

By Marcy Nelson-Garrison

## Living Your Dreams Together, Conversation Cards for Couples

When couples get stuck, this simple deck of cards can get them talking again. Created by Dr. Jan Hoistad, author of *Big Picture Partnering*, this tool for relationship coaches uses fun questions to help couples explore difficult topics. The 117 cards cover issues ranging from family, money, and friends to work, home, spirit and more.

A sample question from one of the “money” cards: “What does being wealthy mean to you in terms of 1) How much money we have; 2) How we spend it; and 3) How we spend our time? Do you feel wealthy now? Poor? In-between? If so, where in-between?”



Use the cards in workshops, couples retreats, and as part of your foundation package. They are a wonderful structure to recommend to clients seeking more intimacy in their significant relationships.

## ACCPow Coaching Tele-Summit 2005

Milana Leshinsky, founder and executive director of the Association of Coaching and Consulting Professionals on the Web (ACCPow), recently organized ACCPOw’s First Annual Coaching Tele-Summit, in January of 2005. The proceedings, featuring three fantastic panel discussions and twenty dynamic and informative sessions by some of the most successful coach entrepreneurs in the business, is now available online or as a boxed CD set.



Topics include automating your business, marketing strategies, creating coaching programs, subscription sites, products, coaching clubs and much more. You are guaranteed to get more than your money’s worth in ideas to build your practice, manage your practice and to generate passive income.

## E-game Generator

E-game Generator allows you to create fun, interactive online games to facilitate learning. For those of you engaged in e-learning, teleclasses or corporate training, this product will add a little pizzazz to your tool kit.

The e-games come complete with timers, scores, and sound effects—those dings, buzzers, and applause for completing a task. With nine e-game formats to choose from, you can have players matching pairs or putting things in categories, ordering, arranging, and making choices as in a traditional multiple choice test. It’s a great way to add some fun while locking in the learning. You can use it to add a unique interactive element to your e-course or engage the curiosity of a visitor to your web site.

E-game generator is created by Carson Media and they offer a free trial period. It is designed to work with windows; Macromedia Flash is required and a broadband connection is recommended for both the author and the end-user.



Where to go to find out more about these coaching tools: Links to all products reviewed are listed on the home page of [www.coachingtoys.com](http://www.coachingtoys.com)

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