

Team Building, Ice Breakers and Activities for the Classroom, Workshops, Presentations, and Meetings

Hidden Treasure of Assets Game

- The game is designed for 2-6 players and in each game package separate game card sets are provided for two different age groups: grades 3-6 and 7-12.
- The Hidden Treasure of Assets is a game that teaches the 40 Developmental Assets and the consequences of risky behaviors in a fun, easy-to-use, board game format. The interactive format makes this a game students will ask to play again and again, while the strong research base provides the criteria needed to use Safe and Drug Free Schools dollars.
- Players read realistic, age-appropriate examples of assets and risk behaviors and respond to questions about how these concepts relate to their own lives. The realistic examples allow facilitators to guide a discussion related to each player's experience with the game and life, encouraging an understanding of the Asset Approach. The game includes:
 - Grades 3-6 game cards
 - Grades 7-12 game cards
 - 40 Developmental Assets Guide
 - Question card sets
 - Playing pieces
 - Laminated game board
 - Instructions
- Created by experienced educators, this is a great prevention tool for guidance counselors, AODA coordinators, and teachers.



Get Things Going!: 50 Asset-Building Activities for Workshops, Presentations, and Meetings

2000, 7 x 10, 84 pages, Booklet

- Perfect for trainers, presenters, facilitators, and asset champions who want a creative and fun way to add the assets to their meetings, presentations, and workshops. Inside you'll find:
 - A refreshing collection of icebreakers and mixers that will help your group get acquainted with each other and set the tone for your time together.
 - A variety of team building activities that focus specifically on increasing participants' knowledge and understanding of the 40 assets.
 - Interactive games for intergenerational audiences.
 - Meeting closers that help participants reflect on the information, and spark enthusiasm for continued involvement with asset building.



Get Things Going!: 85 Asset-Building Activities for Workshops, Presentations and Meetings

Susan Ragsdale and Ann Saylor 2011, 7" x 10", 128 pages. Softcover

- Get Things Going! is a resource featuring 85 fun-filled activities to transform meetings, workshops, trainings, and group culture. It is perfect for team leaders, staff, coalition members, or those who want to lead activities that engage others, build trust, zone in on respect and understanding, emphasize vision, and incorporate the Developmental Assets in creative and meaningful ways.



Best of Building Assets Together : Favorite Group Activities That Help Youth Succeed

Jolene L. Roehlkepartain 2008, 8.5 x 11, 160 pages. Paperback + CD-ROM

- This indispensable resource presents more than 150 “best of the best,” thought-provoking, varied, and engaging activities for ages 12 to 18 that will energize and inspire any group of young people. Grounded in Search Institute’s 40 Developmental Assets framework, these games and projects explore a wide range of issues that affect youth development, including family communication, school climate, peer relationships, service-learning, and self-esteem. From physically challenging to thought-provoking, engaging to reflective, each activity focuses on a unique concept and offers a creative vehicle for studying a topic such as leadership, diversity, and community involvement (among others), allowing team leaders to empower young people to discover their own strengths. Includes real-world tips from educators and youth providers and a CD-ROM with over 50 reproducible handouts.



Great Group Games

- Great Group Games offers 175 enjoyable games and activities that will gently dissipate group-busting cliques, help newcomers feel welcome, and turn your participants into friends who can count on each other. These low-prep activities work for small or large groups and can be done anywhere



Conversations on the Go: Clever Questions to Keep Teens and Grown-ups Talking

Mary Alice Acherman 2004, 5.5 x 5.5, 100 pages, Paperback

- Looking for a fun way to encourage family and other youth-adult conversations? Conversations on the Go is bound to get you talking. The book is filled with intriguing questions, guaranteed to stretch the imagination and bring out each other's personality and true self. Adults and young people can take turns asking questions such as:
 - If you were the smartest person in the world, what would you use your intelligence to do?
 - What does integrity mean to you?
 - If you could take the next year off what would you do?
- This stimulating, go-anywhere book gives teens and adults a chance to find out what the other thinks about the big questions and the little ones.



Activities on the Go: One-on-One Fun for Kids and Adults

Edited by Kate Brielmaier 2009, 5 x 5, 104 pages, Paperback

- Intended as a companion book to *Conversations on the Go*, this book provides a variety of activities designed to help build relationships between adults and children. It's a handy pocket resource for adults who want quick and easy-to-implement ideas for interacting with a child, whether they're parents who want to mix things up, mentors looking for new ideas, or counselors who need to break the ice.
- Keeping in mind that resources are often limited, these activities are designed to be low-cost and low-prep. They focus primarily on youth in grades 5 through 8, but are easily adaptable to a wide range of ages, both younger and older. In addition, the activities:
 - Are usable in a variety of settings.
 - Are designed to strengthen relationships and trust.
 - Let the user adapt them to an individual child's needs.
 - Include follow-up questions and "food for thought".



Teambuilding with Teens: Activities for Leadership, Decision Making, & Group Success

Marian MacGregor 2007, 8.5 x 11, 192 pages, Paperback

- Leadership isn't just for a chosen few. All teens can practice the skills and attitudes leaders use. The 36 hands-on activities in this book make learning about leadership meaningful and fun while building character. Kids are called on to recognize each other's strengths, become better listeners, communicate clearly, identify their values, build trust, set goals, and more. Each activity takes 20–45 minutes, so adults have a lot of flexibility in deciding when and how to use them. This book can be used as a supplement to the author's *Building Everyday Leadership in All Teens* or on its own. The included CD-ROM (for Macintosh and Windows) features all of the reproducible forms from the book.



