

GAMES ARE A GREAT WAY TO ENGAGE THE MEMBERS OF YOUR P7 CLUB AND KEEP EVERYONE'S INTEREST. HERE ARE SOME BASIC GAMES YOU CAN ADAPT TO USE WITH YOUR SPECIFIC CLUB.

WHAT'S THAT SOUND?

In this guessing game, your members need to try and guess a short sound you play. This is best as a fast paced game.

STORYTELLER

Club members will take turns telling a story one sentence at a time. Start by muting everyone. Share the beginning of a story, and then un-mute the members one by one so that they can contribute 1 sentence to the story. This should be fast-paced and encourage flexibility and laughter.

ZOOMED-IN

This is another guessing game. For this game you can go low-tech and hold a picture up to the screen or use the screen-sharing option. Zoom in on part of the picture and then slowly zoom out. Members guess what the picture is as soon as they think they know.

PICTIONARY

This classic game can easily be done virtually with either pen/pencil and paper or by using the whiteboard feature on Zoom. Club members take turns drawing a picture while the other members guess what it is.

SINGING WHISPER CHALLENGE

Club members will take turns singing and acting out a song while muted (so the other members can't hear the one member singing). The others try to guess what the song is. This can be a fun way to include some camp songs.

DRAW IT

On the count of three, everyone takes a paper plate, or piece of paper, puts it on their head, and draws the stated object. Give only around 30 seconds for them to draw the picture before time is up and pens are put down.

I SPY

Looking at everyone's videos, 1 player picks something they can see and says, "I spy something... (green, round, square, etc...)". Everyone else looks around the videos and tries to guess what the person is referring to. They can ask yes or no questions to find out more information.

SCAVENGER HUNT

Think of items or item categories that fit with your event theme. Show club members the list one at a time and give them a few seconds to hunt down the object and show it off to the camera. For added competition, first person back with their item wins!

SIMON SAYS

A classic game of Simon Says will translate perfectly over video.