Online Games for Team-Building
Introduction

Playing games is an important part of social and intellectual development. With school moving online this year, it’s easy for students to miss out on the opportunity to play games with you and with each other. There are, of course, many games that help reinforce academics, but there are also games that stand on their own, serve as brain-breaks, and build community and many important skills.

Scavenger hunt

You have 30 seconds to find something that starts with “B.” Go!

You have 30 seconds to find something alive.

You have 30 seconds to...

Note: be wary of naming items that some families may not have, e.g. expensive equipment.

Jinx

In pairs, students try to say the same word at the same time. When one person is ready, they say “one,” when the partner is ready, they say “two,” then the first person says “three” - at that point they both say a random word.

Now the fun begins. They try to find the common idea or term that connects those two words. Again, they count off when each are ready.

No hinting.

No repeating words.

This can get frustrating, so often good to keep it limited to 8 or so rounds and then start over.

This can be done in breakout rooms or just over chat.
Group exercise challenge

Let’s see if we can all do a plank for 20 seconds. We did it for 15 yesterday. Ready?

Can you hear me now?

A student draws something and then describes the drawing without naming what the drawing is of, trying to help other students draw the same thing.

Rewrite the lyrics

Choose a song (a classic for this game is “We didn’t start the fire”) and teams work to rewrite the song based on a topic of your choice - perhaps something you’re studying.

Team Sudoku

In breakout rooms with screen sharing, or by students all using the same puzzle from https://www.websudoku.com/, collaboratively work on sudoku puzzles together. Good for pairs or triplets.
Word games

Games for which you need random words that you try to get other team members to say. Search online for the rules. At least at first, it makes sense to break up the class into two teams. For *Pictionary*, for example, appoint a drawer for each team for each round. The drawer has 1 minute for their turn. During that turn, you privately chat the drawer a word. Each time the team says the word, chat the next one. The drawer can, you guessed it, use only drawings to communicate the idea. Score is how many terms the team gets in that minute (half point off if the person has to pass). Try doing it whole class and play against the class’s previous score.

Here are some other games - and below find some links to random word generators that can help speed up your prep time.

- Charades
- Taboo/Catchphrase

Random word generators:
- [https://www.thegamegal.com/word-generator/](https://www.thegamegal.com/word-generator/)
- [https://www.wordgenerator.net/pictionary-word-generator.php](https://www.wordgenerator.net/pictionary-word-generator.php)