



THE
BOB PIKE GROUP

Engineer Curiosity



ZOOM GAMES FOR GROWNUPS



In this webinar you will:

- Identify games that you can use immediately in your virtual training sessions
- Incorporate platform tools (camera, mic, reactions, annotation) to drive engagement
- Discover why friendly competition keeps participants learning

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Amy Saville

LCSW, MSW

For over 15 years, Amy has been helping organizations and individuals change for the better. At Rutgers University, she coordinates a system-wide culture change initiative for the New Jersey Juvenile Justice Commission, training professionals in best-practices and guiding teams to ensure new skills are put to use. As both a training consultant and a licensed clinical social worker, Amy combines her expertise in human behavior with the Creative Training Techniques of The Bob Pike Group to create dynamic, meaningful learning experiences for her participants that help professionals grow.



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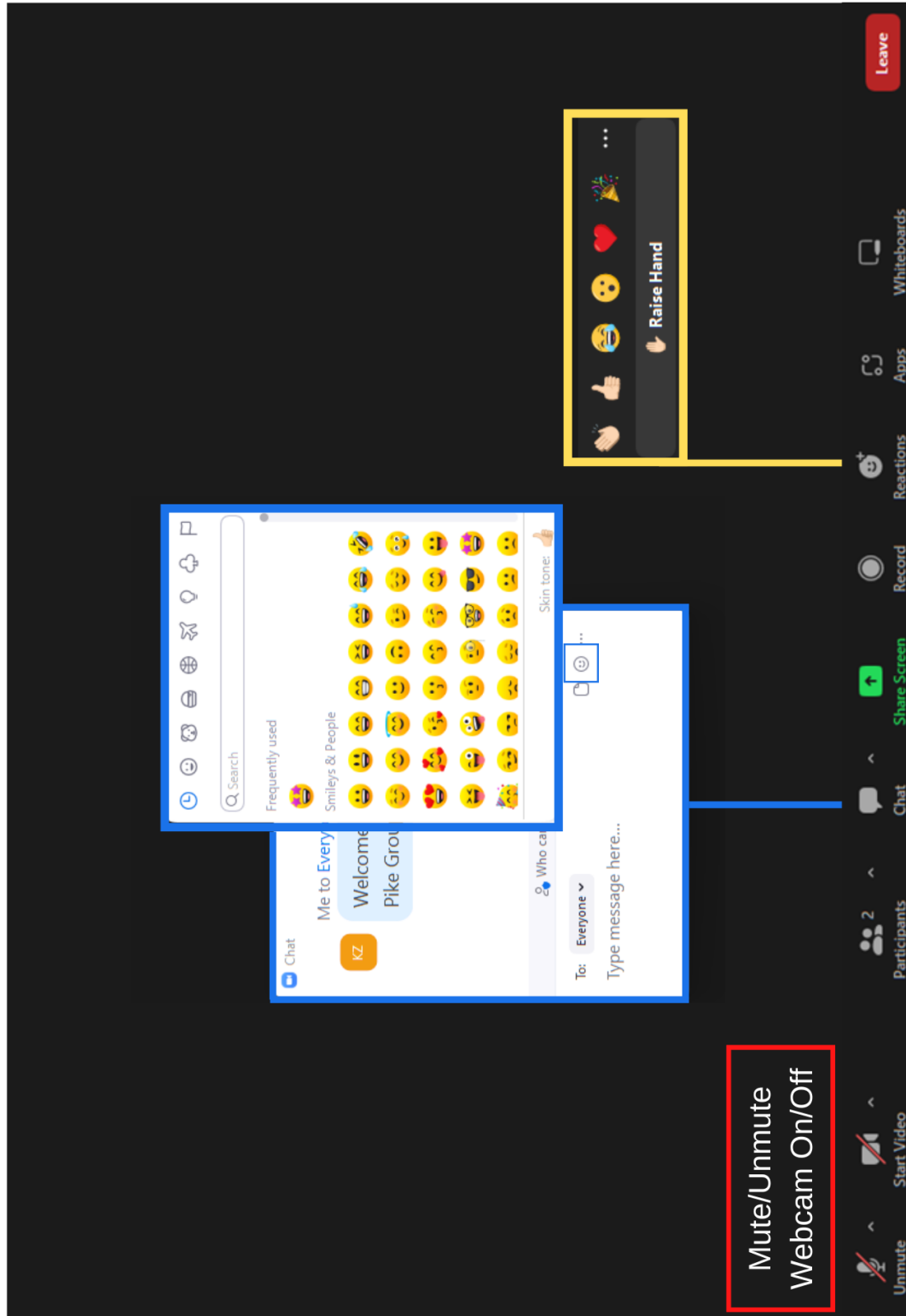
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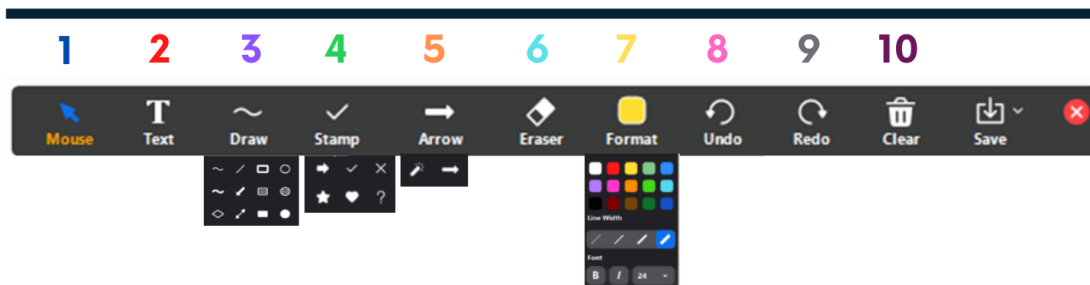
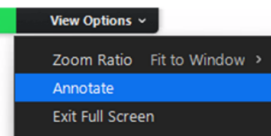
Zoom Orientation



Zoom Orientation

TO ACCESS ANNOTATION TOOLS: You are viewing Kim Zerby's screen

- Push computer mouse to the top of screen
- Click drop down arrow under VIEW OPTIONS
- Click ANNOTATE



1. Mouse

2. Text or Typing Tool

3. Draw and Shape Tool

4. Stamp Tool

5. Spotlight Arrow

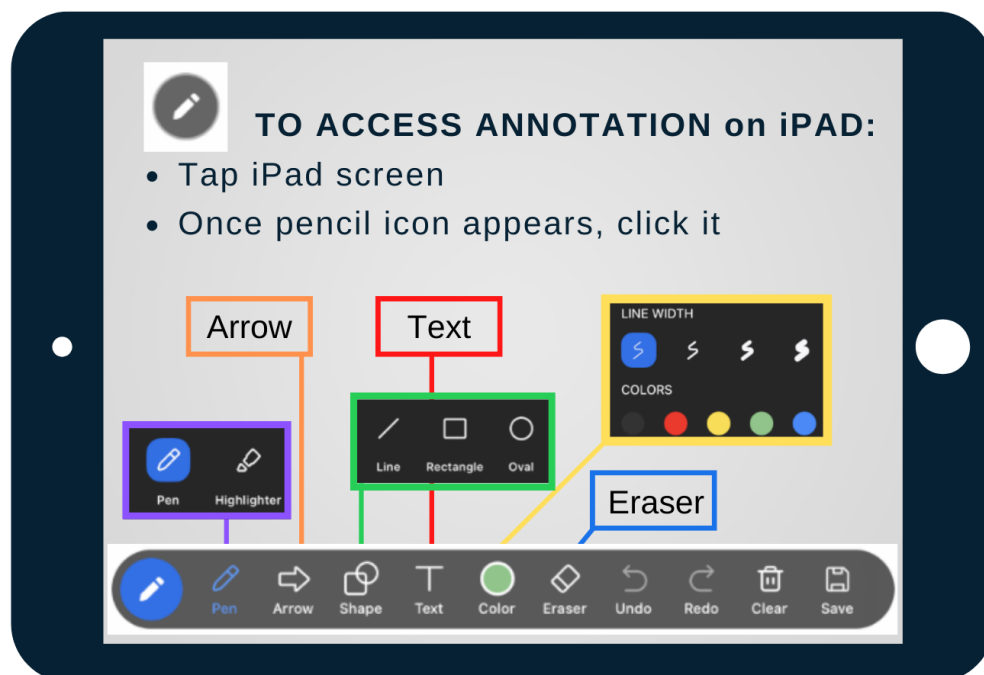
6. Eraser

7. Change Color & Font Size

8. Undo

9. Redo

10. Trash or Clear



Score Card

Bonus: Can you solve this custom Wordle? <https://mywordle.strivemath.com/?word=abarj>



Everyone Loves a Word Search!

CHARADES	CONNECTION	ESCAPE	JACKBOX	KAHOOT
KARAOKE	MEMES	MENTIMETER	PICTIONARY	PUZZLES
SCAVENGER	TABOO	TRIVIA	YOUTUBE	

K B
 U M J K
 K D R E A Y
 T A A P S O C J
 U L H X I X C H K X
 N Q F O K C G K A V B N
 D B N L O A T A T R V V O O
 L U P E F T R I V I A M E M X Y
 A X M U R C Q A O Q C D B Y N C T Z
 C O N N E C T I O N I X E B O J G E J W
 A E Q N V N K X K A F V S R U O T E P C
 W Q Z H E T L E R Z U C J T W R X R
 S X C Z I I D Y U L A F U Z A K
 U L H M E M E S J P V B D M
 P U Z Z L E S S E B E R
 T E H M G T C Z M R
 A E T N T E B D
 O E H C P R
 O Q O N
 V I

What's the object of Zoom games?

To win, of course! Name some things a trainer “wins” by incorporating games into virtual training:



What to Know about Zoom Fatigue Word Bank Race

1. The culprit for Zoom Fatigue is _____.
2. Excessive amounts of _____ contribute to Zoom Fatigue.
3. Seeing _____ constantly on-screen is tiring.
4. Zoom meetings reduce our _____.
5. _____ is much higher in Zoom chats because nonverbal communication is more demanding.

Word Bank

Cognitive Load
Eye Contact
Mobility
Nonverbal Overload
Yourself

PRO TIP: Have you taken our [Making Zoom Interactive Crash Course](#)? This is a fantastic place to start to combat Zoom Fatigue!

Six Ways Games Work Windowpane

How and why Zoom games help:

- Games require active participation
- Games leverage positive peer pressure for engagement
- Games create community and social connections within the learning group
- Games put people in a learning state of mind as they learn rules and game play
- Games can get people up and moving, and we perform better cognitively when we are moving
- Mastery of a skill brings joy and a sense of accomplishment



Zoom Games Adults Love



Great Minds Think Alike!

Group Size: Medium to Large

Time Needed: 5–10 minutes

Tools Needed: Breakout rooms

Put the following list on a slide:

- 1) Expensive car
- 2) Something you would find at a county fair
- 3) A sport without a ball in it
- 4) Something you eat during the summer

Have everyone in the group write down 3 answers for each category that they think everyone else would choose. Think Family Feud – they want to guess popular answers, not necessarily their own preferences here. Give everyone 2 minutes to complete the task. Then place everyone in breakout rooms of 5–6 people. Have everyone compare notes by sharing what is on their list. If others have the same answer, everyone who has the answer crosses it out and scores a point. Everyone shares the remaining items on the list and tallies their scores. They can return to the main room when they've finished. When everyone is back in the main room, find out who the winner of the whole group is!

Zoom Pictionary

Group Size: Any

Time Needed: 10 minutes

Tools Needed: Annotation, Chat

Use this handy Pictionary word generator for prompts:

<https://randomwordgenerator.com/pictionary.php>

In this version of Pictionary, the entire group tries to guess what the guest artist is drawing from the prompt. Use the Zoom whiteboard and/or create a white slide in your slide deck. Have a volunteer be the artist. Each artist will get 2 minutes to draw as many prompts as they can. Private Message the artist their word prompt they begin drawing. The first person to guess correctly wins a point. For large groups, have them guess in the chat. After 2 minutes, choose another volunteer to draw.

Reverse Charades

Group Size: Medium to Large
Time Needed: 5–15 minutes
Tools Needed: Breakout room, cameras, mics

Charades Generator:

<https://randomwordgenerator.com/charades.php>

In this version of charades, the large group will act out the prompt with cameras on, while 3-4 competitors will try to guess what the group is acting out. Ask for volunteers to be the guessers. Put those individuals into a breakout room for a moment while you show the prompt on screen to the larger group. Bring the competitors back to the main room, and when ready, announce “Let’s Charade!” Have the competitors use their microphones to guess. The first to get the correct answer wins the round. Do as many rounds as you have time for and rotate competitors.

Scavenger Hunt

Group Size: Any
Time Needed: 5–10 minutes
Tools Needed: Camera

Prepare a list of items for your participants to locate. Consider making the theme related to your training! Examples would be things like a beverage, photo of a pet, something made of wood, something with a good scent, something comfy, etc. Give everyone the list of items and 90 seconds – 2 minutes to find the items. The person who collects the most items wins! (Or, the person who gets them all and returns first wins.)

Story Time

Group Size: Medium
Time: 10 minutes
Tools Needed: Breakout rooms, chat

Give everyone a story starter. Tell them they will go into breakout rooms to finish the story. They will have 3 minutes. They can go in alphabetical order, contributing one sentence per person, until the time runs out. They should use the chat to write their sentences, and then they can cut/paste the chat so they can read their stories to the large group.

Taboo

Group Size: Medium to Large

Time: 10–30 minutes

Tools Needed: Web browser, This link: <https://playtaboo.com/playpage/>

Taboo is a game where teams try to guess a word the speaker is not allowed to say. The speaker is given the “taboo” word by the host. They then have a list of words they cannot use to get their team to guess the taboo word. If they guess it correctly, they collect the point and move to the next card. The link above has both the instructions and virtual cards that you can use with the taboo word and the list of forbidden words. To play over Zoom, you can place the teams in breakout rooms and give the link to the card deck to the first speakers. Give them however much time to play and see how many points they can score. You can have them play in the main room, taking turns, and monitor that the speaker does not use the forbidden words.

Youtube Karaoke

Group Size: Any

Time: 5–50 minutes

Tools Needed: Cameras, audio sharing, web browser or another karaoke app

Allow volunteers to submit song ideas for YouTube Karaoke. You can host by finding the songs on Youtube and they can sing to them – be sure to share screens so they can see lyrics. This may involve delay if there’s lag for the audio. You could also allow participants to search Youtube on their own and share their screen and audio as they belt out their favorites!

Free Online Resources for Zoom Gamers

Bookmark Collection for this Webinar

Card Games: <https://playingcards.io/>

There are so many free games to play at this site! Most are good for smaller groups, but check out their options, including fridge magnets!

Codenames: <https://codenames.game/>

You can have up to 64 people in this free online official version of the classic Codenames.

You can access the rulebook for this team game here:

<https://czechgames.com/files/rules/codenames-rules-en.pdf>

Custom Wordle Maker: <https://mywordle.strivemath.com/>

Jigsaw Puzzles: <https://www.jigsawplanet.com/> Free jpuzzles to play, and you can upload an image to create your own! Use these as soft openers for your virtual training. Here's two to try from BPG:

<https://www.jigsawplanet.com/?rc=play&pid=243861dd2f9a>

<https://www.jigsawplanet.com/?rc=play&pid=122b91577810>

Virtual Escape Rooms List: <https://teambuilding.com/blog/virtual-escape-rooms>

Hogwarts Online Escape Room: https://docs.google.com/forms/d/e/1FAIpQLSfINxNM0jzb-ZjjUqOcXkwhGTfii4CM_CA3kCxImbY8c3AABEA/viewform

Golden Girls Trivia Escape Room: <https://docs.google.com/forms/d/e/1FAIpQLSe3x8PQttDvhXtK-0bZkiK7kSCMUWJcrqPmFulWThYMDciAViQ/viewform>

Word Search Maker: <https://www.thewordfinder.com/word-search-maker/>

Zoom Exhaustion and Fatigue Scale (ZEF) from Stanford: <https://stanfordivr.com/zef/>



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The Bob Pike Group's Creative Training Techniques® helps trainers cover twice as much in half the time. Each project is designed from the ground up using activities that have attendees participating in their own learning. These tools allow learners to “catch” what’s being taught while having fun.

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