

# Virtual



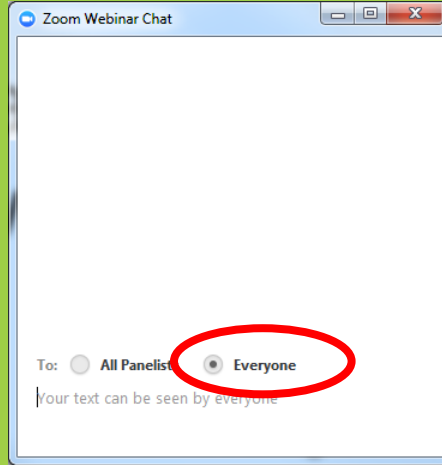
CAPP, PREP & SRAE

# House Keeping



## Experiencing delays?

Try closing out the other programs running on your computer



## Questions?

Use chat function.  
Post to Everyone.



## Audio.

You control the volume. Please mute yourself during the presentation.



Back by popular demand, let's begin with the famous 1-9 scale on how you are feeling today.

1



2



3



4



5



6



7



8



9



# Launch Poll

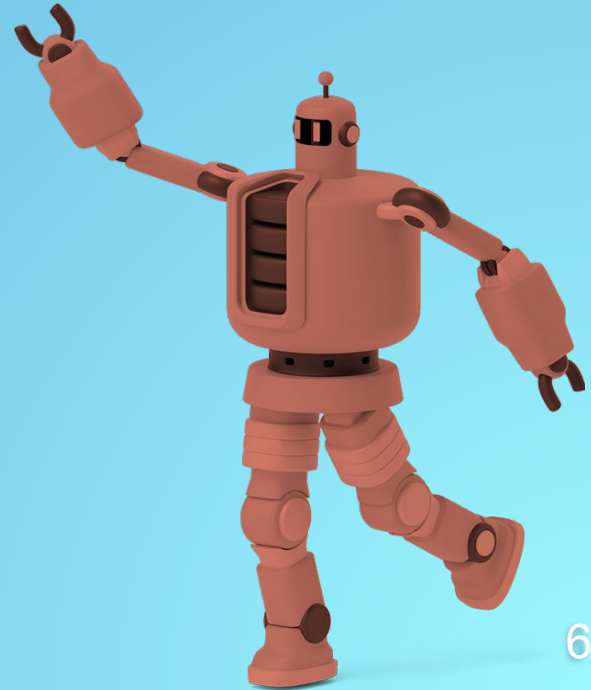


# WELCOME

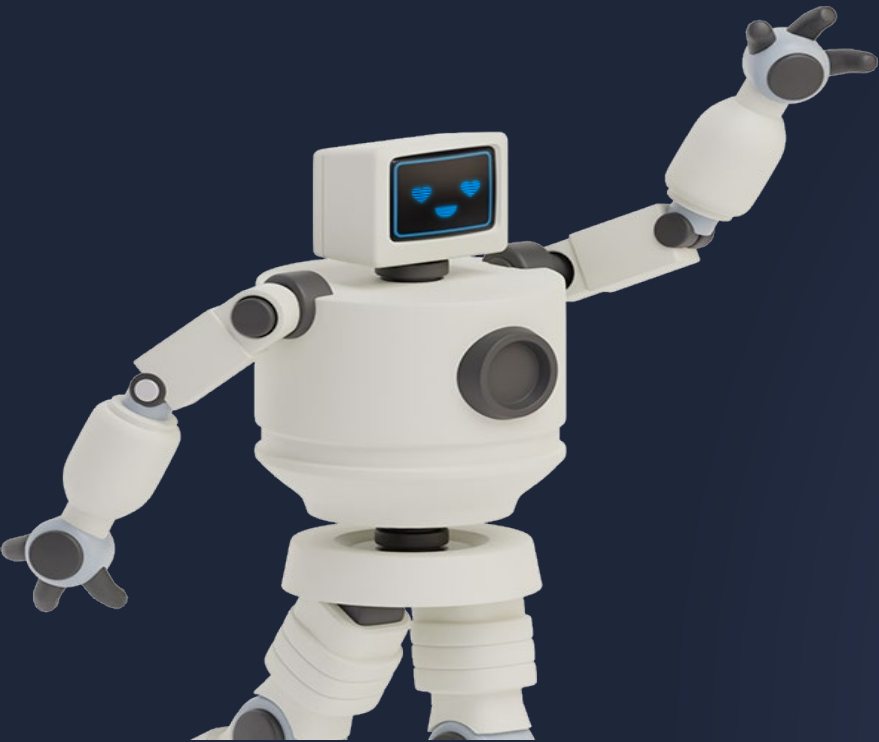
Youth engagement has had its challenges.

Now with virtual implementing, teaching and learning, we are faced with a new set of challenges.

Everything is different so we must engage differently.



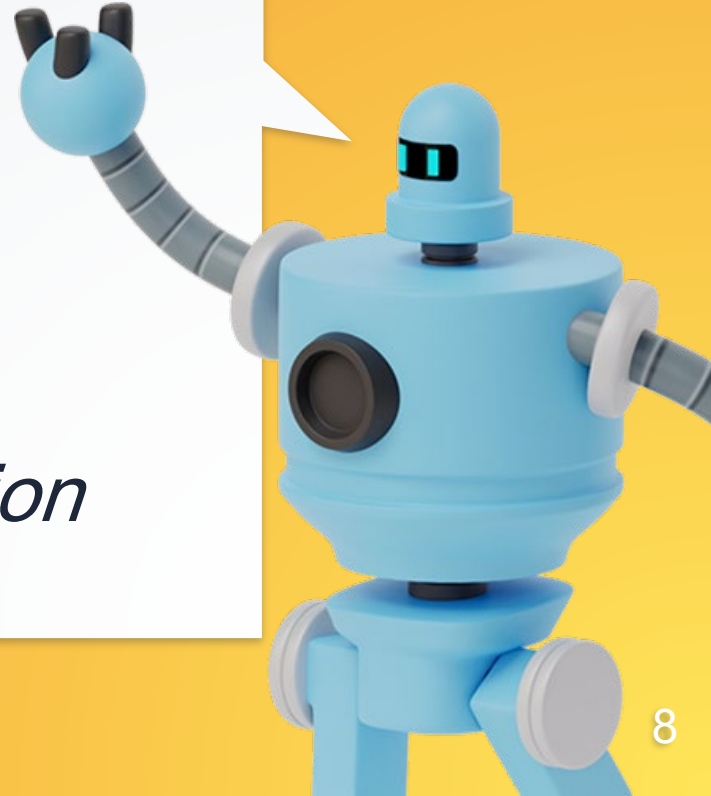




Lets Break the ice &  
Have some Fun!

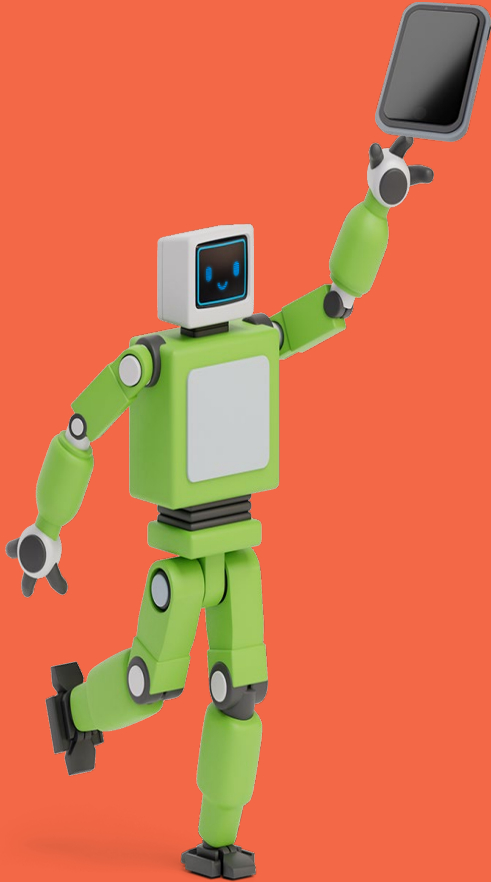
*For this activity you will need:*

- *A piece of paper*
- *Something to write with*
- *2-4 Volunteers or teams*
- *Your enthusiastic imagination*

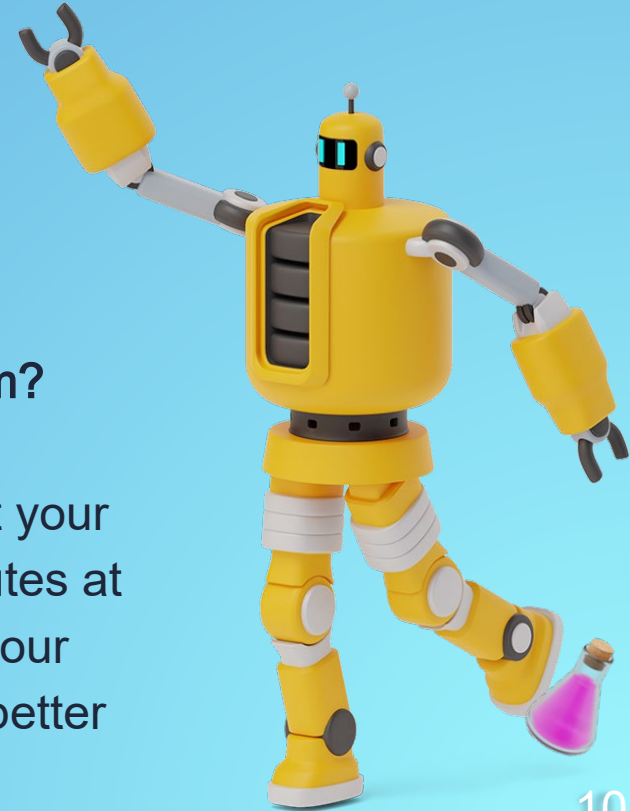
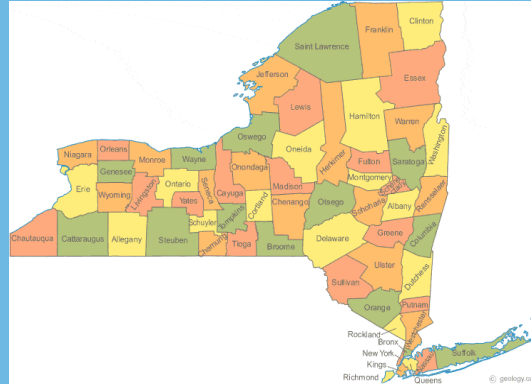




# Sketch Your Answer



- ❑ Ask your group a prompt question that can be answered visually, have your audience **DRAW** their answers, and have the other team members guess what they drew.
- ❑ Questions like “Who is your favorite fictional character?” or “What is your spirit animal?” are perfect for this icebreaker.
- ❑ The less artistically talented your team is, the better!



## Where in the WORLD (on the MAP) are you joining us from?

- This icebreaker is ideal for getting to know a little about your groups home environment or location. Take a few minutes at the top of your group session to show off or describe your home office or work from “anywhere” space to get the better picture of where your remote participants are from

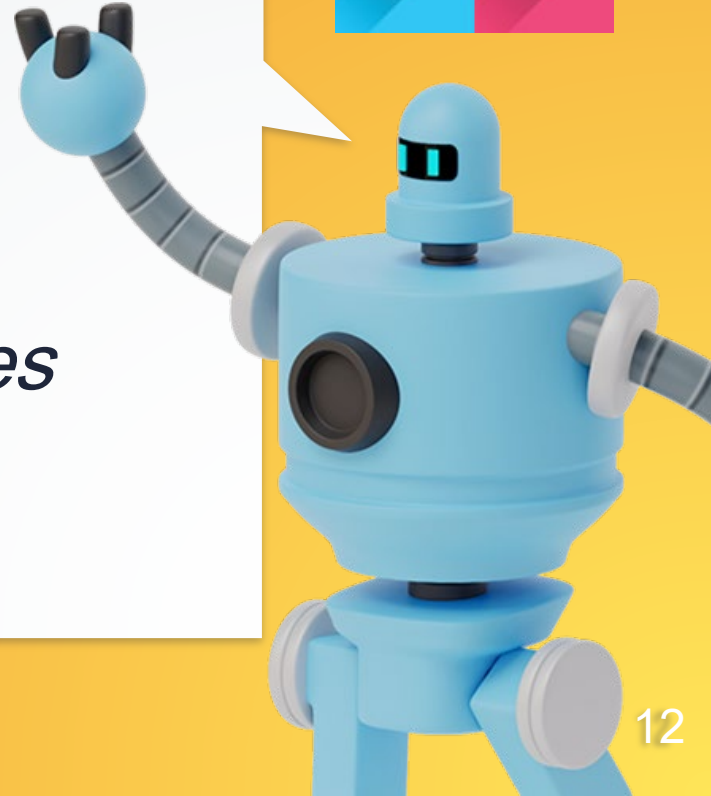
# Not a one size fits all...

We recognize that everyone's environment, access to technology, home circumstance and abilities are different. Still we look to engage our youth as best we can with interactive activities and engagement strategies.



*For this activity you will need:*

- *A piece of paper*
- *Something to write with*
- *Your mathematical abilities*



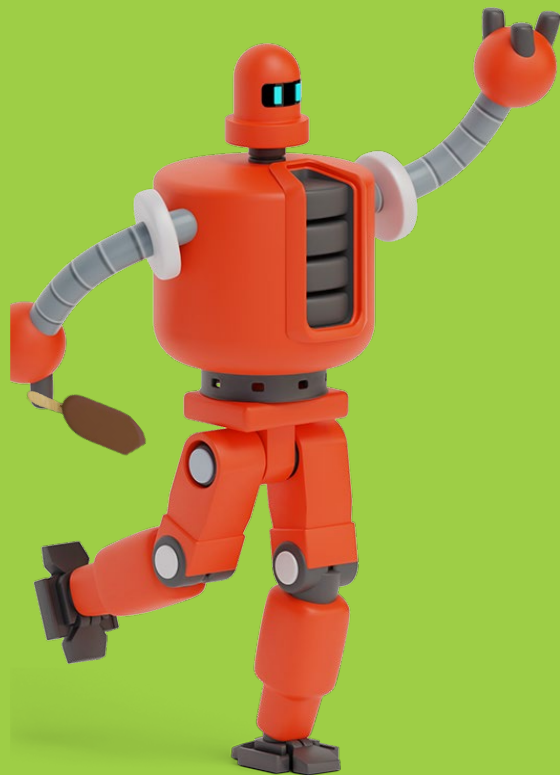


## One Word Scrabble Summary

- Have each group member summarize their week/day/or class so far, in one word. The person whose word has the highest Scrabble score gets to pick the icebreaker or activity for the next meeting or session!
- Write down the word and reference the score chart

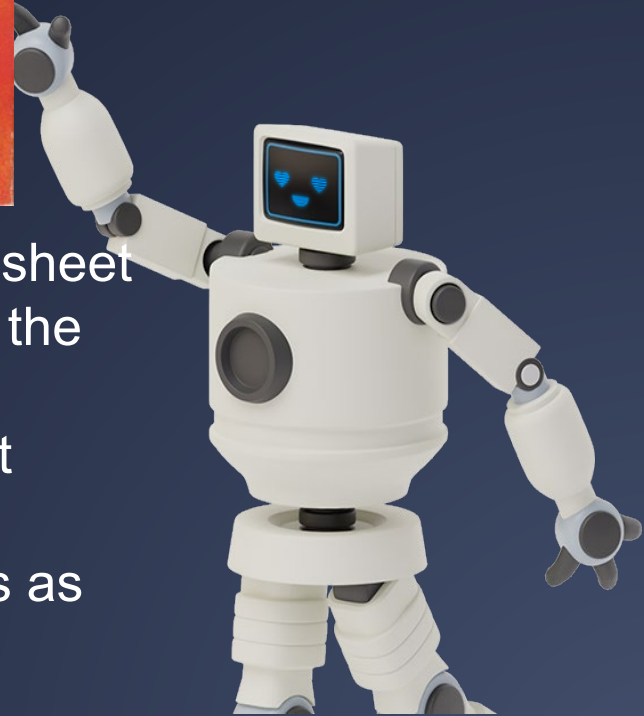


# Take a Picture of the Points Chart



	A <sub>1</sub>	B <sub>3</sub>	C <sub>3</sub>	D <sub>2</sub>	
E <sub>1</sub>	F <sub>4</sub>	G <sub>2</sub>	H <sub>4</sub>	I <sub>1</sub>	J <sub>8</sub>
K <sub>5</sub>	L <sub>1</sub>	M <sub>3</sub>	N <sub>1</sub>	O <sub>1</sub>	P <sub>3</sub>
Q <sub>10</sub>	R <sub>1</sub>	S <sub>1</sub>	T <sub>1</sub>	U <sub>1</sub>	V <sub>4</sub>
	W <sub>4</sub>	X <sub>8</sub>	Y <sub>4</sub>	Z <sub>10</sub>	





- ❑ Have participants write a LARGE letter on a sheet of paper, that will be legible when held up to the camera.
- ❑ Ask them to hold their letter up to and keep it visible on the camera.
- ❑ Instruct participants to create as many words as possible with these letters.
- ❑ Set a time limit

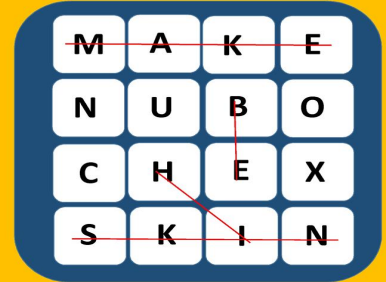


# BOGGLE

Make as many words as you can!

You have **2 minutes**

Which ever team makes the MOST words WIN!



ISLCollective.com



## Example:

1. game
2. do
3. rot
4. hat



Let's Practice!!

# In your break out rooms

Select a group leader.  
Group leader will share their screen with the room

Go to:  
<https://symondsresearch.com/icebreakers-for-online-teaching/>

Select 1-2 activities that  
you think you could do  
with your group

Select one  
to do with  
this group

Will you  
volunteer to run  
an activity?

Provide  
Instruction

Implement  
with US!

# OR... In breakout rooms

## Fact Recall Mission Virtual Icebreaker

- **Source:** [The Go Game](#)
- **Time:** About 7 minutes
- **How-to:**

- Each team member invited to play [Fact Recall Mission](#) introduces themselves and gives a “fact” about them; usually with a prompt, such as favorite vacation destination, most likely to see in concert, most binge-worthy show they recommend, etc.
- Keeping the facts tucked away to memory, each player will try and recall who said what during the introductions.
- A recommended show is a great option because everyone learns something about the person and also gets a great recommendation.
- Vacation memories and concert bucket lists are fun and a great throwback to the good times.
- The players in the group know each other too well? It’s still a great opportunity to play and use it to tell something about yourself as a warm-up. Everyone needs a new book recommendation or Netflix binge idea.

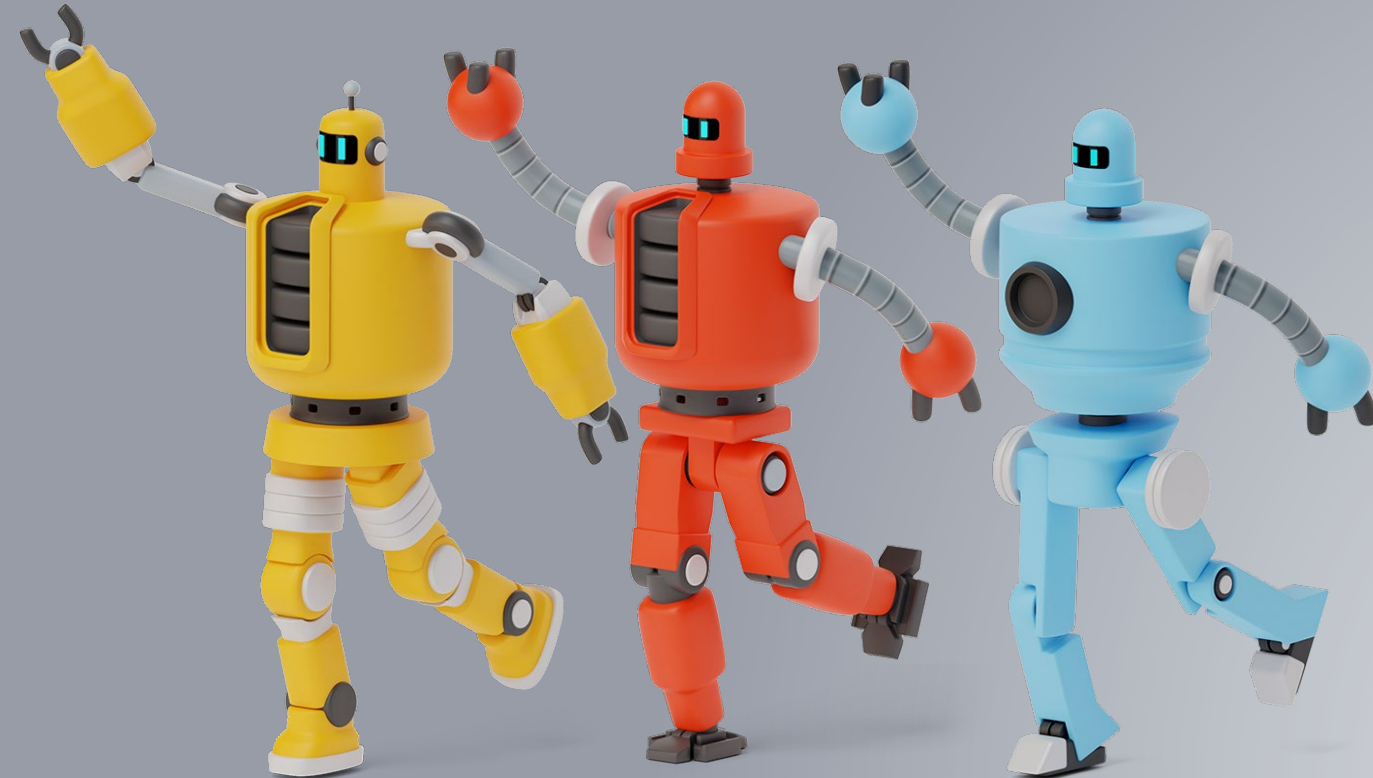
# How Did It Go?

- Did you find any *classic* activities?
- Would anyone like to volunteer?





Did you notice  
the items???

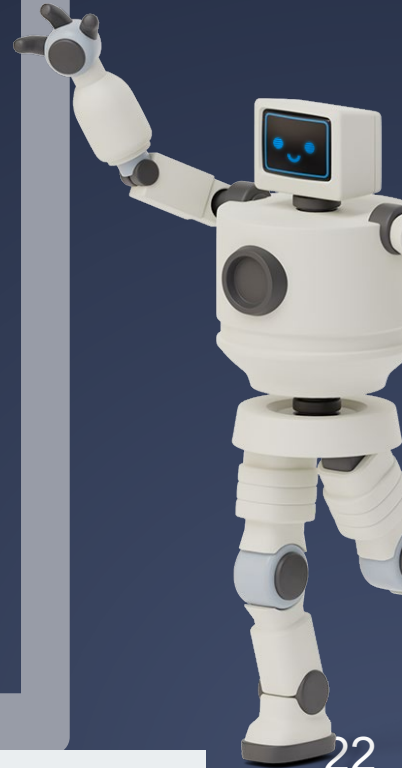


Did Any make  
you smile?



# Classics

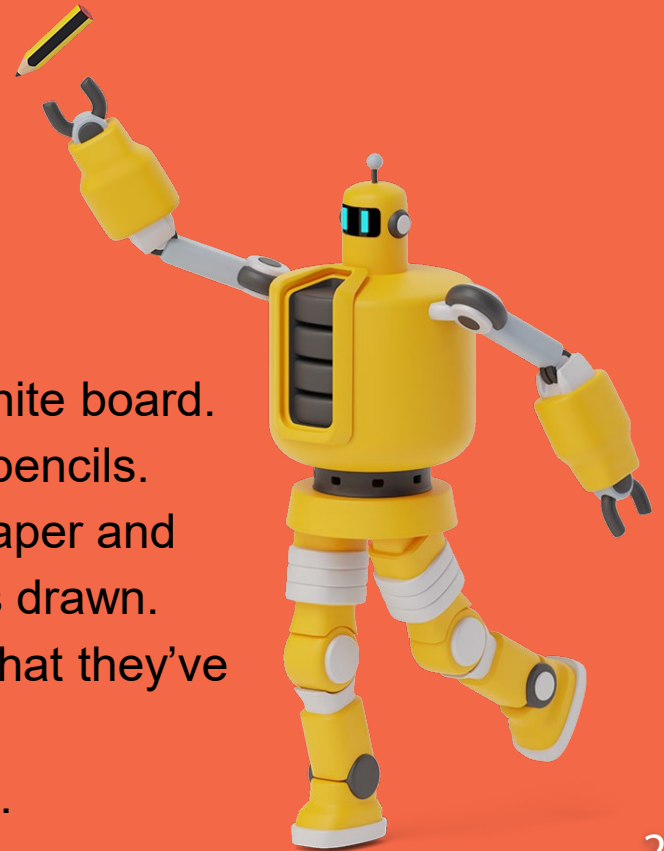
1. 2 Truths and 1 Lie
2. Name game; My name is \_\_\_\_\_ going to a party and I will bring.....(item must start with the first letter of their name), other wise they can't go to the party.
3. Bingo
4. Describe an object in your space.
5. Polls on:
  - Movies/Shows
  - Music
  - Games
  - Trends etc.



# General White Board Fun

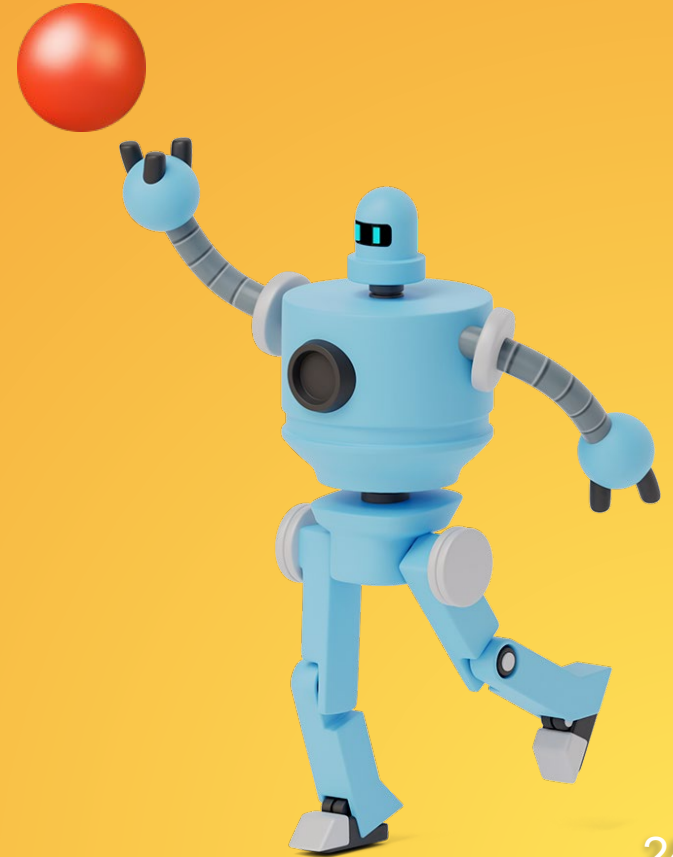
## Whiteboard Art

- The facilitator draws three random lines on the white board.
- Participants will need a piece of paper and pens/pencils.
- Instruct them to copy the lines on their piece of paper and create a picture from the 3 lines the facilitator has drawn.
- Give them a couple of minutes and then share what they've drawn on the camera.
- Allow some time for them to explain their drawing.



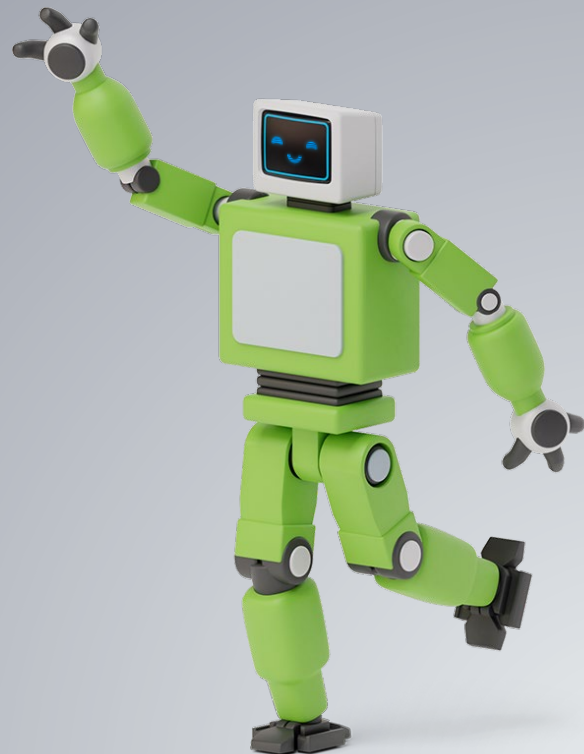
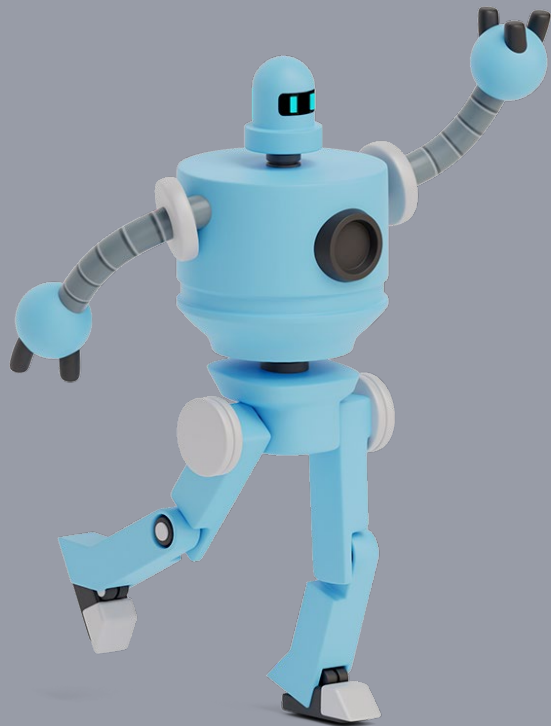
# Resources

- <https://www.owllabs.com/blog/icebreakers>
- <https://symondsresearch.com/icebreakersfor-online-teaching/>
- <https://snacknation.com/blog/virtual-team-building/> \$\$



Any

Questions?



# Thank you AI

