value-based game sourcebook is perfect for educators, parents, and anyone who works with children! Marketing for Win-Win Games for All Ages: National print advertising National Publicity Promotional mailing to teacher stores and educators Sambhava and Josette Luvmour created and developed Natural Learning Rhythms a family-oriented approach to human development. They are co-founders of EnCompass, the first holistic learning center for the whole family. Their previous titles include Natural Learning Rhythms (Celestial Arts), Tiger by the Tail (EnCompass Press), and Everyone Wins! (New Society Publishers).

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