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Note generali	Includes indexes.
Nota di contenuto	COVER; Self-Esteem Games for Children; Contents; Part One:Theoretical and practicalbackground; 1.Introduction; 2.Understanding self-esteem; 3.Why use games to support healthyself-esteem?; 4.Working with groups; BIBLIOGRAPHY; REFERENCES; Part Two:Games for self-esteem; 5.Non-competitive ways to choosegroups and leaders; 6.Warm-ups and ice-breakers; 8.Friends and feelings; 9.Feeling OK about being me; 10.Taking care of myself; 11.More than just talking; 12.Solving problems; 13.All my senses; 14.Wind-downs and celebrations; APPENDIX: EXAMPLES OF DIFFERENT TYPES OF GAMES; SUBJECT INDEX AUTHOR INDEXACKNOWLEDGEMENTS
Sommario/riassunto	Plummer offers a wealth of familiar games chosen to build self-esteem in children aged 5-11.The selection of games reflects the seven key elements of healthy self-esteem - self-knowledge, self and others, self-acceptance, self-reliance, self-expression, self-confidence and self-awareness - and includes opportunities for thinking and discussion.