






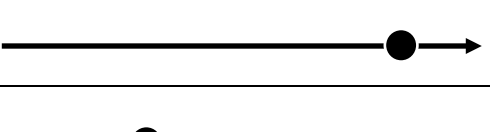
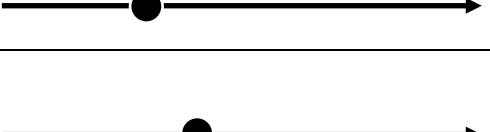
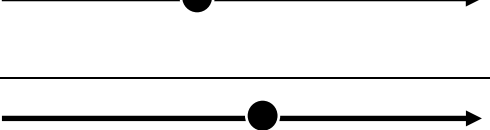
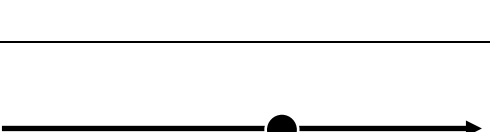
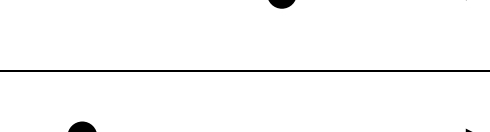
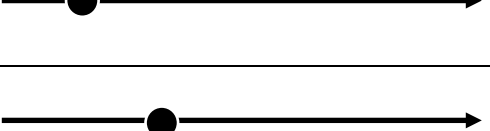
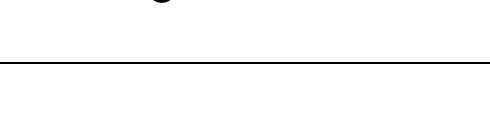
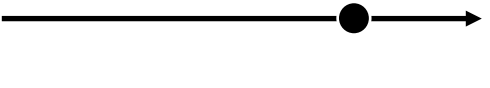




Facilitating Social Play in Virtual Spaces

shared by Bryan Tesan, Nelson Elementary School

During this time of social distancing and limited interaction, social isolation is a particular concern for those students for whom the skills of peer connection and engagement do not come naturally or easily. The below are some initial thoughts and experiments in the realm of guided/scaffolded games that could be used in a virtual meeting space to promote social inclusion and interaction. These ideas are based around our initial experiences in Teams and Zoom, and use some of the features in these tools.

Name	Materials	Description	Level of Social Risk
Count to 10!	none	<i>Players collaboratively try to count to 10, with each player being able to only say one number at a time. If two people say a number, the group starts over again at 0. Sounds easy, but is challenging and fun.</i>	
<i>Sound Conductor</i>	none	<i>The "Sound Conductor" chooses an environment (ie. The rainforest, city, etc.) The rest of the players choose a sound to add to the environment. The conductor can use their hands to raise, lower the sound.</i>	
<i>Pictionary</i>	<i>Paper, sharpies, pencils.</i>	<i>The leader (teacher or student) types a list of clues into the chat window. The Player who is drawing picks from these options and tries to draw the clue for the others to guess. Could be done in teams, or collaboratively. Alternately, the teacher/leader could have other players turn their backs to the screen, while the clue is shown to the drawer.</i>	
<i>I Can't Hear You!</i>	none	<i>The teacher/leader has a list of simple sentences that have been entered into the chat. (Alternatively, the teacher could have other players turn their backs while the clue is shown.) The Speaker then turn off their microphone (or the teacher/leader mutes that player's mic) and says a sentence to the group. The group tries to guess what the player is saying. Could be played in teams or collaboratively.</i>	
<i>What's That Noisy?</i>	<i>household objects</i>	<i>Each player takes a minute or two to collect objects from around the house. When it is a player's turn, they turn off their video feed, and make a noise with that object. Other players try to guess the source of the sound. When it is guessed, or when others give up. The video feed is turned on to reveal the object. Could be played in teams or collaboratively.</i>	
<i>The Emotion Game</i>	none	<i>Players pick from a list of emotion words, and then try to act out that emotion for the group. Other players try to guess the emotion. Could be played in teams or collaboratively.</i>	

<i>My Last Move is Your First Move</i>	<i>a source of music</i>	<i>Players establish an order. When ready, the first player has 4 beats to do 2 different actions. The second player then copies the last action and adds their own new action. The third player copies the second players action and adds their own. And so on.... Quite fun and funny. This comes from a Tik Tok challenge and an example can be seen here. https://www.tiktok.com/@maggiethurmon/video/6809017556926467334</i>	
<i>Karaoke</i>	<i>a source of music</i>	<i>It's karaoke 😊 Different people can pick songs. Teacher/leader can cut and paste lyrics into the chat.</i>	
<i>Mystery Object</i>	<i>household objects</i>	<i>Each player collects an object from around the house. One a time, players answer yes or no questions from the group, as the group tries to guess what the hidden object is.</i>	
<i>Speed Hunt</i>	<i>household object</i>	<i>Player 1 gives a command to the group, ie "Something red!" The rest of the players have to quickly find something red and bring it back to show the camera. First player to return with an object that meets the criteria gets to choose the next command. This one would need some frontloading around safety, noise, appropriateness.</i>	
<i>Write Together</i>	<i>none</i>	<i>Group members take turns adding words (or sentences) one at a time in the chat, working together to write a story. At the end, group members could attempt to act the story out together.</i>	
<i>Mirror Mirror</i>	<i>none</i>	<i>First attempts: One player leads with actions while everyone else acts as a mirror and tries to perfectly match the action of the leader. Expert: No one leads, everyone tries to move in the same manner. An emergent game where small actions eventually build on each other. Very fun, very funny.</i>	
<i>Movie Night</i>	<i>None</i>	<i>Group gets together to watch a movie. Members can watch each other watch and react to the movie. Members can ask questions and converse in the chat. Teacher/leader could stop the film at various points to ask focus questions, spark conversations.</i>	
<i>Draw With Me</i>	<i>Pencils/Pencil Crayons/Paper</i>	<i>One person draws a fairly simple drawing, the simpler the better to start. They keep the drawing hidden. They then describe the drawing to the other players. In the end they all reveal their drawings to see how similar/dissimilar they are.</i>	
<i>Who is it?</i>	<i>Student Questionnaire/ Survey</i>	<i>In advance, group members fill out a questionnaire/survey designed by the teacher leader. Then, the teacher/leader reads out the answers to a questionnaire while others make predictions guesses about who it is. This could go from very basic to very probing questions depending on the comfort level of the group.</i>	

<i>Guided Conversations</i>	<i>Question Strips</i>	<i>Using pre-written questions designed by the teacher, members respond to a variety of prompting questions. (Lots of resources for meaningful conversation guiding questions)</i>	
<i>Cards Bingo</i>	<i>Decks of cards</i>	<i>Players each have a deck of cards. They shuffle their decks and place 25 cards in a 5 by 5 array in front of them. The caller uses their deck to flip cards one at a time. Players who have the called card turn it over. First to get a line wins the round. Caller can keep jokers in as wild cards.</i>	
<i>Cards Landmine</i>	<i>A 5x5 grid with axis labelled A-E and 1-5. A deck of cards</i>	<i>Teacher leader aims their camera at the playing surface. Teacher leader shuffles a hand of 25 cards including one joker. Cards are placed on the grid. Players take turn choosing cards to turn over, using the coordinates. The teacher leader flips over the cards as they are called. Players are trying to avoid the joker. Could be played in teams or individually.</i>	