

Welcome! - Thank you for being here!

- **Important** - If you aren't on a computer, and are able to be on one, please make the switch, we will begin at 8:05pm
- Please have your camera **ON** and mic **MUTED**
- Please ensure your name on Zoom is your actual name (or what you'd like people to call you!)
- When you're ready - solve these in the **public** chat:

STEP PETS PETS	all one one one one one	man board	CHRISTMAS	read	f r i e n d s standing miss f r i e n d s	3s5a1f9e8t2y6	e go go
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What to expect...

- **Expect participation:**
 - I hope you came to play! - Seriously, we can't do this without you!
 - If you can't participate, please put a Z in front of your Zoom name (ex. Z - Matt (he/him) Honsberger)
- **Expect childhood**
 - This is *our* time to be goofy & competitive (aka camp people)
- **Expect resources**
 - Don't worry about taking notes, you'll get this deck
 - We will likely run out of time :)

Nice to meet you!



Matt Honsberger (he/him)

- Educator in you Toronto ON Canada
- 15 years working in camping
- Executive Producer of Podcasting & Newsletter Editor with Go Camp Pro
- Camp Consultant
- Camp Website Designer
- Useless Game Champion, 2018

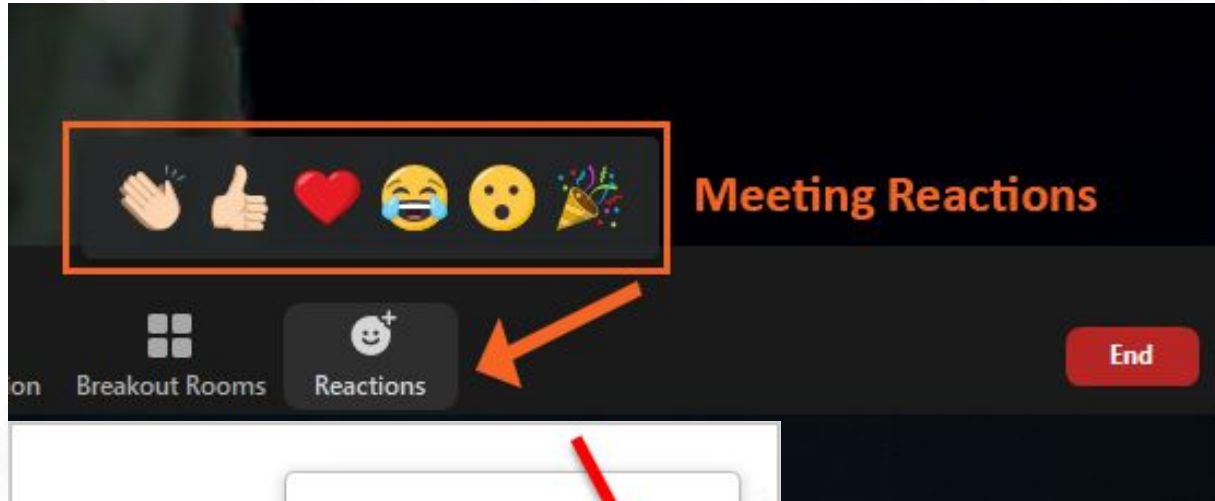
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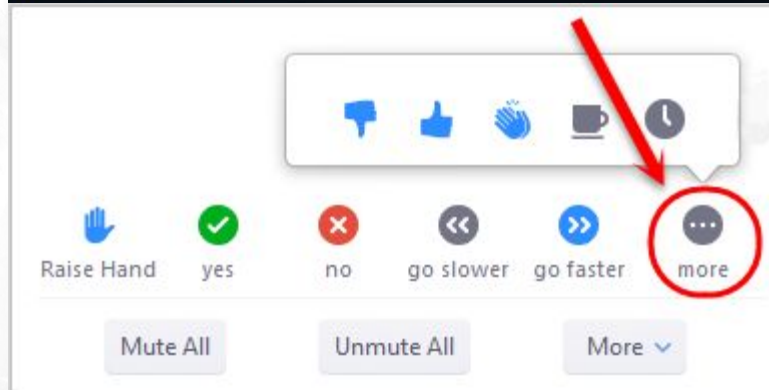
Set Up - #1

Know where “reactions” are

On most computers:



On Chromebooks
(via the participants tab)



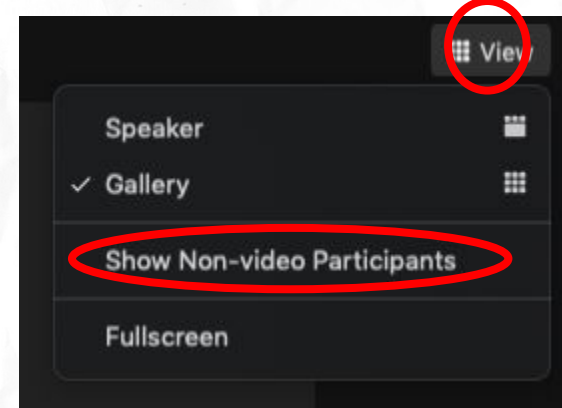
Set Up - #2

How to hide and show non-video participants



(to hide)

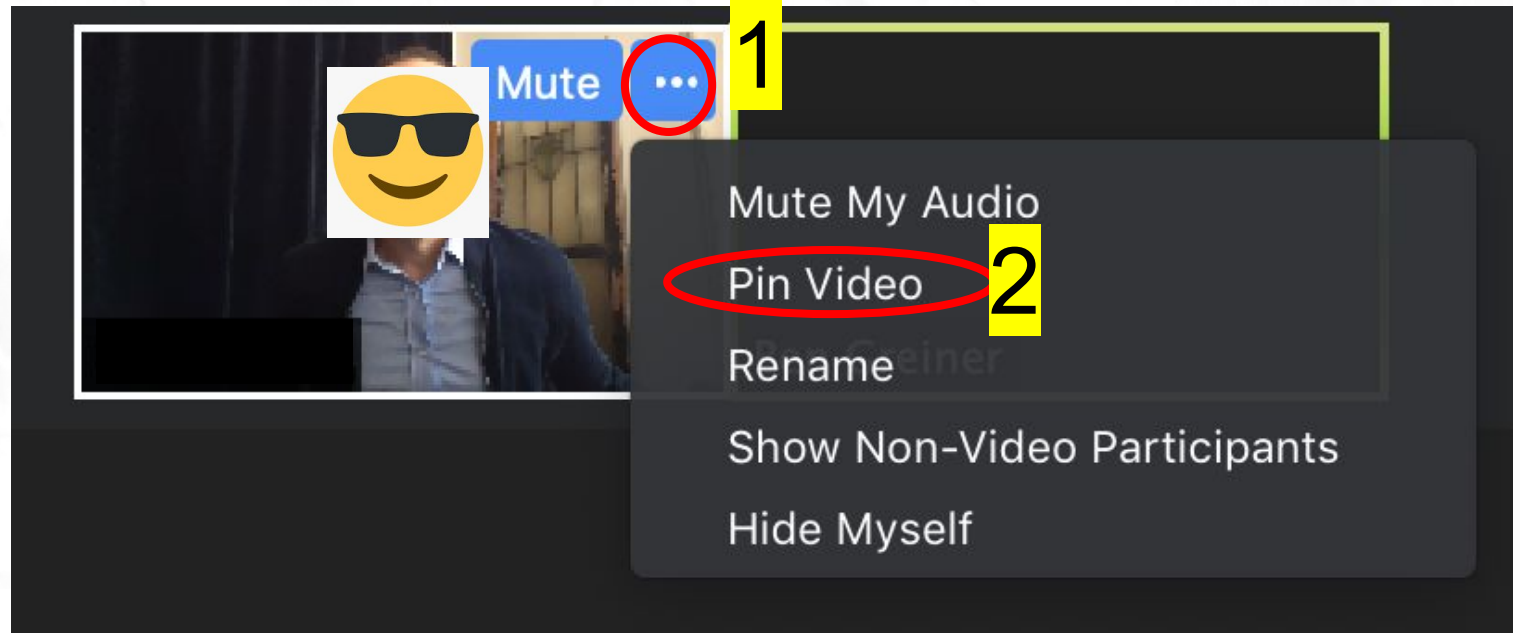
At the top right



(to show)

Set Up - #3

Know how to “pin” a video



Game #1 - Thumb or Applause!

(Individual - Low/Medium Competitive - Large Group - Easy)

- **Goal:** Be the last person standing! *(or most points)*
- Each round, the leader will say 3,2,1 GO
- On “GO”, everyone chooses either the “thumbs up” or the “clap” reaction
- Anyone who matches the leader is eliminated for that game *(or count points for no-elimination)*
- Leadership passes to another player
- Play until only one person is left! - **They WIN!**

(possible grouping game)

Favourite Frenzy

(Large Group - Cooperative - Large Group - Easy)

- The group leader proposes a question about people's favourite that people can fairly easily act out
 - Questions should have finite answers
- Participants act out their answer to the question
- Once participants are confident they know who is matching them, they write the names down in the chat
- Good for getting participants into groups

Game #2 e-mirror

(Partners - Low Competitive - Large Group - Easy)

- Be in **gallery view** - hands and face visible on the screen
- In your head, pick another person in the gallery, (pin them and then go back to gallery view this is your person for the game
- When the facilitator says “3,2,1 go” everyone must make some sort of motion with their hands and/or head
- The moment after people make their move, you need to start copying your partner
- The goal is to try and keep matching your partner while trying to figure out who’s following you.
- Participants are ALWAYS following the person that you decided was your partner for that round

Thumb or Applause & e-mirror

Questions?

Noticings?

Modifications?

Why games?

- Big contrast to online school & guided sessions
- Developing as close to real connections as possible
- **Back pocket** - ready to (intentionally) fill time
- Can use to teach Zoom skills
- Easy - kids and CIT/LITs can take on leadership
- Because it's **FUN**

Get To Know You Activities

(Using playingcards.io)

- [Playingcards.io](https://playingcards.io) is INCREDIBLE
- Customization option is nearly endless
- We will demo “Pick a Card” & “Roll the “Dice””

Game #3 - Mime Detective

(Large Group & Individual - Competitive - Large Group - Medium)

- Individual trying to figure out who the actions leader is
- Decide on detective and put in waiting room / main room
- Group elects a head mime and all **mute**
- Head mime begins a continuous motion - ie clapping
 - Leader will change the action every once and awhile
- Rest of the group will **quickly** follow leader
- Detective is let back into the meeting
- Detective gets 3 guesses as to who head mime is

Mime Detective

Questions?

Noticings?

Modifications?

Game #4 Virtual Zoo

(Partners - Cooperative - Large Group / Breakout - Easy)

- Send partners to breakout room or option to do it live.
 - If live, make sure partners can see each other on the gallery view screen by pinning their videos
- On the count of 3 (either from the facilitator or one of the partners), participants will move their hands in 4 motions
 - Moose - Make moose antlers
 - Elephant - hold out one arm straight and wrap the other under and around to grab the nose
 - Monkey - puff out cheeks while pulling both ears out from head
 - Baby Shark - Place palms together and open them while keeping the bottoms of the hand together.

Virtual Zoo

Questions?

Noticings?

Modifications?

Game #5 Change 3 Things

(Partners/3s - Medium Competition - Large Group/Breakout - Medium)

- Decide who partners/groups will be
 - This can also be played with a large group observing one person
- One person, or both, turn off the camera.
 - With a suggested 60 second time limit, person/people change **3 things** about their appearance or something that is visible in the background on camera.
- Considerations
 - Changes should be fairly obvious and in good spirit of not being too hard
 - At the end of 60 seconds (or when both are ready), turn on the camera and guess what has changed either verbally or in the chat.

Change 3 Things

Questions?

Noticings?

Modifications?

Game #6 Count to 5 (or 10)

(Large Group - Cooperative - Large Group - Medium)

- Everyone remains off of mute for this game
- The group must collectively count to 5
- Rules
 - Numbers must be sequential - ex. 1, 2, 3, 4, 5
 - No person may say more than one number at a time number, ex, “1, 2”
 - No pre communication or body language to indicate who would be talking next
 - The count restarts if more than one person talks at a time or the numbers are called out of order
 - On a failure, we suggest the group gives a small smiling celebration as a fun way to signal “oh shucks!” - (use the ASL for “applause”)
 - The game begins with someone saying “one”.

Count to 5 / 10

Questions?

Noticings?

Modifications?

Game #7 - “Gotcha!”

(Individual - Medium Competition - Large Group - Hard)

- In your head - pick one other person in this zoom meeting.
Be *sneaky* about it.

Game #7 - “Gotcha!”

- **Goal**: Survive until the end of the game.
- The game will last **4 rounds**
- Rounds begin with players **covering their cameras with their hands**
- Each round you have the **option** of uncovering, or keeping camera covered
- You **must** uncover your camera for **at least 2 of the 4 rounds**

Game #7 - “Gotcha!”

- You **must** uncover your camera for at least 2 of the 4 rounds
- If you uncover your camera, and your secret person is also uncovered, unmute yourself and declare “GOTCHA {name}!”
- If someone “GOTCHA”s you, you are out, turn your camera off
- Players remaining after 4 rounds score 1 point, plus one point if they eliminated their secret partner

Gotcha!

Questions?

Noticings?

Modifications?

Game #8 - Add 'Em Up!

(Partners - Medium Competitive - Large Group / Breakout - Easy)

- Begin each round with hands behind your head
- When the leader says 1, 2, 3 GO, reveal between 1 and 10 numbers on your fingers
 - **FINGERS MUST BE FULLY VISIBLE ON SCREEN**
- The first person in the pair to add up the number of fingers between them and their opponent and shout it out first, wins.

Add 'Em Up!

Questions?

Noticings?

Modifications?

Game #9 - Favourite Frenzy

(Large Group - Cooperative - Large Group - Medium)

- The group leader proposes a question about people's favourite that people can fairly easily act out
 - Questions should have finite answers
- Participants act out their answer to the question
- Once participants are confident they know who is matching them, they write the names down in the chat
- Good for getting participants into groups

Favourite Frenzy

Questions?

Noticings?

Modifications?

Game #10 - Vowel Farm

(Large Group - Cooperative - Large Group - Medium)

- On “go”, participants will unmute and verbalize a vowel like an animal at the farm.
 - Ayyyyy, Eeeeeeee, Eye, Ohhhhhhh, Ouuuuuuuuu
- No other sounds or words may be spoken
- When you think you know someone’s identity - put it in the public chat
- When someone guesses it correct, add it to your zoom name.
(ex. E - Matt Honsberger)

Vowel Farm

Questions?

Noticings?

Modifications?