



Jockey Club Project Well-being
賽馬會幸福校園實踐計劃

“Have Fun in Summer” Series

Well-being Game@Zoom #1

Let's Play a Game!

Who Is The Leader?

同行
COMPANY



1. Invite a member to play the role as the Detective. (Can choose more than one, depending on the number of students.)

2. Ask the Detective to quit the Zoom Meeting or go to the waiting room for a while.

3. Participants staying in ZOOM elect a Leader among themselves.

4. Ask the Detective to join the Zoom meeting again.

5. The Leader performs some simple actions repeatedly, such as clapping.

6. Other participants follow the Leader's actions.

7. The Detective guess who the Leader is.

1. Ask participants to prepare one circular paper and a pair of scissors. (You may cut the circular paper/paper circle by yourself. It does not have to be a perfect circle.)

2. The host asks the participants to fold the circular paper three times.

3. Participants follow the instructions from the Host to cut out the shape(s). In the process, participants are not allowed to ask any questions.

Example of instruction:

- Cut a circle in any area
- Cut a triangle at the side of the paper
- Cut a square in the nearest edge

The host can provide more instructions.

4. Everyone unfolds their circular paper and takes pictures of their unique paper snowflakes.

Wonderful Papercutting

1. Ask all classmates to turn off their camera and rename themselves with a number to make themselves anonymous to others.

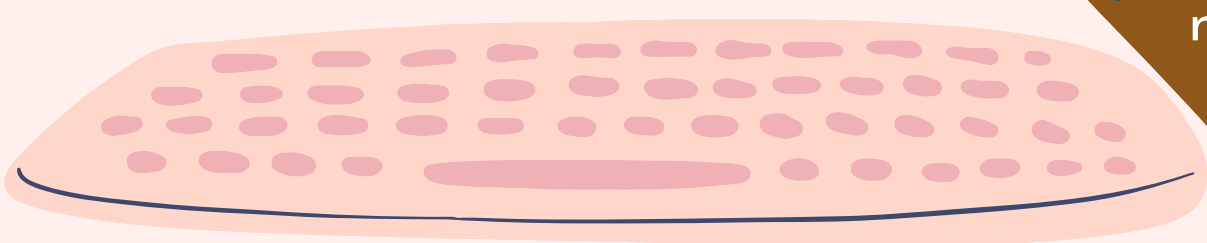
2. Participants take turns to and share five facts about themselves (They may change their voices).

3. When others successfully guess who that person is, they could say: "I caught you! You are XXX (The classmate's name)!"

4. If the guess is correct, that student needs to turn on the camera. If the guess is incorrect, that student keeps the camera off. It is the other person's turn to share.

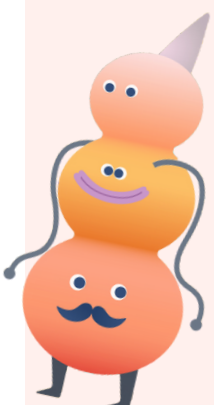
I Catch You!

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Masterpiece

ANY INTERESTING
GAME IDEAS?
SHARE WITH US!



<http://t.ly/htLt>



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Well-being Game@Zoom #1- **Game 1**

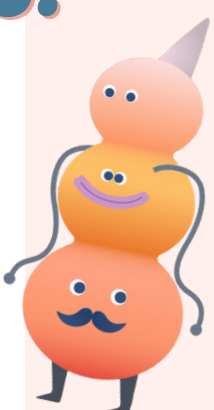
Let's Play a  Game!

1. Invite a member to play the role as the Detective. (Can choose more than one, depending on the number of students.)
2. Ask the Detective to quit the Zoom Meeting or go to the waiting room for a while.
3. Participants staying in ZOOM elect a Leader among themselves.
4. Ask the Detective to join the Zoom meeting again.
5. The Leader performs some simple actions repeatedly, such as clapping.
6. Other participants follow the Leader's actions.
7. The Detective guess who the Leader is.

Who is the leader?



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Well-being Game@Zoom #1- **Game 2**

Let's Play a  Game!

1. Ask participants to prepare one circular paper and a pair of scissors. (You may cut the circular paper/ paper circle by yourself. It does not have to be a perfect circle.)

2. The host asks the participants to fold the circular paper three times.

3. Participants follow the instructions from the Host to cut out the shape(s). In the process, participants are not allowed to ask any questions.

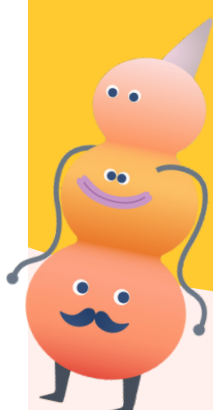
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Wonderful Papercutting



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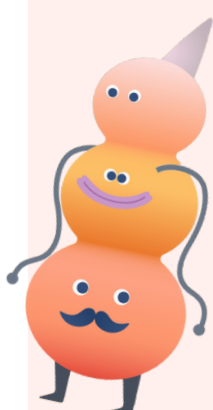
Well-being Game@Zoom #1- Game 3

Let's Play a  Game!

**Catch
You!**

1. Ask all classmates to turn off their camera and rename themselves with a number to make themselves anonymous to others.
2. Participants take turns to and share five facts about themselves (They may change their voices).
3. When others successfully guess who that person is, they could say: “I caught you! You are XXX (The classmate’s name)!”
4. If the guess is correct, that student needs to turn on the camera. If the guess is incorrect, that student keeps the camera off. It is the other person’s turn to share.

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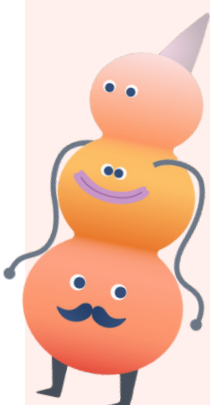
Well-being Game@Zoom #1- Game 4

Let's Play a  Game!

1. Invite two classmates and assign them as Master and Photographer.
2. Ask the Master to give the Photographer a theme, such as “heart”, through private messaging.
3. The Photographer instructs each of the participants to make a pose or facial expression to create a picture about the theme. For example, the Photographer asks everyone to smile happily or make use of their forearm to form a heart shape.
4. The Photographer shares what he/she sees by using the Cap Screen function.
5. Other classmates guess what the theme is.

**Master
piece**

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GAME IDEAS?
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“Have Fun in Summer” Series

Well-being Game@Zoom #2

Let's Play Game!

Our Story

尊重
RESPECT

1. The host sets the time, place, person, and event such as “Year of the Tiger”, “Hong Kong”, “Mr. Chan”, “Compulsory testing”, then pass them on to the first classmate.
2. The first classmate uses these words to start a story. For example, “At the start of Year of the Tiger, Mr. Chan’s neighbor has COVID-19, so he needs to do compulsory testing.” Then, the student proposes a new word such as “happy”.
3. The second student uses the new word to continue the story. For example, “Mr. Chan gets his testing result and it is negative. He is happy.” Then, the student proposes another word such as “class 2B”.
4. The next student uses the word to continue the story and proposes another word.
5. Repeat the process until the last student completes the story.

Treasure Hunting

1. The host gives a characteristic of the treasure, such as “something white and moves”, “something green and cannot be found at school”.
2. The students search for the treasure, which fits the criterion, at home within a given time (e.g., 2 minutes). Then show the treasure (such as a mouse or choy sum) in front of the camera.
3. Take a picture together with the treasure.

What's That?

1. The host shows part of a photo of an object (or a person), such as a corner of a remote control, a corner of a birthday cake. The classmates need to guess what that object or person is.
2. Set the order of speaking.
3. The classmates take turns to guess the answer or ask the host a “Yes or No” question to get some hints.



**ANY INTERESTING
GAME IDEAS?
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Pictionary



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“Have Fun in Summer” Series

Well-being Game@Zoom #2- **Game 1**

Let's Play  Game!

Treasure Hunting

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“Have Fun in Summer” Series

Well-being Game@Zoom #2- **Game 2**

Let's Play  Game!

Our Story

1. The host sets the time, place, person, and event such as “Year of the Tiger”, “Hong Kong”, “Mr. Chan”, “Compulsory testing”, then pass them on to the first classmate.
2. The first classmate uses these words to start a story. For example, “At the start of Year of the Tiger, Mr. Chan’s neighbor has COVID-19, so he needs to do compulsory testing.” Then, the student proposes a new word such as “happy”.
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Well-being Game@Zoom #2- Game 3

Let's Play  Game!

1. Invite two students and assign them as the Boss and the Artist.

2. The Boss sends a theme/object to the Artist, such as “COVID-19”, “mask”, via private message.

3. The Artist draws a picture on the virtual whiteboard.

4. Other classmates have to guess the theme given by the Boss. The Boss can only answer “Correct” or “Incorrect”.

5. The classmates can only get hints by asking the Boss questions. The Artist cannot speak, but he/she can answer by drawing on the whiteboard.

Pictionary



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Well-being Game@Zoom #2- Game 4

Let's Play  Game!

What's That?

1. The host shows part of a photo of an object (or a person), such as a corner of a remote control, a corner of a birthday cake. The classmates need to guess what that object or person is.
2. Set the order of speaking.
3. The classmates take turns to guess the answer or ask the host a “Yes or No” question to get some hints.



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