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Collana	Gale eBooks
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Nota di contenuto	Preface; Foreword; Acknowledgements; CONTENTS; Figure 1. Aptitude Matrix; About the Authors/Editor; The Authors; The Editor; Game 1 Back-Ground Music; Game 2 Mental Arithmetic; Game 3 Thinking on Your Feet!; Game 4 Port, Starboard and Core; Game 5 Bouncing Eggs; Game 6 Body Language; Game 7 Stick Together; Game 8 Chemical Reaction!; Game 9 Topsy-Turvy; Game 10 Lucky 7s; Game 11 Bombs-Away!!; Game 12 Under Pressure; Game 13 Dichotomous Frenzy; Game 14 Lost In Equation; Game 15 Magic 21; Game 16 Tumble Dry; Game 17 Blow Wind Blow; Game 18 Splish, Splash, Splosh; Game 19 Reflective Lights Game 20 Get Into Shape Game 21 Who's Walking Now?; Game 22 Long and Short; Game 23 Bumper Particles; Game 24 Bouncing Balls; Game 25 Circle of Trust; Game 26 360° Water; Game 27 Knotted DNA; Game 28 Cosmos!; Game 29 Seeds and Sticks; Game 30 Water Waves; Game 31 Living Dominoes; Game 32 Chemical Creation; Game 33 Blast-Off!; Game 34 Losing My Marbles; Game 35 Virus Attack; Game 36 Let's

Jam!; Game 37 One Blind Mouse; Game 38 That Sinking Feeling; Game 39 Categorize Me!; Game 40 Rhythm of Life; Game 41 Mini-TV!; Game 42 Freezing Points; Game 43 Mystery In The Food Web; Game 44 Static! Game 45 Breathe!Game 46 Flipside; Game 47 Same Train; Game 48 Chemi-Who?; Game 49 Limps In Motion; Game 50 Melting Pot

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## Sommario/riassunto

Shaping character and life skills for our leaders of tomorrow has always been a challenging task. This exciting new book brings a new perspective to educating our young in a fun, exciting and engaging manner. High energy games that bring about both breadth and depth of discussion by the participants will inevitably develop their innate leadership potential and competency levels over time. These games are designed to be logistically minimal so that all can enjoy the games at any time.

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