

Resource Center

Tools and training for volunteer and service programs

Training Activities & Games

This list contains recommended materials only, not all materials the library carries on this subject. For a complete listing, [search the library collection](#) or [contact the library assistant](#).

These materials are listed in alphabetical order (not chronologically or by popularity).

50 Creative Training Closers: Innovative Ways to End Your Training with IMPACT!

Provides ways to end training sessions with impact. The closers are categorized by objective, length of training course the closer is suitable for, type of audience, size of group, and time and equipment needed. Objectives include reviewing course material, making action plans, and celebrating or motivating participants.

<http://nationalserviceresources.org/library/items/C1589>

50 Creative Training Openers and Energizers: Innovative Ways to Start Your Training with a Bang!

Provides fun and interactive ways to begin training sessions. The openers are categorized by objective, class length, type of audience, size of group, and time and equipment needed. Objectives include reducing relationship tensions; team building; networking; and providing focus on a specific topic.

<http://nationalserviceresources.org/library/items/C3473>

101 Games for Trainers

Games, exercises, and activities specifically designed for trainers to help participants develop communication skills, promote teamwork, reach participants in the opening workshop (icebreakers), and lead an audience through review. Addresses special concerns of topical training courses, including orientation, diversity, and customer service. See also 101 More Games for Trainers (C0202).

<http://nationalserviceresources.org/library/items/C0201>

101 Great Games & Activities

Provides trainers with activities such as icebreakers, climate setting, and getting acquainted. Also includes activities that address diversity, team building, and problem solving.

<http://nationalserviceresources.org/library/items/R0997>

101 More Games for Trainers

Additional collection of games, exercises, and activities as described in 101 Games for Trainers (C0201).

<http://nationalserviceresources.org/library/items/C0202>

The Big Book of Humorous Training Games

Uses witty, engaging games to create memorable lessons in numerous basic training topics, including customer service, team building, creative problem solving, time management, and more. Includes step-by-step instructions with dozens of reproducible handouts and

worksheets to help trainers and speakers minimize preparation time - and maximized training success.

<http://nationalserviceresources.org/library/items/C3941>

The Big Book of Leadership Games: Quick, Fun Activities to Improve Communication, Increase Productivity, and Bring Out the Best in Employees

Offers managers 50 fun, experiential activities for building a positive, open, and productive relationship with the people they manage. Features activities that can be used in the workplace during staff meetings, as a part of training sessions, or even in the course of daily work. Shows leaders how to tap employees' creativity and boost their self-confidence; create and sustain a mutual trust with employees; break down communication barriers and increase collaboration; bring about a positive climate in the workplace; encourage higher productivity; and solicit constructive feedback.

<http://nationalserviceresources.org/library/items/C3942>

The Big Book of Presentation Games: Wake-Em-Up Tricks, Icebreakers, and Other Fun Stuff

Offers games and icebreakers for different types of presentations. Categories of games include session openers, audience brainteasers, motivational activities, and closing activities.

<http://nationalserviceresources.org/library/items/C0638>

Fun 'n Games: Adventure Games, Initiatives, & Trust Activities for Fun and Facilitation

Contains tried-and-true activities for developing cooperation, communication, and trust. Represents a well-established experiential approach that promotes a sense of discovery and self-worth that is often missing in many learning experiences. Includes inexpensive activities that do not require specialized training (except the rope course activities), encourages real-life learning, and lets both the participants and facilitator feel good about the interaction.

<http://nationalserviceresources.org/library/items/C3527>

Games That Drive Change

Provides games and exercises that focus on change management. Each game contains templates, illustrations, and answer sheets, and all have specific targets with measurable outcomes.

<http://nationalserviceresources.org/library/items/C0870>

Games That Teach

Provides interactive learning through games. Presents a seven-step game implementation model, from initial selection and adaptation to set-up, play, and debriefing.

<http://nationalserviceresources.org/library/items/C0869>

Mind-Opening Training Games

Games for trainers to help trainees absorb new information and develop problem-solving, decision-making, and communicating skills. Activities promote creativity, team building, paradigm shifts, and analytic skills.

<http://nationalserviceresources.org/library/items/C0172>

Small Book about Large Group Games

Contains over 20 large group activities that can be used for conference presentations, in-service days, contracted game days, and adventure workshop settings. Includes comfort

building icebreakers, safety developing "relaxers," communication builders, trust shapers, problem solving initiatives, and closing activities. Many of the activities offer variations that can be implemented when desired or necessary.

<http://nationalserviceresources.org/library/items/C3528>

Games Trainers Play

Games, activities, and exercises for trainers to teach a variety of business skills. Each game includes the objective, procedure, discussion questions, materials required, approximate time required, and the primary source or contributor to the activity.

<http://nationalserviceresources.org/library/items/C1122>

Even More Games Trainers Play

Exercises and games for trainers on various business topics. Includes games that encourage employees to take responsibility for implementing initiatives, team-building, and games that call attention to motivation, effectiveness, and providing quality customer service.

<http://nationalserviceresources.org/library/items/C1123>

Still More Games Trainers Play

Games and exercises for trainers to use in presentations and training sessions. Includes icebreakers, motivational aids for low-energy training groups, nonthreatening games that boost leadership and communication skills, and session closers that summarize what was learned in the day.

<http://nationalserviceresources.org/library/items/C1124>

Team Games for Trainers

Exercises and activities for trainers to use to build and maintain cohesive teams. Games address such areas as information sharing, conflict resolution, cultural assessment, and group/individual empowerment.

<http://nationalserviceresources.org/library/items/C0200>