

# ALPHA ONLINE



ICEBREAKER IDEAS

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## THE SOCIAL QUESTION

Ask each participant a "Social" question. So, you could find out what someone enjoys doing outside of work, or ask if she has a funny story she can share about something that happened to her recently, and so on. Ask everyone the same question, or different ones if you want more variety in the responses.

Here are some examples of what you might ask:

- Give an example of something you've done this week that you feel proud of.
- If you weren't on this call, what would you like to be doing?
- If you could eat any dish right now, what would it be?
- If money and time were no object, where would you most like to go on vacation?

## TWO LIES AND A TRUTH

Ask each team member to prepare a list of three interesting "facts" about themselves, two of which must be made up. These could comprise anything, from a pet they own or a hobby they love to a famous person they say they've met, and so on.

Then, get other team members to decide on the facts they think are true. The team member who receives the most incorrect votes "wins."

## GRAB AN ITEM

Give everyone 20 secs to go around their room (*or wherever they are stationed at*) and grab an item that best describes them. Then give each participant 30 secs to explain why they have chosen that item to describe them.

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## DRAW IT OUT

Before the meeting, get everyone to prepare an empty A4 piece of paper and a pen. The host will then mention an object, by which participants will only have 10 secs to draw them out. Once time is up, all participants will have to show their drawings on the camera. The host will select the top 2 drawings and let participants to vote (*by raising up their hands/thumb when each of the drawings are called out*) for the best.

## VIRTUAL BACKGROUNDS

All guests are informed beforehand to pick any virtual background on zoom that best describes them. When they come on call, each of them will be given 30 secs to explain why they have chosen that particular background to describe themselves.

## TRUE OR FALSE

Prepare many slides of statements (*mixture of true and false*). Each slide should only contain one statement. 'Share Screen' your slides on zoom and get people to guess if the statement is true or false. They can answer by giving thumbs-up (*for true*) or thumbs-down (*for false*) on their video.

CHRIST IN YOUTH PRESENTS:



# ZOOM GAMES

# 1. SILENT KARAOKE

a. As the leader, you will start singing a song while on mute... Everyone then has to guess what you are singing in the chat window. The first person to answer will receive a point. Play to 5. The singer can rotate to everyone in the group, or just stay with one person. Whoever is singing, must be on mute. Below are some songs you can start out with, but you can do any song you want! Make sure to pull up lyrics so you know them!

- i. Old Town Road- Lil' Nas X
- ii. Don't Stop Believing- Journey
- iii. Bye Bye Bye- N'Sync
- iv. Sweet Caroline- Neil Diamond

# 2. ROCK PAPER SCISSORS

a. If you are leading the group, students are playing against you. Give every student in the call three lives, and the only rule is do it Rock-paper-scissor-shoot. Everyone in the group will be playing against just you. If your play beats theirs they lose a life, have them keep track of this in the chat. Play until the last person is standing.

### 3. HOME SCAVENGER HUNT

a. As the leader, you will have a list of items students need to collect throughout their home. Name each item one at a time and give everyone 20 seconds. Each item is worth a different amount of points. Have students tally their own points in the chat.

- i. Coffee mug- 5
- ii. Blanket- 5
- iii. A phone charger- 10
- iv. Plant-10
- v. Physical Bible- 15
- vi. Hand sanitizer- 20
- vii. Toilet Paper- 25
- viii. A garden tool- 20
- ix. A pet- 30
- x. A baby/younger sibling- 40
- xi. A television- 50

### 4. WHERE AM I?

a. Save 10 different landscape photos of well-known places around the world. Then, go into your zoom and add them into your virtual backgrounds.

- i. you can do this by clicking on your video drop down menu in the bottom left of your screen. Click on choose virtual background. When you get here, make sure to go to the bottom of the menu and check 'I have a green screen'. Once you do this, click the small + sign above the photos and you can add whatever you want.

b. Once these are all loaded, all you have to do is switch the landscapes back and forth and let your students guess where you are. First one to respond via the chat gets a point!

## **5. THE 25**

a. As a group, tell everyone to turn their mics on. You will count to 100 together, but only one at a time. If two people speak at the same time, you have to start over. If you want to make this expert level, have everyone do it with their video off! If 25 is too easy, see if you can do any higher!

## **6. Mirror (until were all doing the same thing) (who was the leader)**

a. Go through the chat and individually tell each person someone that they should start mirroring. Then tell everyone to pin that person to their screen (you can do this by clicking on the ... in the upper right hand of their window.) On the count of five everyone will start doing very simple movements, the dab, whip, clapping, nodding, etc. Students will do this for 5 seconds, then they will start to copy the person that they are supposed to be mirroring. See how long it takes your group to start all moving the exact same. Did it happen quickly, or did it ever happen at all. Afterwards, have everyone go around and share who they were mirroring.

## **7. One-word stories**

a. Go around the call and make sure everyone's mic is on. As the host, you will not be playing but recording. Create an order in which you will tell your story. One by one call on those students, but they can only say one word. As they are telling the story, record it in the chat and send it as soon as they are done so they can see the story they told together! You can do one really long one, or several small stories.

## 8. DEAF JAM

a. You will dance to a different song. Before you start dancing, in the chat give a list of three possible songs that you are dancing to. When you are dancing you can make sure to have a song on full blast, but your mic must be on mute. Let the students guess, when someone guesses correctly you can turn your mic on full volume. Here are some songs you can use.

- i. Can't Stop This Feeling- Justin Timberlake
- ii. Jump Around- House of Pain
- iii. Heart will go on- Celine Dion
- iv. Hello- Adele
- v. Hey Ya!- Outkast
- vi. Old Town Road- Lil' Nas X
- vii. Don't Stop Believing- Journey
- viii. Bye Bye Bye- N'Sync
- ix. Sweet Caroline- Neil Diamond

## 9. FAMILY

a. Have everyone in your group send you the name of someone famous that everyone else would know over text or something besides the chat. Once you have these names, copy them into a note or something else so you also don't remember who sent you what. You will read these names twice. The first time very slowly, and the second time quickly. Once the names are read twice, they will not be read again. Create an order in which people will ask, but each person will ask one other person if they are a certain celebrity. If they aren't, they say no and the round moves on. If they are the person, they will say yes, and they are now a part of the asker's family. These two can now work together to decide who is who... the goal of the game is to be the head of the family at the very end! Make sure you remember those names!



## 10. RAISE YOUR HAND TRIVIA

Ask a series of trivia questions that students can answer using the raise hand feature of the app. (you can find that when you click on participants). You can choose the person that raised their hand first, or if there is a tie make them guess a number between 1-10. If you answer the question right, you get a point. If you answer it wrong, then you do not get to raise your hand for the next question. These questions can range from easy to hard, the person with the most points wins.

## 11. WHO DIS?

a. Have all of your students send you a fact about them that no one else knows that they would be comfortable sharing. When you are on your zoom, you can read the facts to everyone on at a time. Everyone in the group will guess who that person is! They can guess in the chat. The person that gets the most right is the winner.

## 12. SAY WHAT

a. Turn off your video. Look up a picture of a random animal they can be real or mythological. Students then have to ask you yes or no questions to try and figure out what the animal is. First person to guess right gets a point, and you will play first person to 3 is the winner. Each time they guess right you can screen share the animal with them! Try and make them funny pictures!

## 13. WHAT AM I HOLDING?

a. Tell everyone in your group to go and grab one item out of their household... the more peculiar the better. Tell them not to show their item on camera!!! You can take turns, and have each student turn their video off on the zoom call and start to explain their item. You can let this be a free guessing game and take as long as it needs, or you can add a 60/30/10 second timer on your phone. Points are optional, the winner can be the person that answered the most correctly.

## 14. REVERSE CHARADES

a. Have everyone in the call go to chat except for one person. Tell them to stay off of it. As a group, decide on a movement that everyone in the group can do and the one person not in the chat has to guess. Then everyone starts to do that movement, and the person has a 60 second timer to guess whatever it is. If they guess right, they get to choose the next person that will guess. Here are some ideas for movements, the more specific the better.

- i. A T-Rex dabbing while hopping on one leg.
- ii. A baby crying
- iii. A gymnast landing a routine
- iv. A cat sitting in a litter box

## 15. 1-2-3-4-5

A simple game of having everyone hold up a number between one and five. Everyone in the group on the count of three with hold up a number between one and five. If you do not match anyone, you are still alone. If you match someone, you have to play rock paper scissors with that person to decided who is the Captain of the team. The ultimate goal is to be the captain of everyone. If it goes fast, you can play as many rounds as you would like.