Low Buy-in Web Games:

Heads or Tails

Time: 5-10 minutes
Group Size: Medium
Buy-In: Low
Participant Supplies: Computer and Web Camera (optional)
Facilitator Supplies: Computer and Web Camera (optional)
Overview: Brief competition of luck where participants attempt to match facilitator in a 50-50 game of chance
Directions:

1. Explain that the goal of this game is to match the facilitator in order to advance to the next round
1. Share that the participants will choose between showing "heads" or "tails" on the video chat screen by putting their hands up for "heads" and their hands down for "tails" when you say "reveal."
2. Countdown "three, two, one, reveal!" On reveal all participants will show "heads" or "tails," and the facilitator will do the same.
3. All participants who matched the facilitator will proceed to the next round (yay!) and individuals who did not match will cross their arms in front of their body to display that they have been knocked out.
   a. Option to turn off video instead of crossing your arms as you progress with larger groups
4. Continue to play until you have one or two players remaining as winners!
   Adaptations:
   a. *Stand/Squat: heads disappear either above or below the camera*
   b. *Bunny/Moose: floppy hands in front of you like paws versus hands up above head like antlers*
   c. *No-Video Option: If your entire team does not have access to a video function, you may play this game with an emoji button instead, for example, using Zoom's reaction button, participants reveal by selecting with the clapping emoji versus thumbs-up emoji.*
   1. Continue playing to get students laughing, moving, and participating and set a positive tone for your first meeting.

Inspector Selector

Time: 5-10 minutes
Group Size: Medium
Buy-In: Low
Participant Supplies: Computer and Web Camera
Facilitator Supplies: Computer and Web Camera
Overview: All teammates sit in front of cameras, while one individual, named the Investigator, is not looking, another individual leaves the visible area, and the Investigator must determine who is missing.
Directions:
1. Have all players sit in front of their cameras, taking account of the individuals present.
2. Select one player to be the "Investigator" and place them into a breakout room by themselves.
    a. Note: If breakout room function is not available, consider having them cover their eyes.
3. While the Investigator is gone, determine another individual who will go "missing" and place them into a separate breakout room.
    a. Note: Without breakout rooms they may leave the meeting or simply turn off their video (remember to remove names if turning off video).
4. The Investigator's job will be to figure out which player has gone missing.
5. Bring the Investigator back to the main room and inform them they have 5 seconds to determine the missing player (larger groups may choose longer times).
6. The missing player becomes the next Investigator. Continue to play as you see fit!
    a. Adaptation: Each participant becomes the Investigator once and has unlimited time to make their discovery. Assign someone to time and record each turn. The fastest Investigator wins!

Categories

Time: 5-15 minutes
Group Size: Small, Medium
Buy-In: Low
Participant Supplies: Computer and Web Camera
Facilitator Supplies: List of Categories, Computer and Web Camera
Overview: The objective of the game is to come up with new, unstated words that fall under the category chosen in rapid succession without getting eliminated. Participants are eliminated by repeating an answer or not being able to come up with a new word in the alloted time.
Directions:
1. Choose a category that the group agrees upon (see ideas below or create your own).
    a. <u>Category Ideas</u>: Car brands, cereal, colors, sports, things with wheels, vegetables, fruits, movies, bands, types of music, countries, states, state capitals, etc.
2. Choose a person to begin and an order of people to follow (a list of names can be placed in the chat box so others know when their turn is).
3. Begin with the first person and continue in the same order.
4. Each participant will have 2-3 seconds to come up with an answer that corresponds with the chosen category.
5. If the time runs out or they state an answer that has already been stated, then they are out.
    a. Adaptation: Play to eliminate all but one participant, or with larger groups, you may play until there is a certain number of mistakes (this will keep the game moving and allow more people to continually be engaged).

"ABCDEFG, I Gotta Go"

Time: 10 minutes
Group Size: Small, Medium
Buy-In: Low
Participant Supplies: Computer and Web Camera
Facilitator Supplies: Computer and Web Camera
Overview: This game is simple. We are going to build a story together one after the other, each individual adding the next sentence to the story starting with a new letter.
1. Type a randomly ordered list of participants' names in the chat box on your conferencing platform.
2. The first person listed will say a sentence that starts with the letter "A."
    a. Example: "Apparently, I have a test tomorrow."
3. The next person will continue the story with a sentence beginning with the next letter in the alphabet.
    a. Example: "Before the test, I better study!"
4. The story will continue to develop alphabetically as you go around the group.
    a. The next sentence of the story will start with "C," then "D," etc.
5. Once the alphabet ends and the sentence starting with "Z" has been stated, you will have a fun, or confusing, story- who knows!

Yes Please/No Thank You (Rollercoaster)

This is a very simple game where all you are doing is sharing your opinion on a variety of topics. You may either love the things I say or hate them, there's really no wrong answer. When I name something, you will signal approval by either putting your arms up in the air, as if you were on a roller coaster or by putting one finger in the air -- both of these mean, "YES PLEASE!" (Show camera both motions.) If you do not like the thing that I say, you can simply cross your arms in a big X, which tells everyone else, "NO THANK YOU!" (*demonstrate your crossed arms*). Some of these could get pretty silly.

> Let me see your YES PLEASE! (*demonstrate*)
> Let me see your NO THANK YOU! (*demonstrate*)
> Alright, let's go…

(do 10-12 each round, moving from most normal ("snow") to silliest ("Jar Jar Binx"). Stay away from anything that could actually cause offense.

- Musicals
- Sporks
- Formalwear - tuxedos, gowns, etc.
- Naps
- Snow
- Lemon heads
- Sneezing
- Large groups of people singing happy birthday to you in public
- Rollercoasters
- Stickshift cars
- Running
- Early mornings
- Fireworks
- Cooking new recipes
- Cleaning for fun/relaxation
- Cilantro
- Chilis as a restaurant
- Spicy food
- Scary movies
- Jar Jar Binx
- People who talk about KETO "as a lifestyle"
- Die Hard as a Christmas movie
- Betty White
- Black coffee
- Pickles
- Mayonnaise
- Jazz music

- Small dogs
- Camping
- Baking
- Socks and sandals
- Neck tattoos
- Home makeover shows
- Shoes on dogs
- Coconut water
- Sweet tea
- Text responses of "K"
- Crocs
- Nickelback
- Season finale of Game of Thrones
- The word "moist"
- When someone says, "Sounds like a case of the Mondays"
- Salt and vinegar chips
- The Fast and the Furious franchise
- The movie Love Actually
- Bungee Jumping
- Vanilla milkshakes
- Guy Fiarri
- Hot Tubs
- Knee Socks
- People who say, "THIS GUY" when someone walks into a room
- Taking off shoes on an airplane
- Ringo Star as a solo artist
- Skim milk
- Magicians
- True Crime podcasts
- Tray tables

Medium Buy-in Web Games:

Zoom Scavenger Hunt

Time: 5-10 minutes
Group Size: Small, Medium
Buy-In: Medium
Participant Supplies: Computer and Web Camera
Facilitator Supplies: List of Scavenger Hunt Items
Overview: Players run around their living space collecting random items as fast as possible.
1. Prepare a list of items ahead of time for participants to find during the game.

a. <u>Example Items</u>: Canned food, stuffed animal, trophy, something metallic, gaming controller, shoelace, something smelly, plants, something alive, lightbulb, pillow, sweater, magnet, marker, something reflective, something cold

2. Once everyone is on the call and ready, give them the total list of items, and instruct them to collect as many as they can within a certain amount of time.
   a. Adaptation: Share a shorter list of items (about 3) and announce that the first X number of individuals returning with the items will move on to the next round, and so on.
3. Whoever can gather the most items WINS!

Copycat Commotion

Time: 5-15 minutes
Group Size: Small, Medium
Buy-In: Medium
Participant Supplies: Computer and Web Camera
Facilitator Supplies: Images of historical portraits, celebrities, or modern art
Overview: Participants will quickly search surroundings to recreate the image quickly, accurately, and/or comically.
Directions:
1. Prepare a group of historic or popular culture images based on your group interest (ex. Mona Lisa, Girl with the Pearl Earring, Rosie the Riveter). [Consider some of these ones!](#)
2. Inform participants that you will put an image on the screen and, when prompted, have a certain amount of time to search their surroundings and position themselves in a re-creation of the image.
3. When time runs out the facilitator will take a screenshot of the gallery view(s) to be displayed and/or voted on.
   a. Consider run-off bracket-style competition for smaller groups, pairing participant A versus participant B, and allowing the audience to vote for the best recreation
   b. For larger groups, simply award places (first, second, third) based on outcomes or entirely random points (i.e. one point for participant X, two flower emojis for participant Z, and one "warm good try" for participant Y). The points don't matter!
4. Vary time limits per image to keep the game lively and interesting while considering the complexity of the image.
5. Continue play as desired with the primary goal being laughter, movement, and participation rather than diligent focus on competition or outcomes.

Quick Change

Time: 15 minutes
Group Size: Small, Medium
Buy-In: Medium
Participant Supplies: Computer and Web Camera
Facilitator Supplies: Computer and Web Camera
Overview: In pairs, participants will alter three aspects of their physical appearance and then race to identify the changes that their partner made.
Directions:

1. The facilitator will assign all participants into groups of two. Share group pairings verbally and within the chat box.
2. Give participants a moment to look at the partner's physical appearance. Keep it brief to keep the embarrassment and weirdness factor down.
   a. It may be helpful for partners to "pin" their partner's video.
3. Instruct everyone to stop their videos and change three things about their physical appearance within 30 seconds (most will change their hair/hats, take off an accessory, add glasses, etc.). In an online platform people may change their backgrounds as well.
4. Give a 15 second and a five second warning before asking everyone to turn their videos back on.
5. Once everyone has their videos back on, have partners look at each other and note the changes they identify.
6. Have each group share one at a time, giving each person a chance to guess the changes their partners made - partners then should reveal what three changes they made.
7. The facilitator can transition out of the game using the following teaching point:
   a. "We just played this goofy game trying to notice changes and differences in one another. Remember, a powerful part of your role as Peer Leaders is the capacity to notice, name, and encourage the positive and healthy changes that you see in others."

Bob Ross or Bust (Scribble Scrapple)

Time: 10-15 minutes
Group Size: Medium
Buy-In: Medium
Participant Supplies: Paper and Writing Utensil (or two)
Facilitator Supplies: Digital Whiteboard or Prepared On-Screen Scribbles
Overview: All participants will work to creatively turn a scribble into a full image.
Directions:
1. Select a participant to be the Scribbler. They will create a scribble on the whiteboard (or other digital drawing space) of your meeting platform.
2. Using their mouse, have them scribble a little something onto the screen-- one long curvy line, a circle on one side and then a squiggle on the other side-- whatever comes out of the mouse, it doesn't matter!
   a. Adaptation: Use our slide deck with pre-prepared images.
3. The remaining participants will place their paper against the computer screen and trace, or simply redraw, what's on the screen onto their paper (don't use a marker that may bleed through onto your computer screen!).
4. Once participants have copied the image, they will have 3 minutes to turn the scribble into a full drawing. Think cocoon to butterfly!
5. When time is up, have participants share what they came up with for laughs!
   a. Adaptation: Larger groups can text or email submit their drawings to the facilitator to be displayed in slides or screenshare

Pictionary

Time: 10-15 minutes
Group Size: Any
Buy-In: Medium
Participant Supplies: Computer and Web Camera
Facilitator Supplies: List of Prompts, Computer and Web Camera
Overview: A digital version of classic Pictionary where one artist draws per round while the remaining participants guess the image to earn points.
Directions:

1. Prepare a list of prompts for participants to draw. Select a word or phrase for the first artist to draw. If you are having trouble selecting a word or phrase, use this [Pictionary Word Generator Resource](#).
2. Ask for a show of hands of who would like to be the first artist.
3. Select the first artist and private message them their beginning Pictrionary prompt.
4. The artist can either draw their prompt in thick marker on a pad of paper, or they can use the Whiteboard setting and share their screen to draw the image digitally.
   a. Zoom specifics: Meeting host must enable all participants to share screen and multiple participants to share screen at once if teams are going to utilize the Zoom Whiteboard function. ([Deeper Zoom-specific explanation here](#))
5. Ask the remaining participants to enter their guesses in the Group Chat window.
6. Give each artist 2 minutes to draw. As soon as the first prompt is guessed by a member of the audience, they earn a point and the artist begins to draw the next prompt until their time is up.
7. Select a new player to be the artist while the facilitator (or designee) is keeping track of the points.
8. Continue to play as desired, or until everyone who would like to be the artist has done so, with the primary goal being laughter and participation rather than diligent focus on competition or outcomes.

High Buy-in Web Games:

Ya' Muted! (Silent Singer) *Added 6/20/20*
Time: 5-15 minutes
Group Size: Any
Buy-In: High
Participant Supplies: Computer and Web Camera
Facilitator Supplies: Computer and Web Camera
Overview: Participants will be divided into teams where one teammate will perform an assigned song while muted. First team to guess the song, wins!
Directions:

1. Create a list of common songs that will likely be familiar to your participants.

a. Simple songs like, "Happy Birthday," to nursery rhymes to classic favorites like Don McLean's, "American Pie". Here are some of our favorites!
2. Create breakout rooms to automatically assign folks into 4-5 total teams.
3. Instruct participants to create a team name and choose a performer for the competition. Have teammates rename themselves to their team name and ask performers to name themselves "*Team Name* Performer".
4. Bring all participants back to the main room and privately chat the performers the name of the song they are to "perform" on mute.
a. Have all participants "pin the video" of their team's performer on page one of their gallery for larger groups.
5. Announce the beginning of each round in your method of choice!
6. The first team to correctly guess the song the performers are singing gets a pretend point. For larger groups, utilize the chat function to keep track of the winning guess.

Continue play as you wish. Optionally, allow teams to rejoin their breakout rooms, selecting a new performer.

Pterodactyl

Time: 5-10 minutes
Group Size: Any
Buy-In: High
Participant Supplies: Computer and Web Camera
Facilitator Supplies: Computer and Web Camera
Objective: Get silly and get loud by passing the word "PTERODACTYL!" verbally from player to player without showing one's teeth.
Directions:
1. Tell everyone to cover their teeth with their lips (think of dentures), and to lift their arms and bend their wrists in front of their chests (like dinosaur arms). If anyone shows their teeth or drops their hands, they are out.
2. Instruct participants to "pass" the word "PTERODACTYL!" to another individual of their choice, one at a time, by screeching "PTERODACTYL!" and saying the name of the individual they are passing it to. Example: "PTERODACTYL, Timmy!" Think of it like passing a ball.
3. When "PTERODACTYL" is passed to a player, they may either pass it to another player by screeching "PTERODACTYL," followed by the other player's name, or they may reverse it by screeching "CAW!" This sends it back to the previous player, who must then pass it to another individual.
4. Players are eliminated if they show their teeth or if they drop their arms. Eliminated players must turn off their video function.
5. The amount of players will continue to reduce and the "PTERODACTYL!" get sillier and sillier as the game goes on, until a single dinosaur remains.
a. If you have some talented actors that are not getting out, feel free to give a one minute warning before you end the game.
b. Variation(s): Participants are cars "VROOMING" in one direction and "HONKING" to reverse.

Social DisDance Master

Time: 10-15 minutes
Group Size: Medium
Buy-In: High
Participant Supplies: Computer and Web Camera
Facilitator Supplies: Computer, Web Camera, and Music Source
Overview: Coming soon!
Directions:
1. Have participants stand in front of their cameras and ask for a volunteer.
2. Explain that the volunteer will walk away from their device but remain within shouting distance while you assign a DisDance Master.
3. Ask for a show of hands of who would like to be the DisDance Master. Encourage all participants to use quiet voices and raised hands while selecting. Once a DisDance Master has been selected, start playing some fun music and invite them to start dancing.
4. The remaining participants will now copy their dance moves exactly and the DisDance Master will try to change their dance moves as much as possible without being caught.
5. Wait for all participants to start dancing before inviting the Guesser back to the screen. The Guesser will return to their device and try to guess who the DisDance Master is. They will get three guesses or 90 seconds: whichever happens first!
   a. Note: Mute all participants' microphones except the facilitator and the Gueser.
6. Hint: The DisDance Master will have to transition their moves creatively since everyone is visible on the screen at once.
7. When the original Guesser guesses the DisDance Master correctly or runs out of time, the DisDance Master becomes the next Guesser.
8. Play as many rounds as you see fit.

Group Charades

Time: 10-15 minutes
Group Size: Medium
Buy-In: High
Participant Supplies: Computer and Web Camera
Facilitator Supplies: Charades Prompts
Overview: Two competitors face off to see who can guess what the full group is silently acting out in a run-off competition of movement, guessing, and laughter!
Directions:
1. Facilitator will write down 10-20 charades prompts on handwritten notecards They can be anything from Strength-focused items like Healthy Activities, to school mascots, other community-specific items, a chicken laying an egg, or a shooting star-- you name it!
2. Explain to the group that you will select two participants to compete in each round. Explain that everyone will be muted except the two competitors in each round, and ask all participants to mute their microphones.

3. Once selected, competitors will unmute their microphones and close their eyes or look away while you show the remainder of the group a charades prompt. The best ways to display charades prompts are by holding up handwritten notecards to the camera or using the closed caption option on Zoom. If using closed caption, clear the text before competitors open their eyes! After the participants have all silently read the prompt, announce, "3, 2, 1, Charade!" for all participants to silently act out the prompt. The first to correctly guess what is being acted out is the winner!
   a. Feel free to invite competitors to be the first to chat in their guesses if that works better for your group's needs.
4. Repeat as time allows, either showing additional prompts to the same competitors or selecting new ones.
5. Feel free to create knockout rounds or even a run-off bracket. Choose your own adventure!