



## Online Social & Get to Know Games

Name of the game	Use	Participants	Material	Description	Source
<b>Question hail</b>	Get-to-know-game	2-15 from 10 years	Chat	The game leader is asking questions (e.g. "Where do you like to travel to?") and the participants have to type their answer to the chat as fast as possible.	
<b>Question hail version 2</b>	Get-to-know-game	2-4 from 8 years on	-	One participant is saying a name and the question and the called person has to answer fast. Then they ask another one.	
<b>Personal characteristics</b>	Get-to-know-game	5-15	Online-Tool Padlet	Everyone is writing down one characteristic of themselves. Then the group discusses, what characteristic fits to which person.	<a href="https://www.praxisjugendarbeit.de/spielesammlung/spiele-kreissspiele.html">https://www.praxisjugendarbeit.de/spielesammlung/spiele-kreissspiele.html</a>
<b>2 Lies and 1 truth</b>	Get-to-know-game	3-12	Chat	Everybody writes down 2 lies and 1 truth. Afterwards the group tries to find the truth.	<a href="https://www.praxisjugendarbeit.de/spielesammlung/spiele-kreissspiele.html">https://www.praxisjugendarbeit.de/spielesammlung/spiele-kreissspiele.html</a>
<b>Live in the body outline</b>	Present themselves	2-6 From 8 years	Paper and pencil	Everybody draws the outline of a body and writes down important aspects on their name.	
<b>Wild Wilma</b>	Learn the names	3-6 From 9 years	-	One student presents themselves with an adjective, that starts with the same letter as their name (e.g. "I am the wild	





				Wilma”). The next student repeats the name and adjective and adds their name.	
<b>We're one person</b>	Get-to-know-game	3-8 people, from 9 years	Empty profile (screen sharing)	The group imagines to be one person. They add all their answer to one. (e.g. age, height, but also hobbies)	<a href="https://www.jugend-leiter-blog.de/2019/04/23/kennen-lernspiele-kinder-jugendliche/">https://www.jugend-leiter-blog.de/2019/04/23/kennen-lernspiele-kinder-jugendliche/</a>
<b>Are you, do you have, do you like</b>	Get.to-know-game	From 8 years	webcams	The game leader asks yes-or-no-questions about the students. If yes, they turn on the camera. Alternatively, the camera is turned on all the time and the students stand up, if the answer is “yes”.	
<b>One item with the same letter</b>	Learn the names	2-8 students 9-12 years	-	The students have to look for one item, that starts with the same letter as their name. Then they present themselves.	
<b>Counting together</b>	Social game, teamwork	3-5 students 9 to 12 years	-	The students try to count to 10 or 20. No one is allowed to say more numbers in a row. If someone says a wrong number, they must start from 0.	
<b>Commonalities</b>	Get-to-know-game	2-5 students from 9 years	-	The students get 5 Minutes to find 1-3 things, they all have in common (e.g. “we all live in cities”).	





<b>Guess my item</b>	Social game	2 or 4 University students	-	Every student looks for one item, but doesn't show it. Another student asks question about it (e.g. the material) and has to decide, if the answer is a lie or the truth.	
<b>Take pictures</b>	Get-to-know-game	2-5 students, high school	Photos (topic related)	Beforehand, get the task to take a specific photo (e.g. what they can see through their window). One after the other shares the photo and the others can ask questions (e.g. Why did you choose that object?)	<a href="https://freeenglishlessonplans.com/2015/09/28/icebreaker-show-me-a-picture-of/">https://freeenglishlessonplans.com/2015/09/28/icebreaker-show-me-a-picture-of/</a>
<b>Time machine</b>	Get-to-know-game	2-5 students, from 12 years	-	The students imagine a time machine and think about their favourite time to live in. One student starts to share their favourite time (maybe with a picture). The others ask questions. The method "pass the mic" could be used.	<a href="https://www.epicagile.com.au/resources/top-5-virtual-icebreakers/">https://www.epicagile.com.au/resources/top-5-virtual-icebreakers/</a>
<b>Say it with emojis</b>	Get-to-know-game	Big groups, From 10 years on	Platform, with multiple emojis	Here's another way to get a sense of how your team members are feeling – let them express it with emojis. For example, at the start of your meeting, ask your colleagues: "Which emoji best describes your current state of mind?" You can use a Slido word cloud for that, but instead of words, your participants will submit an emoji. This works best with larger meetings and events when many emojis gets submitted.	<a href="https://blog.slido.com/virtual-icebreakers/">https://blog.slido.com/virtual-icebreakers/</a>
<b>Pass the word</b>	Get-to-know-game	3-10 students from 10 years on	-	The group imagines a ball, which they can throw from one person to another. There is a topic (e.g. sports, animals, countries, films). One student says the first word, that pops up in mind, calls the name of the next person, while passing the imagined ball.	<a href="https://www.epicagile.com.au/resources/top-5-virtual-icebreakers/">https://www.epicagile.com.au/resources/top-5-virtual-icebreakers/</a>

