Virtual Scavenger Hunt

Number of people to play: 2+   **Best for ages:** 5-10

Equipment needed: None   **Teaching Time:** 1-2 minutes

Before You Start
- Find some fun upbeat music to play during the game.
- Create a list of 4-6 items for everyone to find and write them down behind you or share your screen with the list.
- Make the list as accessible as you can (common household items, broad/general items, etc.)

How to Play
- Designate a start word for the game.
- Go through the list with everyone and answer any questions.
- Designate a length of time for the scavenger hunt and tell the group.
- When everyone's ready, say the go word and start the music.
- When the music begins everyone's free to search their home for the items on the list. When you find something, bring it back to your computer and set it in front of the camera.
- When the time is almost up, start a ten second countdown.
- Once everyone is back, stop the music and have the group share what they found.
- Give students time to talk about what they found.

SEL Game Debriefs
- Social Awareness - What did you learn about others from what they shared after the scavenger hunt?
- Social Awareness - Did everyone find the exact same items? What does that mean that everyone found different items?

Academic Applications
- Have them search for objects relating to an academic theme. For example:
  - Math
    - Find 7 pencils, find something that is a foot long

■ Designate points for each item and have students add up their points at the end

Challenge ideas
● How fast can you find everything? How many points can you get?

Game Variations
● Have the group create the list of items to find
● Encourage family and siblings to play as well
● Incorporate riddles and clues instead of directly telling the group what items they need to find.

Group Count

Number of people to play: 3+   **Best for ages:** 5-10

Equipment needed: None   **Teaching Time:** 1-2 minutes

Before You Start
- Explain the rules and ensure everyone is in a quiet environment so you can hear when they're unmuted.
- Agree on a number to count to as a group. Ideally this number should be higher than the number of participants. Example for a group of 7 start by trying to count to 8.

How to Play
- The goal is to count to the agreed upon number without two people saying the same number at the same time.
- Discussing strategy is not allowed.
- You can only say one number in a row.
- One person starts the game by saying the number "1"
- At any time you can say the next number in the sequence.
- If two people say a number at the same time, start over at "1"
- When you get to the agreed upon number, celebrate! Then play again and see how high you can count without a mistake.

SEL Game Debriefs
- Relationship Skills - how did it feel when two people made a mistake? How did it feel when your team got to your target number?

Academic Applications
- Change up the pattern to teach mathematics concepts:
  - Count only even numbers, prime numbers, multiples of 3, etc.
  - Go through the alphabet A-Z or say objects that begin with each letter (Aardvark, Bat, Cow…)

Challenge ideas
- What's the highest number your group can count to?

Game Variations

- Play with two teams and see which group can get to a designated number the fastest.

Animal Kingdom

Number of people to play: 4+   **Best for ages:** 5-10

Equipment needed: None   **Teaching Time:** 3-4 minutes

Before You Start
- Create your list of rounds and animals:
  - You can do as many rounds as you would like. Each round should have 3 animals. These should be animals you can make a sound for. The more similar the animals are the more challenging (and fun) the game will be.
    - Ex. Round 1: Cow, Chicken, Sheep is less challenging than Round 2: Husky, Chihuahua, Golden Retriever because the animals in round 2 all sound much more similar
  - Write your rounds and animals down so you can show the group or create a slide deck with each round so you can share your screen with the group.
- Ensure all participants are in a relatively quiet environment so they can hear the sounds and so they can make the sounds themselves.

How to Play
- Start with an easy practice round to teach the game to all learning styles.
- Send one of the animals in the list via private chat to someone in the group.
- That person will make the sound of that animal and everyone else will chat in the animal they thought they heard from the list.
- Keep track of which ones you guess correctly.
- For each round choose someone new to make the animal sound.

SEL Game Debriefs
- Self-Awareness - How did it feel to be chosen to make the sound in front of everyone? Was it exciting? Scary?
- Relationship Skills - How did you make sure everyone was a part of the game?

Academic Applications
- Incorporate animals the participants are learning about.

Challenge ideas
- Can you guess every animal correctly?

Game Variations
- Create teams at the beginning of the game and tally up points by team instead of by individual.
- Turn cameras off or close your eyes when the animal sound is made. Have the group try to guess the *person* who made the sound instead of guessing the animal they heard.