Online Social & Get to Know Games

Name of the game	Use	Participants	Material	Description	Source
Question hail	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.	
Question hail version 2	Get-to-know-game	2-4 from 8 years on	-	One participant says a name and the question and the called person has to answer fast. Then they ask another one.	
Personal characteristics	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.	https://www.praxis-jugendarbeit.de/spielesammlung/spiele-kreisspiele.html
2 Lies and 1 truth	Get-to-know-game	3-12	Chat	Everybody writes down 2 lies and 1 truth. Afterwards the group tries to find the truth.	https://www.praxis-jugendarbeit.de/spielesammlung/spiele-kreisspiele.html
Live in the body outline	Present themselves	2-6	Paper and pencil	Everybody draws the outline of a body and writes down important aspects on their name.	

		From 8 years			
Wild Wilma	Learn the names	3-6 From 9 years	-	One student presents themselves with an adjective, that starts with the same letter as the name (e.g. "I am the wild Wilma"). The next student repeats the name and adjective and adds their name.	
We're one person	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 answers to one (e.g. age, height, but also hobbies).	https://www.jugend-leiter-blog.de/2019/04/23/kennenlernspiele-kinder-jugendliche/
Are you, do you have, do you like	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".	
One item with the same letter	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.	

Counting together	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.	
Commonalities	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").	
Guess my item	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.	
Take pictures	Get-to-know-game	2-5 students, high school	Photos (topic related)	Beforehand, students 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 about it (e.g. why did you choose that object?).	https://freeenglishlesson-plans.com/2015/09/28/icebreaker-show-me-a-picture-of/
Time machine	Get-to-know-game	2-5 students,	-	The students imagine a time-machine and think about their favourite time to live in. One student starts to share their	https://www.epicagile.com.au/resources/to

		from 12 years		favourite time (maybe with a picture). The others ask questions. The method "pass the mic" could be used.	p-5-virtual-icebreakers/
Say it with emojis	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 get submitted.	https://blog.slido.com/virtual-icebreakers/
Pass the word	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.	https://www.epicagile.com.au/resources/top-5-virtual-icebreakers/
Emotions, Dreams and Expectations	Social Game	10-15 students		When participants discover each other's feelings and expectations as a team, they can collaborate in a much higher quality. Therefore, a group of 15 people can be divided into sub-groups of 3 people each, or a group of 10 people can be divided into sub-groups of 2 people each. The sub-groups are asked to express to each other their expectations, hopes, fears and	

				concerns about life. The process is completed by matching and comparing expectations, dreams, fears and anxieties. Group members will get to know each other much better.	
Can you stop laughing?	Social Game	10-15 students		Participants are told to stand without laughing and one person is chosen from the group by lot. This person is asked to speak and act in a funny way. The selected person is given a maximum of 3 minutes to make the group members laugh. The person who laughs among the participants tries to make the team laugh this time. Laughter is a very effective action to create warm feelings and a friendly atmosphere between people.	
Let's discover our names!	Social game	10-15 students		Starting with the letters of the alphabet, people take the floor in the order of the initial weeks of their names. They tell the story of their name. The name story consists of the following questions: who is the person who named me, why did they choose this name, what is the word meaning and dictionary meaning of my name, do I know anyone else with this name, what is my favourite thing about my name? Through name storytelling, people's names will be more memorable.	

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