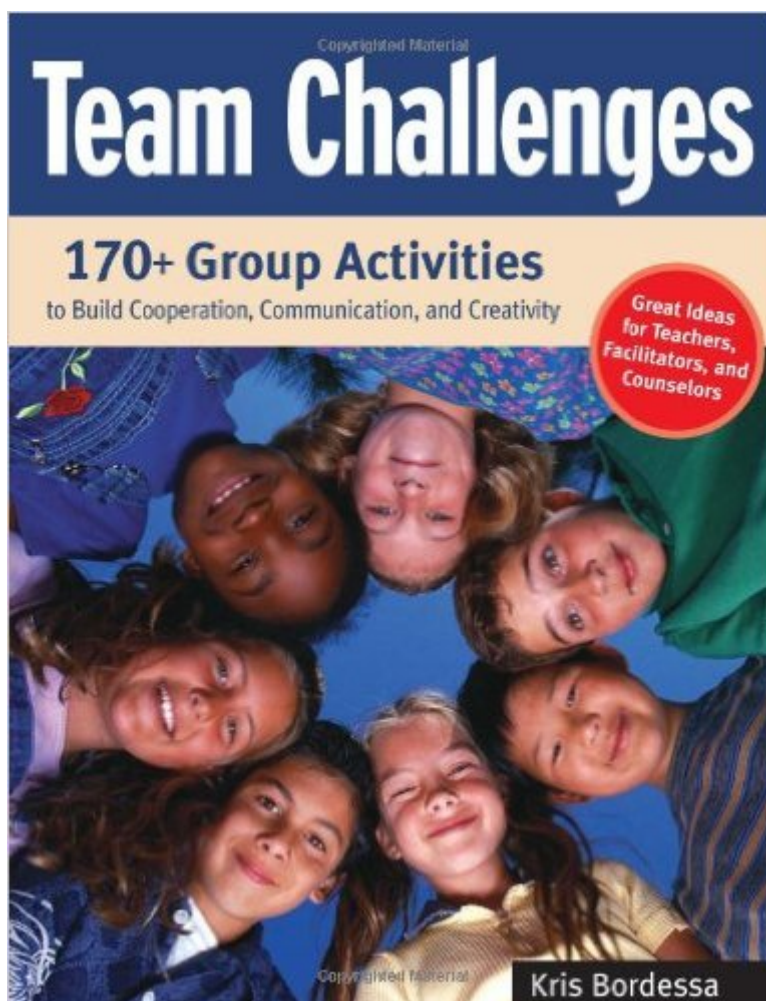


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Team Challenges: 170+ Group Activities To Build Cooperation, Communication, And Creativity



Synopsis

Team Challenges: 170+ Group Activities to Build Cooperation, Communication, and Creativity 10/E
by Kris Bordessa

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Customer Reviews

Wow. Kris Bordessa has all the bases covered here. I've had this book for a couple years now, and I've used some of the activities from time to time. Last week I held an "indoor beach day" for my students and used the physical activities from the book--we all had so much fun! The students, all high school juniors, explored these challenges and honed their communication and collaboration skills at the same time. Bordessa divides the tasks up to make it easy to find something appropriate for the situation. Small ice-breaker activities, building competitions, and more offer a wide range of possibilities so that students never have to face the same challenge twice. The only request I would make would be for a sequel!

Planning church youth group activities can be a real challenge. Especially if you want to keep games fun and fresh week after week. There are a lot of helpful gaming books on the market and even some good websites, but I've been frustrated by weaknesses many of these resources seem to share: many activities do not work well for small groups; many games involve embarrassing or inappropriate physical contact between genders; many games lack creativity and seem to just repackage the same concept into a thousand different variations; and some games breed an

overly-competitive spirit which stifles godly, edifying relationships. In *Team Challenges*, the author pools her years of experience in 4-H and other youth programs into a helpful book of "easy-to-implement activities that will keep kids laughing, having fun, and learning the benefits of teamwork, all at the same time." Could you create a bridge that spans 18 inches using only 3 sticky notes and 10 cotton balls? Could you think of 20 things that come in pairs? Could you suspend a beach ball at least 3 feet high in less than five minutes using only a sheet of mailing labels and 25 sheets of newspaper? Could you and your friends completely flip a table cloth using only your feet? Could you plan a skit in only one minute about a loud guest visiting a library? These are only a sampling of great ideas in the book. *Team Challenges* fills an important gap in game-planning that many other books miss. It emphasizes cooperation rather than competition. It focuses on problem-solving rather than sheer physical prowess. It fosters creativity rather than repackaging the same old relay races. And I believe it would be a great addition for any teacher, youth pastor, game leader, or children's resource room.

I'm a school librarian, and I lent a copy of this book to a couple of teachers at the school, and they are both going nuts for it. The book has a wide variety of activities - some are "thinking" activities like word games, and one teacher is planning to use them when she needs to keep her students occupied for a few minutes. She is so excited to have a bunch of resources other than Mad-Libs! Then there are team challenges that involve solving some sort of problem together using materials. And also there are challenges that are perfect large-motor-skills activities for when kids need to burn off some energy. The activities can be used (or modified) for a wide range of ages. I can see this book becoming a favorite resource for teachers, scout leaders, homeschooling parents, pretty much anyone who works with kids. Some of the activities would even be perfect for birthday parties. The author has worked with kids for years and it really shows. This is a perfect gift for a teacher.

I am a therapist at a child and adolescent day treatment for kids with emotional and behavioral issues. It can be difficult to find activities that seem to motivate and energize the kids. They enjoyed many of the activities in this book. The activities are very hands-on and involve a lot of working together to build things out of all kinds of everyday materials. I highly recommend this book.

I have coached my kids' Odyssey team twice now and we've always done fine in the long-term problem, but had trouble with the Spontaneous Problem. Just home from this year's competition, where we would have moved on to state had they been able to build a structure, any structure, I

decided if I coach again, I will never let that happen to my team again. I've looked before and never found much in the way of resources for practicing spontaneous problems, so have just pulled ideas from online. This book showed up in a search and I went ahead and downloaded it on my iPad and I am so sad that I didn't go looking a month ago. It has so many verbal and hands-on problems! Now I can't wait for teams to form for next year so I can start trying them out. Thanks so much for the book!

Essentially, this is a book for people with little-to-no experience with group games or team building. All of the activities listed were ones I already knew, and the large number in the title comes from the number of variations for each of 3 activities: building things out of everyday items (see how high you can build a tower with the given items), common physical challenges (get the group from one side of the room to another using various props), and improv/word games. If you have a very limited knowledge of common team building activities, you might like this book, but if you're already in the field and looking for a book of new ideas, keep on looking. This isn't it.

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