



Games with a Purpose: 200 Icebreakers, Energizers, and Games that Make a Point

Martin Saunders

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Games with a Purpose mixes energizing, entertaining games with learning points to create an invaluable resource that will provide a fun introduction to hundreds of staple topics. There is something to suit every situation—from games needing little or no preparation or equipment, to big, memorable games that will stay with the group for a long time.

The collection consists mainly of original game ideas. Unlike other resources that simply seek to provide entertainment, *Games with a Purpose* is categorized around popular topics providing youth workers with inspiration and ideas to help them include games as a core component of their sessions, rather than just as an add-on to dissipate surplus energy.

This book stands alone, but it is organized thematically as a companion to two popular discussion-starter resources, *The Ideas Factory* and *The Think Tank*. By pairing the games with the discussion starters, youth leaders will have all they need to build a complete lesson.

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