



Virtual Game – Do You Know Me?

Description

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Help your students get to know each other in this fun game. Students will practice guessing what their peers' responses would be while building their relationships with each other.

Supplies

- No supplies needed

How to Play

1. This activity works best on a virtual platform where students can see each other, like Zoom.
2. Come up with an order you would like participants to go in, for example: alphabetical order, age, grade, etc.
3. Start each round by announcing the student's name and posing a yes or no question.
4. After reading the question, the rest of the students must guess whether that student would answer yes or no.
5. You can have them respond by either:
 - Posting a poll in Zoom where students respond "yes" or "no."
 - Having students share their video and either give a thumbs up or a thumbs down for yes or no guesses.

6. After all of the students have guessed, have the original student reveal whether they answered yes or no.
7. If possible you can keep track of students who guess correctly and have a winner at the end!
8. This continues until all students have gone or time is up.
9. Example Yes or No Questions:
 - Can _____ do the nae nae?
 - Does _____ have any brothers or sisters?
 - Does _____ love to watch scary movies?
 - Would _____ choose to go to the beach over going to the mountains?
 - Does _____ love to play sports?
 - Has _____ ever stayed up past midnight?
 - Does _____ have a pet?
 - Has _____ ever been camping outside?
 - Does _____ like pepperonis on their pizza?
 - Has _____ ever ridden their bike to school?
 - Does _____ have a great singing voice?

Activity Prompts for Reflection

- Did anyone learn something new about someone else in the group?
- Does anyone have another yes or no question they would love to ask the group?
- What is one thing that you had in common with someone else?

Other Ways to Play

- Give students a topic and have them create yes or no questions to ask someone related to that topic. Play multiple rounds. Ex.: family, hobbies, music, etc.
- After students respond yes or no to their question, ask them a follow-up question to expand more on their answer.

Additional Notes

- If you decide to use a poll, make sure to create it ahead of time and test it out.
- Use the [SEL Activity Prompts](#) to tie other SEL competencies to this activity

Category

1. Activities
2. Relationship Skills

Sel-competency

1. Relationship Skills

Allotted-time

1. 15 minutes

Themes

1. Work Together-Teamwork