

UConn 4-H Fact Sheet

Game Ideas for a Virtual 4-H Club Meeting



Can You Find?!?
An Online Scavenger Hunt



UConn
COLLEGE OF AGRICULTURE,
HEALTH AND NATURAL
RESOURCES

EXTENSION

WITHIN REACH

The object of this game is that players have to find objects easily within reach of where they are sitting during your meeting. If the item is within reach, they grab it and present it on the screen. Award points for each item presented.

Here are some examples:

- * Pen or pencil
- * Stapler
- * Charging cord
- * Notepad
- * Reading glasses
- * Small planter, etc.

Look for anything that might be on a desk. Be creative. Use as many items as time allows.

THIS OR THAT

The object of this game is to give players opportunities to choose between one of two choices. If they associate with the first choice they will hold up one finger on the screen and if the second choice two fingers.

Create a list of comparisons ahead of time to present to the group. You can just say them or make a presentation of pictures/emoji's, etc. that you can display on the screen. Use as many as time allows.

Here are some examples:

- 👉 Cake or Pie
- 👉 Early riser or Night owl
- 👉 Comedy or Drama
- 👉 Red Sox or Yankees

Be creative and adjust to your group. See who else shares your likes.

PICK A NUMBER

Create a list of six ice breaker questions before the meeting and put them onto a Word or Google Docs sheet. When you are ready to play the game share the list on your screen for everyone to see.

Here are some examples:

1. Favorite Food
2. Favorite vacation spot
3. Farthest you've ever been from home
4. If you were a crayon, what color would you be and why
5. Favorite Halloween candy
6. Fondest 4-H memory

Keep the questions engaging but not too difficult to answer quickly. Have players pick a number between 1-6 and post in the chat box before you display the list.

A fun variation is to have everyone install a virtual dice app on their mobile device ahead of time and roll the dice when it is their turn to play. You can also load on your computer and roll the die for each player before their turn.

WHERE IS...

For this game everyone should have their screen in gallery view so you see all the other players. The leader says "Where Is..." and then calls someone's name. Everyone points to where the person is on their screen.

This is a great game to get to know the names of others in the group. The person who was named then gets to call out the next individual to be recognized.

REACT AND ACT

In this game players will react to described situations with facial expressions and gestures.

This game works best in gallery view where players can see everyone else's reactions. Give points for the most dramatic reaction, etc. Be creative. This is just a fun game to get everyone laughing.

Here are a few examples:

- ⇒ You just won the lottery
- ⇒ You were surprised by a bear during a walk in the woods
- ⇒ Someone shared their dessert
- ⇒ Your friends throw you a surprise party

Create as many situations as time allows. Mix up the game by having players react opposite of how they would normally react, etc.

ONCE UPON A TIME

The object of this game is to create one continuous story with the participation of the entire group. The way to do that is to have everyone share a piece of the story.

Choose one person to kick off the story. They will open with an introductory word, phrase or sentence. Each additional player will continue the story by also adding a word, phrase or sentence. Keep going until a player can no longer add to the story.

See how far you can get or how many players contribute to the story. Encourage creativity and imagination. Randomly change the focus of the story, speed up the pace, use silly voices or accents, etc. Have fun and laugh as the story becomes more chaotic.

RAISE YOUR HAND IF

For this game players raise their hand on screen if a particular statement is true for them. This is a great way to learn more about your audience.

Here are some examples:

- ♦ You know someone famous
- ♦ You are the oldest child in your family
- ♦ You have been in 4-H more than two years
- ♦ You like to eat leftover pizza for breakfast
- ♦ You play a musical instrument

You can make the statements very general or if you want to go a bit deeper make them more personal or thought provoking. Use as many statements as time allows.

SCAVENGER HUNT

The object of this game is to find a series of requested items around the house in a specific period of time. It could be items in the refrigerator, under the bed, around the living room, etc.

Call out a particular item or list of items and give players a specific amount of time to find those item(s) and present them to the rest of the group on screen.

For this activity you can have players work independently or as small teams. Award points for each item that is presented.

Here are a few examples:

- ➔ The oldest item in the fridge
- ➔ A sock with a hole in it
- ➔ A TV remote
- ➔ A magazine from last year

Be creative. Have some items that are easy to find and some that are harder. Assign a time limit for finding each item or group of items.

These are just a few activities.

Here are some places to find more.

Virtual Teambuilding Activities

By Michelle Cummings (pdf)

Virtual Icebreakers for Your Zoom Meetings

blog.sli.do/virtual-icebreakers/

21 Free Fun Icebreakers for Remote Teams

symondsresearch.com/icebreakers-for-online-teaching/

Dr. Chris Cavert

www.fundoing.com/resources.html

Icebreaker Ideas for Virtual 4-H Club Meetings

extension.umaine.edu/plugged-in/program-volunteer-resources/4h/go-virtual/ice-breakers/

How to Pick the Right Virtual Icebreaker

www.youtube.com/watch?v=I3oIbSMbYYU

5 Fun Icebreakers for a Virtual Holiday Party

www.youtube.com/watch?v=L854KNaBqqA

Nancy Wilhelm
Program Coordinator
State 4-H Office
UConn Extension
1376 Storrs Road

Storrs, CT 06269-4134

Phone: 860-486-4127

FAX: 860-486-0264

Email: nancy.wilhelm@uconn.edu

Web: www.uconn.4-H.edu

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