Training Activities for Zoom

and Other Video Conferencing Platforms

it's logical
interactive learning

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ACTIVITIES

Ice Breaker Activities

Never Have I Ever

With video on, every participant holds up five or 10 fingers. Start out by sharing something you have never actually done (could be personal, work, or content related). If someone HAS done that thing, they put a finger down. Take turns sharing until someone has no fingers left to play with.

Would You Rather

Compile a list of ~5 questions with 2 options. All questions should start with, "Would you rather…" For example, Would you rather binge watch Netflix or Disney+? Pose the question and then ask participants to hold up 1 finger if they prefer option 1 or 2 fingers if they prefer option 2. Allow for quick commentary/interactions with the group and then move on to the next question.

Pass the Imaginary Ball

The host will start the activity. Hold an imaginary ball while sharing your video. Say the first word that comes to your mind. Choose someone to "throw" the ball to by saying their name. That person then says the first word that comes to their mind and chooses the next person to throw the imaginary ball to. Cycle through everyone on the webinar.

Psych

Players make up fake answers to real trivia questions. Have a list of 5 questions with the real answers (hidden). Show the question. Ask people to privately chat you with their answers. Then give a list of 4 answers (1 real answer and 3 from the audience). Ask one of the participants to select the correct answer. The rest of the group can raise their hand if they agree with the participant's answer. Give the correct answer. Move on to the next question.

Scavenger Hunt

Compile a list of ~10 items that you want your participants to find around their homes or offices. Put the list on-screen or share a Word doc in the chat (in case they want to share). Don't be afraid to be creative or quirky. Give the participants a time limit to find items and return to the session. The person who was able to collect the most items on the list (as shown via video) is the winner.

Talent Show

Participants simply take turns showcasing their unique talents (can be anything from touching their tongue to their nose to telling a joke to tap dancing!). You can even use the polling tool to get your participants to vote on the different talents and pick a winner.

Getting to Know You

Display three questions or instructions on the slide. Click here for some sample questions.

Unmute each participant one at a time and ask them to introduce themselves provide their responses to the three questions on screen.

Introduction Roulette

Randomly divide participants into their breakout subgroups and randomly assign each participant a partner within their group. They have five minutes to get to know each other before. After 5 minutes, all participants rejoin the main session and take turns introducing each other to the class.

Who's Who

Create a question grid (example below) in your slide deck.

Prefers Coke over Pepsi	iPhone loyalist	Loves sweets	Outdoorsy	Always makes the bed
Self-proclaimed geek	Android fan	Give me salty snacks	Indoorsy	Likes the book more than the movie

Show this slide during your session. Ask participants to use the annotation tools to place an arrow or type or write their name in the appropriate square(s). As the answers appear on screen, point out commonalities and discuss any responses of interest.

Virtual Wallpaper Icebreaker

If you are teaching a group that is spread across the country, or across the globe, ask the participants ahead of time to prepare a virtual background that is representative of their location (For example, a building, geographical landmark, or product that the area is famous for). As the participants introduce themselves, they can give hints about their location. The first participant to guess the location in Chat gets a point. (Here's a site that offers free zoom backgrounds: https://www.pexels.com/search/zoom%20backgrounds/)

Example: A person who lives in Paris, France might use a Virtual Wallpaper showing the Eifel Tower or Arc de Triomphe. While a person who lived in Florida in the USA might pick a wallpaper that shows Walt Disney World or oranges.

Temperature Gauges

Take the temperature of the room (i.e., find out how your participants are feeling)

Objectives

Put your arrow next to the objective that you most want to learn about.

Raise Your Hand

Ask participants a question ("How many of you have…." or "Raise your hand if you have…") and ask them to click the "Raise Hand" button in Zoom in response.

Thumbs up/Thumbs Down

Play thumbs up or thumbs down. Ask a Yes/No or Agree/Disagree question and learners to respond. It does not need to be anything formal, just quick questions they can respond to with a thumbs up or thumbs down.

Content Games

Games that can be customized using your content

Hot Seat

Survive the "Hot Seat" by correctly answering a question or responding appropriately to a scenario. This is a review game where participants are called on individually and put on the "Hot Seat" to answer a question or respond appropriately to a scenario. You will need:

- A list of questions (enough for each participant to have at least 2 opportunities to sit in the "hot seat")
- A method for randomly selecting students to participate in this exercise:
    - Pull names from a hat/jar
    - Ask the selected student to pick the next student
    - Use a randomizer tool (https://www.classtools.net/random-name-picker/)

Unmute the participant in the "Hot Seat" and ask him or her a question. The participant in the "Hot Seat" will answer. If other participants think that the participant in the "Hot Seat" answered incorrectly, or think that the answer was incomplete, they can raise their hand to challenge the answer. Unmute the challenger and ask them to explain. Award points for correct answers (award partial points for challenges). Put the next participant in the "Hot Seat". Continue until each participant has occupied the "Hot Seat" twice.

Variation: You can subtract points for incorrect answers.

Bingo

Make your own "buzz-word bingo" using important words or phrases from your content. Create custom bingo cards - https://myfreebingocards.com/bingo-card-generator. Email each participant a unique bingo card before the session. During the session, participants listen for key words and mark them on their cards. The first person to get Bingo types BINGO! in the chat and screen shares their card (via their camera) for verification.

Pictionary

Divide your group into teams and choose a team to play first, as well as a designated drawer on that team. Have a list of content-related words ready and assign a word to the Drawer (via private chat) (or have the drawer use this random word generator https://randomwordgenerator.com/pictionary.php to play a non-content-related game). The drawer has one minute to use the annotation tools to draw that word for their team to guess. If the team guesses the image correctly using the chat, they get a point. (You can also allow the other team to "steal" the point if the first team guesses incorrectly).

It's Logical DEMO game page:

https://itslogicalinteractive.actonsoftware.com/acton/fs/blocks/showLandingPage/a/6304/p/p-02c4/t/page/fm/0

- Wheel of Fortune
- Family Feud
- Trivia
- Jeopardy (eLearning version)
- Jeopardy (VILT Version)

> *Jeopardy Variation: Each group selects a Jeopardy square from a shared slide deck using the annotation arrow and uses a raise hand feature to share their answers.*

Fun Games

Need a fun, but non-content-related break? Try these!

Classic Board and Card Games

Link: http://playingcards.io/

Play virtual, head-to-head games of Checkers, Chess, Go Fish, Hearts, and more. Set up a game room and invite participants to the room. You could even create a tournament and award points for winning.

Scattergories (Category) Game

Link: https://scattergoriesonline.net/

You can play this game with a large group. This game is similar to the Scattergories board game. Participants are given a letter and a list of categories. Then participants try to list one, unique answer for each category that starts with the assigned letter of the alphabet. When the time is up, participants compare their answers. They score zero points for an answer that duplicates another participant's answer in that round, and one point for an answer no other participant has given.

Name, Place, Animal, Thing

Pick a letter of the alphabet. Each participant has to list a famous person's name, a place, an animal, and a thing that begins with the assigned letter. The first participant to type all four into the Zoom chat wins.

Emoji Rebus

Provide some "emoji sentences" (see below) on screen. Challenge the participants to be the first to guess the most correct answers using the chat. It can be a thing or a film or a song or a person. Use your imagination!

👣 🏀 = Football

👠 🕐 👑 = Cinderella

Follow the link for some ideas to get you started: https://guesstheemoji.org/

Art Gallery

Show participants a famous painting, and then give participants 5 minutes to collect items from their environment to recreate the photo for the camera.

Catch

Pretend to throw a ball between participants. The first person pretends to throw the imaginary ball out of the frame to the next participant. You can use the gallery view, ask participants to pass the imaginary ball to the right or left (or up and down). If your group knows each other by name, have them call out a name and "toss" the ball. This could be used as an icebreaker, a team building activity, or even be used for a quick content review (person with the ball answers a question and tosses it to the next participant who will answer the next question).

The Wave

You have probably seen the crowd do "The Wave" at a sports game. You can do the same thing in your virtual meeting. Using the gallery view, have the person in the upper right-hand corner start the wave. Tell participants the sequence that the wave should move in. When ready, have the first person raise their arms to start the wave. Then each person will raise their arms in sequence to keep the wave going. It may take a few attempts to get it going. For advanced groups, see if the last person can reverse the wave back in the other direction. This is a great activity for team building or just for a quick break to wake everyone up.

Virtual Wallpaper…Where am I?

Have a few different virtual backgrounds prepared and ready. Put one up behind you and ask the participants "Where am I?" The first participant to guess the location in the chat gets a point. Then change your background and start again. Your backgrounds could be geographical landmarks, the 7 Wonders of the World, Science Fiction Locations, or you could even use external shots of different corporate locations they might recognize. (Here's a site that offers free zoom backgrounds: https://www.pexels.com/search/zoom%20backgrounds/)

Go Find Something

Get participants up and moving with this simple activity. Challenge participants to "go find something" in their environment. The thing they need to find could be of a certain color or shape. For example: "Go find something purple." Or "Go find something square." Give points for the most unique item returned. If everyone is joining the session from home, maybe ask them to "Go find something with the company logo!"

Freeze Dance Party

Play music and ask all participants to dance in front of their camera. After 5-7 seconds stop the music and yell "Freeze!" Repeat several times. Give awards for best dancer and most creative freeze pose.