Virtual "Back Pocket" Games

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Virtual "Back Pocket Games" - Go Camp Pro - Updated 06/01/20

Read First - How to Use This Resource:
- These are games that you can pull out of your virtual "back pocket" when you need to fill some time, or want to start a leadership program with a "deinhibitizer"
- You can make your own metaphorical meaning out of them and use them to illustrate a lesson, but their primary function is that they are *fun* and they will get people to smile.
- We suggest that you follow the "end it while it's fun" principal. Don't let these games get old and tired. If you end them before they get boring, you'll leave participants wanting more and that's the key! One round it great, two is fine, three is likely too much.
- **Note:** This document will be added to over time. As of June 1st, 2020, it will contain 10 games.

Technology & group assumptions:
- These games are meant for a video platform similar to Zoom where you can see multiple participants in a gallery view.
- They will work best for participants with computers and possibly tablets, as those usually allow to view more participants in the gallery without having to scroll, like you would have to do on tablets
- Unless specified otherwise, these games are meant for less than 49 people, with 49 being the total number of people you can see in one gallery on Zoom.
- They usually work best with smaller groups
- This document will not cover the accessibility considerations you should make for differently-abled participants. If you have questions about modifications, please get in touch: matt@gocamp.pro

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- Watch this for a visual way of how to re-create it.

Credit Where Credit is Due:
- As with most things in the summer camp industry, these games and ideas have been inspired or adapted from some of the great team-builders and game makers in the industry. Credit will be given, when possible.

- Dr. Jim Cain was generous enough to share some of his activities for this resource. Activities marked with an "*" are inspired to adapted from one of Jim's. From the Visit his website at www.teamworkandteamplay.com for more ideas, As well, Jim's book, Teambuilding with Index Cards is filled with activities that easily translate to the virtual world and beyond.
- In reproducing this resource, keep all attributions intact and please keep the copyright: "©Go Camp Pro 2020" somewhere in the document to give credit where credit is due

Do This Now - Take action on this resource right away:

- Pick and choose your favourite 5 of these games and organize a games night / training session with your staff to show them how these games work
- Start/end every staff meeting with one or two of these games to begin teaching them
- Ensure all of your virtual programmers have an easily accessible version of this document

See next page for the resource

Partner Games

Change 3 Things* - Originally by [Jim Cain](#)

At a glance:
- A person, turns off their camera, changes 3 things about them or their room environment, turns the camera on and someone (or the group) guesses what has changed.

Method:
- Decide who partners/groups will be
    - This can also be played with a large group observing one person
- One person, or both, turn off the camera.
- With a suggested 60 second time limit, person/people change 3 things about their appearance or something that is visible in the background on camera.
    - Considerations
        - Changes should be fairly obvious (parting hair in opposite directions) and in good spirit of not being too hard, (moving a book on a bookshelf an inch to the left)
- At the end of 60 seconds (or when both are ready), turn on the camera and guess what has changed either verbally or in the chat.

Modifications:
- For younger crowds - Start with one change or model an example first.
- For older crowds - Add competition, change more things, try in groups of 3

Prerequisite Technology Knowledge:
- Turning camera on and off, Private chat (optional),

From the activity Change 3 Things by Jim Cain. Visit the T&T website at www.teamworkandteamplay.com for more ideas, and Jim's book, Teambuilding with Index Cards is filled with activities that easily translate to the virtual world and beyond.

Finger Calculator

At a glance:
- Partners racing to calculate the sum or product of the fingers they choose to show.

Method:
- Decide who partners will be
- Send partners to breakout room or option to do it live.
    - If live, make sure partners can see each other on the gallery view screen
- On the count of 3 (either from the facilitator or one of the partners), participants will show any number of fingers between 1 and 10.
    - It's important that both hands are fully visible on the screen
- Partners race against each other to either say, or write in a private chat, the sum of theirs and their partner's hands.

Modifications:
- For younger crowds - Start with one hand before going to two
- For older crowds - Use groups of 3 or ask participants to multiply the fingers
- For a longer program - Do a round-robin or play-off style bracket to determine who is the ultimate calculator

Prerequisite Technology Knowledge:
- Breakout Rooms (optional), private chat (optional)

Virtual Zoo

At a glance:
- Partners work together to match one of 4 animals

Method:
- Decide who partners will be
- Send partners to breakout room or option to do it live.
    - If live, make sure partners can see each other on the gallery view screen
- On the count of 3 (either from the facilitator or one of the partners), participants will move their hands in 4 motions
    - Moose - Make moose antlers
    - Elephant - hold out one arm straight and wrap the other under and around to grab the nose
    - Monkey - puff out cheeks while pulling both ears out away from the head
    - Baby Shark - Place palms together and open them while keeping the bottoms of the hand together.
- Without any pre-planning, if the partners match, they celebrate and score 1 point.
- If partners don't match, try again
- Partners may compete to see how fast they can get to 10 points.

Modifications:
- For younger crowds - Lower the number of animals
- For older crowds - Try the game in groups of 3 or more
- Make up your own animals that represent your camp, or allow the kids to make up animals

Prerequisite Technology Knowledge:
- Breakout Rooms (optional)

Small to Medium Group Games

Count to 5

At a glance:
- The group works together to count to 5 with no person repeating a number

Method:
- Everyone remains off of mute for this game
- The group must collectively count to 5
- Rules
    - Numbers must be sequential - ex. 1, 2, 3, 4, 5
    - No person may say more than one number at a time number, ex, "1, 2"
    - No pre communication or body language to indicate who would be talking next
    - The count restarts if more than one person talks at a time or the numbers are called out of order
        - We suggest the group gives a small smiling celebration as a fun way to signal "oh shucks!"
        - (use the ASL for "applause")
- The game begins with someone saying "one".
- If the group succeeds, consider increasing the challenge

Modifications:
- For younger crowds - Start with the goal of 3 to let them experience success
- For older crowds - Make the goal to get as high as possible *(the "world record" is 49 with 10 or more people)* or only allow people to speak once per round
- As long as everyone knows it, the game can begin at any time simply by saying "one"

Prerequisite Technology Knowledge:
- None

e-Mirror

At a glance:
- People make motions and try to figure out who is copying them

Method:
- Ensure everyone is in gallery view
- Have everyone have their hands and face visible on the screen
- Tell players, "in your head, pick another person in the gallery, this is your person for the whole round"
- When the facilitator says "3,2,1 go" every one must make some sort of motion with their hands and/or head
- The moment after people make their move, they need to start copying their partner
- The goal is to try and keep matching your partner while trying to figure out who's following you.
- Participants are ALWAYS following the person that you decided was your partner for that round
- Once a person figures out who they are matching, type the name of their partner in the chat

Modifications:
- For younger crowds - Start by playing follow the leader so they understand the concept of copying
- For older crowds - This is a great one to jump into a leadership metaphor. You can also choose to pre-assign the pairs using the private chat
- Once and awhile, the group will start eventually copying each other and you'll have the *whole* crowd (or some of them) all doing the same action. A great leadership metaphor

Prerequisite Technology Knowledge:
- Chat

Thumb or Applause

At a glance:
-   A leader instructs the crowd to simultaneously choose the "thumbs up" or "applause" reaction. Anyone matching the leader's reaction is eliminated.

Method:
-   Leader practices getting participants oriented with the on-screen reactions
-   On the count of 3 (by the leader) everyone (including the leader), adds either the clap or the thumbs up reaction.
-   Anyone who is matching the leader is eliminated.
-   Keep the same leader, or pass it to another person to lead and play more rounds.
-   The last person not eliminated wins!

Modifications:
-   This game works well with all ages
-   Instead of reactions, hand signals can be used, similar to the game "Ups", or participants can come up with their own.
-   The game lasts longer if you use more physical signals than just two.

Prerequisite Technology Knowledge:
-   Reactions (optional)

Mime Detective

At a glance:
- One participant leaves the room (can be by breakout room). When they return, people are doing the same action as a pre-determined leader. The participant has 3 guesses to try and guess who the leader is.

Method:
- Ensure all participants are in "Gallery View" for this game
    - Ex, they can see all players playing at once.
- One participant is selected to be the Mime Detective
- The room host will send that participant to a breakout room by themselves (or the waiting room, if that feature is available)
- The group decides who the "head mime" will be
- The head mime will lead the group in some sort of repetitive action *that can be seen on screen*
    - Ex. Scratching their head with their left hand.
- Ensure all participants are muted before the Mime Detective re-enters the main room.
- Once the Mime Detective is back, the Head Mime will make subtle changes to their action to try and stay hidden from the Mime Detective.
- The Mime Detective has 3 guesses to try and figure out who the Head Mime is.
    - They can make that guess verbally, or in the chat.
- If they discover the Head Mime, the detective wins
- If they don't discover the Head Mime in 3 guesses, the Head Mime wins.
- Pick a new Mime Detective and play again! (But end it while it's still fun!)

Modifications:
- For younger crowds - Practice the "follow the leader" aspect of this game first
- For older crowds - Reduce the number of guesses, require the Head Mime to change the action every 10 seconds

Prerequisite Technology Knowledge:
- Participants, Mute & Unmute, Chat, Switch to Gallery View
- Leaders must understand how to use the waiting room or breakout room function.
    - If service does not have the technology to virtually send them away, the Mime Detective can simply leave the room they are playing in for a predetermined amount of time.

Odds Out - *Camera on/off game*

At a glance:

- Participants try to "survive" as many rounds as possible by not being in an odd-numbered crowd when they turn on their camera in each round.

Method:

- Determine how many rounds the game will last (Start with 2 rounds for a practice round)
- All participants turn off their cameras
- Each round consists of a leader saying "ready, set, go"
- Participants will choose to turn their camera on, or leave their camera off,
- If there are an odd number of people with their cameras **on**, those people are all eliminated.
    - **Note - when people go on to camera, have them wave their hand or hands so you can actually tell who's camera is on, or, use the participant's panel to count**
- In the overall game, the participants must turn their cameras on for at least ½ the number of rounds there are.
    - For example, if there are 4 rounds, participants must turn on their camera for at least 2 of the 4 rounds.
- Continue playing subsequent rounds until the last round is over.
- The winners are those that are still in after the last round is over
    - Participants cannot win unless they have turned their cameras on for all of the times they have to**
- The last person not eliminated wins!

Modifications:

- This game works well with all ages
- **The game is managed by the honour system, unless it is strict competition, then someone will need to keep track of how many times people turn their camera on
- To add a layer of complexity or challenge, try **Majority Loses**

Prerequisite Technology Knowledge:

- Camera use

Majority Loses - *Camera on/off game*
At a glance:
- Participants try to "survive" as many rounds as possible by not being in the majority of the crowd when the camera is turned on in each round.

Method:
- The game will last x number of rounds* (Start with 2 rounds for a practice round)
- All participants turn off their cameras
- Each round consists of a leader saying "ready, set, go"
- Participants will choose to turn their camera on, or leave their camera off,
- If there is a majority of people with their cameras on, those people are all eliminated.
    - **Note - when people go on to camera, have them wave their hand or hands so you can actually tell who's camera is on, or, use the participant's panel to count**
- In the overall game, the participants must turn their cameras on for at least ½ the number of rounds there are.
    - Example, if there are 4 rounds, participants must turn on their camera for at least 2 of the 4 rounds.
- Continue playing subsequent rounds until the last round is over.
- The winners are those that are still in after the last round is over
    - Participants cannot win unless they have turned their cameras on for all of the times they have to**
- The last person not eliminated wins!

Modifications:
- This game works better with an older kids crowd (10+ years old)
- **The game is managed by the honour system, unless it is strict competition, then someone will need to keep track of how many times people turn their camera on
- In between rounds, players may bluff to convince others to either turn their cameras on or off.
- For an intro or an easier version of this game try **Odds Out**

Prerequisite Technology Knowledge:
- Camera Use, Chat (optional)

Gotcha! - *Camera on/off game*
At a glance:
- Participants secretly choose a partner and when cameras turn on, if their person is also on camera, they are eliminated

Method:
- Instruct participants to secretly choose another person in the call.
- Determine how many rounds the game will last (Start with 2 rounds for a practice round)
- All participants turn off their cameras
- Each round consists of a leader saying "ready, set, go"
- Participants will choose to turn their camera on, or leave their camera off,
    - **Note - when people go on to camera, have them wave their hand or hands so you can actually tell who's camera is on, or, use the participant's panel to count**
- If a person's secret person (from step one) is on camera at the same time as them, the person says, "Gotcha! {insert name here}" and that person is eliminated.
- In the overall game the participants must turn their cameras on for at least ½ the amount of rounds there are.
    - Example, if there are 4 rounds, participants must turn on their camera for at least 2 of the 4 rounds.
- After a person eliminates their partner, they still have to turn their camera on for the prerequisite number of rounds.
- Continue playing subsequent rounds until the last round is over.
- The winners are those that are still in after the last round is over
    - Participants cannot win unless they have turned their cameras on for all of the times they have to**

Modifications:
- This game can work with younger kids but may need some practice
- Rule additions:
    - If a person who got you out also is called out in that round, you are actually safe!
        - Ex. Jesse says "Gotcha" to Nic, but Ryah also says "Gotcha" to Jessee that round, Nic is safe, but Jesse is still out.
    - If a person who got you out gets out in a subsequent round, you can re-join the game (it makes nobody ever safe until the end of the game!)
- **The game is managed by the honour system, unless it is strict competition, then someone will need to keep track of how many times people turn their camera on

- For similar camera on/off games try **Odds Out**, *then* **Majority Loses**

Prerequisite Technology Knowledge:
- Camera use