

Virtual Happy Hour Games

Sneak It In!

The group gets divided into smaller teams through breakout rooms. Depending on the size of the original group, you could split up into 2-6 teams. From there each team has to come up with a word or phrase that they need to sneak into the original group conversation without any of the other teams guessing what their word/phrase is. After a few minutes of brainstorming individually, each group comes back together as one. The goal is to incorporate your team's word/phrase into the conversation as many times as possible without the other teams figuring out what your word/phrase is. The team who sneaks it in the most amount of times or doesn't get caught by the end of the happy hour wins the game!

Gotta Go Fast

This game will be an indoor scavenger hunt. A host will call out a name of a common household object and the first participant who runs to collect the item, bring it back to show it on screen, and type the name of the item in the chat box will win that round. This is a good game to get people moving around out of their seat and laughing!

Virtual Scattergories

Similar to the popular board game, there is a list of items everyone needs to think and write on their sheet of paper. The answers must start with the same letter that is established at the beginning of each round. What makes this unique is companies and groups can create their own lists and have fun with their coworkers/friends! If people are doing this with their friends, they can create lists with many inside jokes and have a lot of laughs!

“A Twist of Charades”

We're taking charades to a new level by reversing it! In this version, everyone in the group will act out the word on the selected card while a single person in the group tries to guess the word. It's madness, it's mayhem, but it's pretty darn fun.

Pictionary Idioms

Have the group divided into two teams. One team member is given a word through private chat. The other three individuals have to guess what that word/[phrase](#) is under 1 minute. If they get it under a minute they get a point. The next team goes through the same exercise. The team that guesses the most words/phrases under a minute wins.

The Aliens Have Landed”

The rules are simple — pretend like aliens have landed on Earth and want to learn about your company and the products you provide. However, they don't speak English, so you have to create/explain through symbols/pictures. Each participant has to draw 5 images that communicate what your company does (and its culture) as simply as possible. Include products and services as well!

These images should be as simple as possible to convey your company's mission clearly to the aliens. Upload to a shared folder or document and pick a winner. Look at each image carefully — are there common themes within these images? Did you forget a product or service you offer as a company? Have fun with this! I did this with my team, and it really helped create an elevator pitch for our company!

Just Like Van Gogh!

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Each team member draws a famous person to the best of their ability within 20 seconds. Then everyone has to guess who they drew.

Options to make the game more intense are to prepare the list of famous people ahead of time, and have people draw names. You could also make it even more specific. What's that you say, you want a picture of Lady Gaga, but you want her in her meat dress? Or you want Oprah Winfrey but you want to see her riding in a helicopter? Each round can be progressively more intense.

Virtual Craft Attack

The person leading the meeting has everyone pick a number between 1-50. Whoever guesses the winning number gets to pick any animal they want. Everyone gets 5 minutes to scramble around for materials in their respective homes. Now comes the fun part. Everyone is given 20 minutes to construct the chosen animal out of the materials they had handy. Winner is chosen by vote at the end !

Impromptu Portraits

Players have three minutes to draw a portrait of another player of their choosing. Bonus points if they incorporate the background! When the time is up, players will take turns showing their portraits, and the rest of the group guesses who they drew.

Word Tennis

You can split the group up into two teams or however many you would like. You then have one person from each team face off vs each other. Before you start, the moderator will think of a topic such as "Ice Cream Flavors". Each person will have three seconds to think of an ice cream flavor that wasn't mentioned previously. Players go back and forth stating ice cream flavors like a rally in tennis. If one person repeats a flavor and/or can not answer within the three seconds, then they lose the round and the other team gets the point. The next round can be "US States" then "Actors" and "Actresses", "Types of Sports", etc. You can go until a certain number of points or until a team dominates with a few Aces and a mean backhand (had to throw in the tennis reference)!

Research and Destroy

Split into teams. Choose something they know nothing about or very little. Each team has one hour to research, create a power point presentation or other type of media presentation over the subject. And give a 2 to 3 minute presentation over the topic. all have to be done within that hour. As best each team can. It doesn't have to be finished. No one expects you to do all of this all at once and it be perfect. All teams vote at the end to pick a winning team. Winning team gets a work perk.

My Cup of Tea

What would be better than just drinking tea? Is knowing someone their cup of tea. The game is like this everyone would write in a small piece of paper what their cup of tea is. They can even write example such as "My cup of tea is singing before lunch." After that fold it.

Put it in a container mix it. Everyone picks from the jumble pile and guess who that person is.

A simple game while taking a break.

How well does your team eat

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Each participant will state which food that everyone loves that they hate eating and why, and also food that everyone hates that they actually love.

This will give people the insight how unique their team is and to be more tactful and considerate when interacting with the team. Also, a great way to break the ice and feel comfortable with sharing ideas with the team no matter how unique their ideas are.

Home Scavenger Hunt

How to play:

1. Create a list of common household objects.
2. Everyone has 30 seconds to gather the household items.
3. The person with the least amount of items drinks.

What's on Your Desk?

The organizer sets up a list of common and not-so-common items team members may keep on their desks (everything from “mug of cold coffee,” to “scissors,” to “lego people”). The list will be private to the organizer, who reads each item aloud and the participant will need to hold up their item to prove it's there. A tally will be kept for bragging rights and everyone will get to know their co-workers a little better. After all, you can tell a lot about a person by how their desk looks! (Mine is full of Pop figures and vitamin supplements...)

Scavenging Scramble

The participants are divided up into groups of 4. (The group sizes can differ, but 4 is a solid number).

In each team, one person is designated to be the Record Keeper! They must collect evidence of all the completed tasks to then submit to the scorekeepers.

Each team is given a period of 30 minutes. They are provided a packet. In this packet contains a few sections:

1. Puzzles – Links to puzzles that can be completed and sent to the Record Keeper. (10 points for each puzzle completed)
2. Scavenger Hunt – List of incredibly random items participants may or may not have around their home. (3 points for each item found)
3. Funny Photos – A list of 4 oddly named inventions for participants to try to “create” from household items, drawings, or other out-the-box ideas. (scale of points based on creativity determined by judges – min of 5 points, max of 30 points)

By correctly completing the tasks in the above sections, teams are allotted points. The team with the largest number of points wins!