**Tips**

* **Have a format** to reduce awkwardness, build routine, and keep conversations moving. An effective structure could be as simple as starting with a fun question for everyone to answer, whip around-style, moving into an ask-and-answer time for students to ask for and receive advice about Distance Learning, then playing a game and finishing at a hard end time (for the purposes of ending on a high note).
* **Don’t be discouraged if attendance is low at first,**  and don’t be surprised if you have zero or only one student for the first few meetings. Kids have a lot going on right now and are still learning how to manage their time. Send invitations via your online classroom, email, or as many channels as you have available.
* **"Assign” your students who are attending regularly to each recruit another student for the next session.** This can quickly double or triple attendance.
* **Be flexible**. Use surveys or take votes on Zoom about what meeting times work best for students and how they think the time would be used most effectively.

**Online Games**

-[HouseParty app](https://houseparty.com/): Works well with phone games like HeadsUp, which students can download for free or cheaply.

-[Online Bingo](https://myfreebingocards.com/): Just share the links below and assign one to each student. Use a site like [this](https://letsplaybingo.io/) for calling the numbers.

[mfbc.us/m/qb5rxc/1](https://mfbc.us/m/qb5rxc/1)

[mfbc.us/m/qb5rxc/2](https://mfbc.us/m/qb5rxc/2)

[mfbc.us/m/qb5rxc/3](https://mfbc.us/m/qb5rxc/3)

[mfbc.us/m/qb5rxc/4](https://mfbc.us/m/qb5rxc/4)

[mfbc.us/m/qb5rxc/5](https://mfbc.us/m/qb5rxc/5)

[mfbc.us/m/qb5rxc/6](https://mfbc.us/m/qb5rxc/6)

[mfbc.us/m/qb5rxc/7](https://mfbc.us/m/qb5rxc/7)

[mfbc.us/m/qb5rxc/8](https://mfbc.us/m/qb5rxc/8)

[mfbc.us/m/qb5rxc/9](https://mfbc.us/m/qb5rxc/9)

[mfbc.us/m/qb5rxc/10](https://mfbc.us/m/qb5rxc/10)

[mfbc.us/m/qb5rxc/11](https://mfbc.us/m/qb5rxc/11)

[mfbc.us/m/qb5rxc/12](https://mfbc.us/m/qb5rxc/12)

[mfbc.us/m/qb5rxc/13](https://mfbc.us/m/qb5rxc/13)

[mfbc.us/m/qb5rxc/14](https://mfbc.us/m/qb5rxc/14)

[mfbc.us/m/qb5rxc/15](https://mfbc.us/m/qb5rxc/15)

[mfbc.us/m/qb5rxc/16](https://mfbc.us/m/qb5rxc/16)

[mfbc.us/m/qb5rxc/17](https://mfbc.us/m/qb5rxc/17)

[mfbc.us/m/qb5rxc/18](https://mfbc.us/m/qb5rxc/18)

**Codenames**

\* Watch this [video](https://youtu.be/J8RWBooJivg) to learn the rules.

\* Use this [website](http://horsepaste.com/) to create the gameboard - you can screen share the "player" version for all to view while the "spymasters" will have to look at their versions on a separate screen (they click the "spymaster" button to see it). It creates a unique game link that you can share with all players so they can see it on their own devices.

[**Skribbl.io**](https://skribbl.io/)

\* Basically Pictionary with answers submitted via chat

\* Everyone plays on their own device, but is most fun with a Zoom or Hangout going to talk and laugh at the artistry

\* Create a private room - when you set the number of rounds, everyone will have a turn in that round, so keep the number low.

**Contact**

\* Rules are [here](https://www.quora.com/How-do-you-play-the-word-game-Contact)

\* You can use the "raise hand" function in Zoom to have students show they're ready to guess

\* It gets chaotic but it's fun!

**Subjective Guess Who**

\* Download a picture of a "guess who" game board (like [this](https://www.teacherspayteachers.com/Product/Guess-who-4182356), [this](https://i.pinimg.com/originals/82/6d/ec/826dec70bd0d212e8470f7e66950fe56.png), or [this](https://en.islcollective.com/preview/201904/f/guess-who-game-fun-activities-games_115599_2.jpg) - or really any panel of photos (could be a vintage yearbook page, that might be fun)

\* Designate one GAMEMASTER to choose a picture that is "their person." They keep the name to themself.

\* Everyone else is a guesser. Each round, someone (can be anyone) thinks of a TOTALLY SUBJECTIVE, impossible to truly know question about the person. Examples: "Would you want this person to be your therapist?" "Does this person walk fast?" "Does this person look like they just burped in the middle of a meeting?"

\* The gamemaster answers Yes or No to the question. ONLY yes or no.

\* The guessers then discuss and agree to eliminate people from the board based on whether they do or don't fit the question criteria, trying to identify the Gamemaster's chosen person.

\* Facilitator then covers up/deletes the faces of the eliminated characters.

\*Whole team wins if they successfully identify the Gamemaster's choice!