

Contents

Introduction 1

SECTION ONE The Power of Learn-o-grams™: How and Why They Work! 9

Chapter One The History and Theory Behind Learn-o-grams™ 11

Chapter Two A Game with Multiple Applications 17

Chapter Three Learn-o-grams™ in the Workplace 27

SECTION TWO Game Play 39

Chapter Four Game Play Guidelines 41

SECTION THREE The Learn-o-grams™ 55

Chapter Five Picture Words: People 57

Chapter Six Picture Words: Places 109

Chapter Seven Picture Words: Entertainment 161

Chapter Eight Picture Words: Clichés 213

Chapter Nine Conclusion 265

Appendix Tying the Game in to the Way People Learn 267

About the Author 273

How to Use the CD-ROM 278

