

Social Event Ideas for Community Groups From Home

During this unprecedented time, our community groups can still have a ton of fun together from the safety of your own homes. Below are some ideas that will help your group have a fun and exciting digital social event.

• **Pictionary** - With the help of a <u>random word generator</u>, you can easily play Pictionary over Zoom or Google Hangouts—just hold up your drawing to the screen or use Zoom's white board function. If you have at least four people, it's easy to divide into teams.

To use Zoom's whiteboard, you'll want to click the share screen button located in your meeting toolbar, select the whiteboard, and click share. You should then see <u>annotation tools</u> that will let you use your mouse to draw as you would for Pictionary. You can take turns sharing the screen's whiteboard depending on who's turn it is, and you can put some in charge of keeping time for the person who is drawing.

- **Karaoke** Grab your hairbrush as a stand-in microphone, pull up the karaoke version of your go-to song on YouTube, and sing your heart out—virtual duets are highly encouraged.
- **Trivia** You can use this <u>Random Trivia Generator</u> to generate questions for the event. Have people send their answer directly to the "Trivia Host" using the chat feature of your video conferencing platform. The Trivia Host will keep track of who gets each answer correct. The individual to get the most correct answers by night's end is the winner.
- **Charades** You can select the "Charades" option on this <u>random word</u> <u>generator</u> to provide words for your game. You'll need two teams and a timer. Each person will get a chance to act out their word, while their team tries to figure it out. You can't, of course, mouth the answer, make noise, or use items in your room as clues. Act your heart out and have fun!
- Talent Show Time to show off your hidden skills and talents!
- Would you Rather? Would you rather be born with the head of a horse or the feet of a duck? Use the <u>Would You Rather Question Generator</u> to start some interesting conversations among your group members.

• **Pancakes vs. Waffles** - Work together to make some important decisions. For round one, your group has to decide on whether the world is going to keep pancakes or waffles, and the other is to be obliterated from existence. Anyone can advocate for a favorite choice, and ultimately you must have a vote of majority to make the decision.

After one of the delicious breakfast foods is eliminated, you add a new competitor. For example, the game may become Waffles vs Pumpkins, and then Waffles vs Puppies, and then Puppies vs Kittens, and then Kittens vs Romantic Relationships, and similar. Typically the longer you play, the more intense the conversation gets!

- Never Have I Ever Never Have I Ever is typically a knock-out game, which means you start with five fingers up and lose a point for each of the topics that you have in fact done. For example, if the prompt was "never have I ever gone bungee jumping", then everyone that has bungee jumped would put a finger down. The game works because it is fun and interesting to see who is an exception to each topic. Use the <u>Never Have I Ever Question Generator</u> or create your own prompts.
- **Guess Who?** Assign a person/character/item to a member of your group. For example: assign a group member the name Oprah Winfrey. Let everyone but the person guessing know what person/item was assigned using the chat feature of your video conferencing platform. The guesser then asks "yes/no" questions to try to determine who or what they are. To make it harder, limit the number of questions they can ask!
- **Two Truths and a Lie** Each player will have a chance to share two facts about themselves plus something that's entirely made up, and the goal is to correctly guess which one is the lie. To throw everyone off, choose two truths about yourself that people might not know, or two things that seem a bit outlandish or out of character for you.
- **Read My Lips** Have the person who is "it" turn off their microphone. They will then say a series of words in a given amount of time while everyone else reads their lips and writes down what they think they're saying. The person with the most correct guesses is the winner.
- Jackbox Games <u>Jackbox Games</u> has a variety of individual games and games packages for sale. Packages include bluffing games, drawing games, fill in the blank, sound effects and trivia. As long as everyone can see the screen, they can use their phones to play along.