Learning and development play a key role in our society; whether at school, at college or university, at work or at home. In each case, an understanding of what works best for each of us will have a significant effect on whether, how much and what we learn. For learners, The Learning Game provides a simple way of exploring your preferred learning style, environment and approach to learning. It helps you identify the particular skills or resources you may already have that will help you learn, along with those people or conditions that are most productive for learning. For facilitators and trainers, The Learning Game provides a tool to analyse the learners for whom you are responsible; identify the appropriateness or your current education, training or development and spot opportunities for improvement.

This card-based game includes a total of 162 cards, split into five categories, along with a set of coloured counters. The supporting instructions provide six distinctive ways of using the game (with many variations). It may be used for self-development, by learners in a group environment or by trainers or facilitators.

The Learning Game is the latest in a series of influential and successful games developed by Peter and Marijke Gerrickens, which include The Feedback Game, The Development Game and the Motivation Game; a series that have been translated in multiple languages and used by many tens of thousands of learners in schools, universities and in organizations around the world.

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About the Author
Gerrickens Training & Advies was founded in 1991 and is managed by Peter Gerrickens together with his wife and business partner Marijke Verstege. Together they develop and publish card games for training, coaching, management and education. The card games they develop can be used for a wide range of applications. Their games have been published in multiple languages and used by many tens of thousands of learners around the world.

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