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| Autore | Miller Brian Cole <1956-> |
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| Note generali | Includes index. |
| Nota di contenuto | Contents; Acknowledgments; Introduction; Part I. Getting Ready; CHAPTER 1. How to Run a Successful Team-Building Activity; STEP 1. BEFORE: SELECT AN ACTIVITY THAT'S GOOD FOR YOUR TEAM; STEP 2. BEFORE: PREPARE FOR YOUR TEAM-BUILDING ACTIVITY; STEP 3. DURING: EXPLAIN THE ACTIVITY TO THE TEAM; STEP 4. DURING: CHECK FOR UNDERSTANDING BEFORE BEGINNING; STEP 5. DURING: RUN THE ACTIVITY; STEP 6. DURING: DEBRIEF THE ACTIVITY; STEP 7. AFTER: REINFORCE THE LEARNING BACK ON THE JOB; CHAPTER 2. What Could Go Wrong in a Team-Building Activity; Part II. The Activities CHAPTER 3. Communication: Listening and Influencing2 NEGOTIATION; CARD TRIANGLES; LISTEN UP; ME, MYSELF, AND I; ORIGAMI; SHARED VALUES; WASHING MACHINES; CHAPTER 4. Connecting: Getting to Know Each Other; A DAY IN THE LIFE . . .; GOSSIP TIME; HUMAN BILLBOARDS; MY N.A.M.E.; A PENNY FOR YOUR THOUGHTS; RATHER THAN; READY, SET, REORGANIZE!; SIMILARITIES AND DIFFERENCES; SWEET STORIES; |

CHAPTER 5. Cooperation: Working Together as a Team; CATCH!; PASS THE CARD; POPCORN; PUZZLED; SILENCE IS GOLDEN; STAR POWER; TIED!; UNITED HEARTS; CHAPTER 6. Coping: Dealing with Change; CHANGE TIME LINE
GUESS AND SWITCHINDEX TOWERS; MACHINES; MAKEOVERS; NUMBERS; PUZZLED THUMBS; SIMON SEZ; WRONG-HANDED PICTURE; CHAPTER 7. Creativity: Solving Problems Together; SEVEN HANDS; BALLOON SCULPTURES; CARD STACK; CONSULTANTS; IMPROVE THIS; ONE-WORDED STORIES; PAPER SHUFFLE; CHAPTER 8. Teamwork: Appreciating and Supporting Each Other; BLAME GAME; BUT NOTHING (FEEDBACK); BUT NOTHING (IDEAS); FIRST IMPRESSIONS; JUNK TO JEWELS; KUDOS; LABELS; RAINBOW OF DIVERSITY; WHAT I LIKE ABOUT ME; ZYX; Index; A; B; C; D; E; F; G; H; I; J; K; L; M; N; O; P; R; S; T; U; V; W; Z; About the Author

Sommario/riassunto

No experience necessary: Any manager can build great teams with these simple exercises.
