



Buzzy Bee

Instructions

A great game to provide a bit of entertainment and mix up your virtual sessions. For this activity, children will need to be stood in front of their camera, with a small amount of room around them. A letter should be given to the group and participants have 10 seconds to choose an object/person/animal (or anything!) beginning with that letter and then using their body act out (no speech) so everyone can see what they are. The more original the better! So for example if it was a 'B' then they could become a bus, broom, Boris Johnson, butterfly or anything which starts with that letter.

After the 10 seconds go around the group, before individuals confirm what they are, ask if anyone thinks they know. Use the below scoring systems (or a combination of them all) and variations to make the game work best for your group.

Scoring Systems

No Duplicates - Give a point for everyone who has a unique object. If two or more people have become the same object then they shouldn't score a point. Play a few rounds and see who collects the most points.

Funniest & Most Original - For each round, give a bonus point for the funniest and most original item which is created. This will encourage the group to think outside the box and turn into all sorts of weird and wonderful objects.

Variations

Categories - Before each round, set a category. This might be animals, household objects, things found in a supermarket and so on. Then give the letter. Participants can only become an object from within that category. This will help to narrow down the objects created and therefore increase the potential for duplicates.

Read my Mind - Before giving out the letter, a leader should write an item down on a piece of paper. If anyone can predict what has been written and becomes that object then they should be awarded bonus points. The leader could give one of two clues to help the group to guess the object.