Distance Learning Morning Meeting Games

A great resource for ALL things morning meeting is @sparkles_and_pompoms on Instagram!

Spot It

Directions

- Tell all students to mute themselves
- Choose a pair of students to unmute and play against each other
- Share your screen (in grid view) with the students
- Show the class one of the "Spot It" slides
- Whoever "spots" the item that is on both cards first, wins
- Continue the game by choosing more pairs of students
- Can also play whole glass, and have students write their answer in the chat box or say their name when they've spotted the item

Move Over for Another Spot It!

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Move Over for Another Spot It!

Move Over for Another Spot It!

Move Over for Another Spot It!

Move Over for Another Spot It!

Move Over for Another Spot It!

Move Over for Another Spot It!

Face Off

Directions

- Share your screen (in grid view) so the students can see each other
- Teacher will then call out directions like Simon Says (somewhat quickly)
- Then, instead of doing a Simon Says, quickly call out a math fact
- Students write the answer in the chat box
- The first 3 students who write the correct answer get a shout out, ten finger woo, etc.
- Variations:
  - Vocabulary words
  - Spelling words
  - Other facts from different subject areas

Scavenger Hunt

Directions

- Choose any letter from the alphabet
- Once the letter is chosen, have students find something in their house that starts with that letter
- Once all students are back at their screens, they can share the items they found

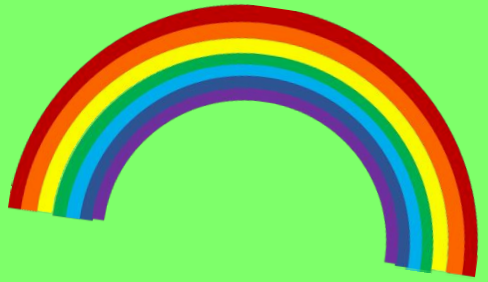
Click the picture to bring up an online spinner!

Mystery Box

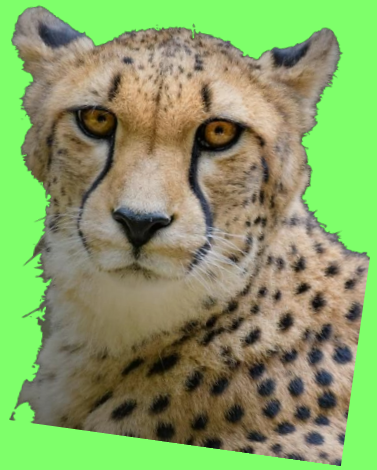
Directions

- This game can be played using the following slides OR with items you have around your house
- Choose about 5–10 items for a "mystery box"
- Show students all of the items
- Then take 1 item away and the students should guess which one is gone
- Can be done verbally, or have students type the item that's missing in the comment box on the count of 3
- Can be done whole class, in groups, or pairs
- Could also have students bring their own items and lead for the day
- If using the slides, the first slide has 10 items, the one after it has one thing missing

Mystery Box #1



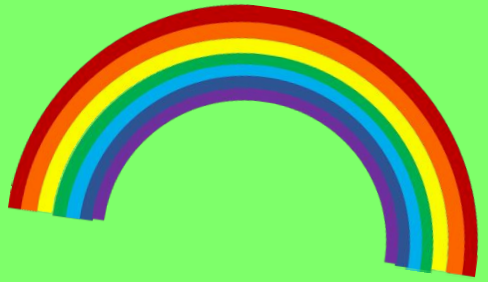
What's Missing from #1



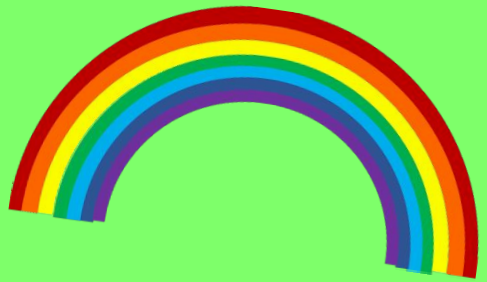
Mystery Box #2

What's Missing from #2

Mystery Box #3



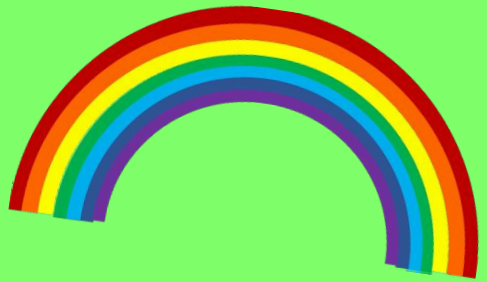
What's Missing from #3



Mystery Box #4

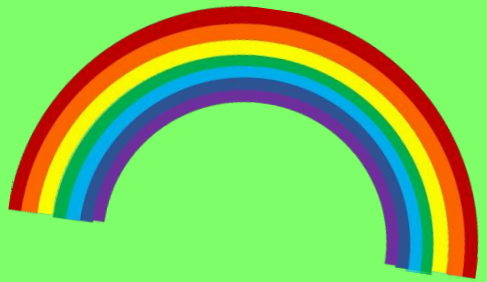
What's Missing from #4

Mystery Box #5



What's Missing from #5

Mystery Box #6



What's Missing from #6

Mystery Box #7

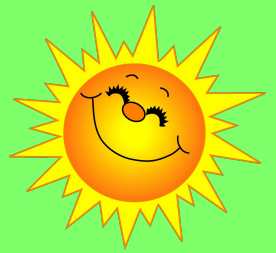
What's Missing from #7

Mystery Box #8

What's Missing from #8

Mystery Box #9

What's Missing from #9



Mystery Box #10

What's Missing from #10

Answer Key

1. Rainbow
2. Star
3. Cheetah
4. Girl Lego Minifigure
5. Sour Patch Kids
6. Shoe
7. Basketball
8. Cone
9. Dinosaur
10. Strawberry

Dance

Directions

- Choose a song that has a word/phrase repeated multiple times
- Students can dance to the song, and any time they hear that word/phrase, they do an action you've selected

Sample Songs

(All songs are Kidz Bop links, created with ViewPure)

- Timber
- Old Town Road
- Fight Song
- Don't Start Now
- Dance Monkey
- Senorita
- Friends
- Can't Stop the Feeling
- Thank U, Next
- Truth Hurts
- Sucker
- Girls Like You
- Havana
- Uptown Funk
- Thunder
- Rise
- The Middle
- I Like It
- Sunflower
- Giant

Simon Says

Directions

- Play Simon Says like normal

The Change Game

Directions

- Share your screen (in grid view) so the students can see each other
- Choose one student to be the "leader"
- Have that student stand up, turn around, and show the class what they look like
- That student should then walk off screen, change 3 things about themselves, and come back to the screen
- The other students guess what things were changed

20 Questions

Directions

- Pick a category and tell the students (ex. foods, restaurants, teachers in the school, etc)
- Then choose one specific item from that category
- You can then pick students to ask "yes" or "no" questions to guess what you're thinking of

Category Examples

- Foods
- Restaurants
- Teachers from school
- Games
- Sports
- Animals
- Items from the _____ (room)
- Articles of clothing
- Book titles/characters
- TV shows
- Celebrities
- Video games

Find It Fast

Oh, So Easy!
Oh, So Hard!
All Ages
1-4 Player Game
PLAY 'N' LEARN
48 CARDS
FIND IT FAST!
WILD ANIMALS
Quick!
FIND THE MATCHING IMAGE!
Quick!
FIND THE MATCHING IMAGE!

Directions

- Played the same as Spot It
- Tell all students to mute themselves
- Choose a pair of students to unmute and play against each other
- Share your screen (in grid view) with the students
- Show the class one of the “Spot It” slides
- Whoever “spots” the item that is on both cards first, wins
- Continue the game by choosing more pairs of students
- Can also play whole glass, and have students write their answer in the chat box or say their name when they've spotted the item

Move Over for Another Find It Fast!

Move Over for Another Find It Fast!

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Move Over for Another Find It Fast!

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Move Over for Another Find It Fast!

Move Over for Another Find It Fast!

Move Over for Another Find It Fast!

Scattegories

Directions

- Make sure you are in present mode and grid view so students can see each other
- If students have paper/pencil at home, they can write their answers on paper, and share at the end of the game
- If students DON'T have anything to write on, you can just go question by question, and have them share out loud right away
- Spin the wheel to choose a letter
- Have students write/think of answers to categories that start with that letter
- Instead of earning individual points, you can see how many different answers the class as a whole can come up with, and keep trying to beat your score

Click the picture to bring up an online spinner!

Sample Categories

- Fruits
- Movie
- Girl's Name
- Boy's Name
- Teacher's Name
- Sport
- Piece of clothing
- Animal
- TV show
- Job
- Book Title
- Color
- Thing to do on the weekend
- School Subject
- Vegetables
- Emotion
- Tools
- Celebrity
- Weather
- Drinks
- Dessert
- State
- Toy
- 4 Letter Word
- Things in the refrigerator
- Vehicle
- Hobbies
- Pets
- Things you find outside
- Things in school

Freeze Frame

Directions

- Make sure you are in present mode and grid view so students can see each other
- Name an action
- Kids act out the action
- Teacher yells out "FREEZE FRAME"
- Students freeze their bodies exactly how they are
- Everyone looks to see how their classmates are frozen before moving onto the next action

Sample Actions

- Rollercoaster
- Swimming in the ocean
- Food fight
- Chewing gum
- Playing guitar
- Running a marathon
- Licking an ice cream cone
- Directing a movie
- Walking through hot coals
- Lion tamer
- Fixing a lightbulb
- Blowing out candles on a cake
- Jumping on a trampoline
- Playing a sport
- Getting stung by a bee
- Washing hair
- Catching a giant fish
- Acting like a superhero
- Disco Dancing
- Playing a video game

I Spy

Directions

- Instead of playing like regular I Spy, have students pick an object in the room they are in (that the other students would be able to identify), and then they can give clues about that object
- Example: I spy something brown, you put things on it, you sit at it, sometimes there's a cloth on top of it
- Answer: table

Boggle

Directions

- Share your screen (in grid view) so the students can see each other
- Have all students turn off their cameras so the first letter of their names comes up
- See how many words students can make from the letters on the screen
- They can write the words in the chat box
- You could make a class goal and then try to beat that goal every time

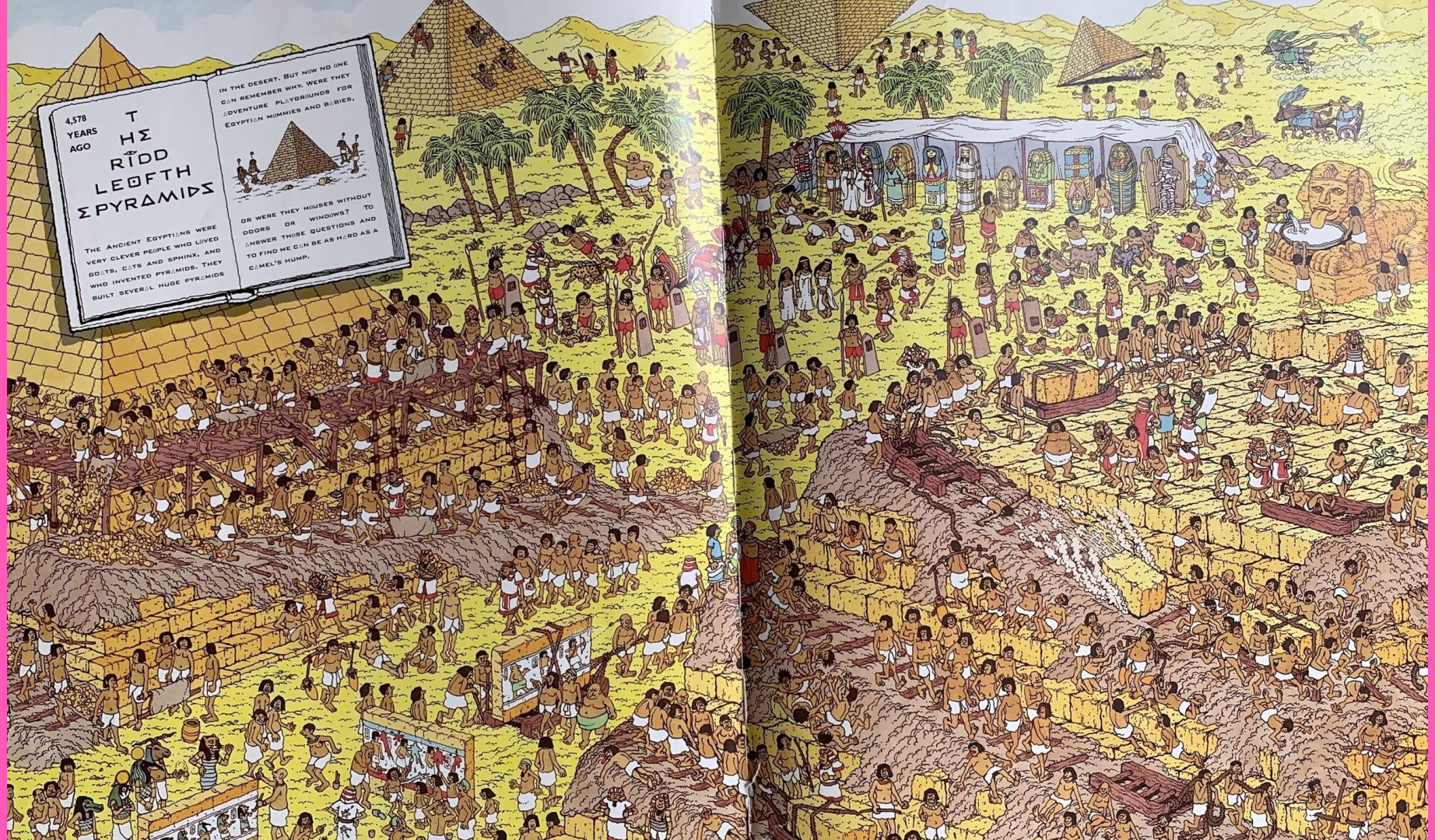
Where's Waldo

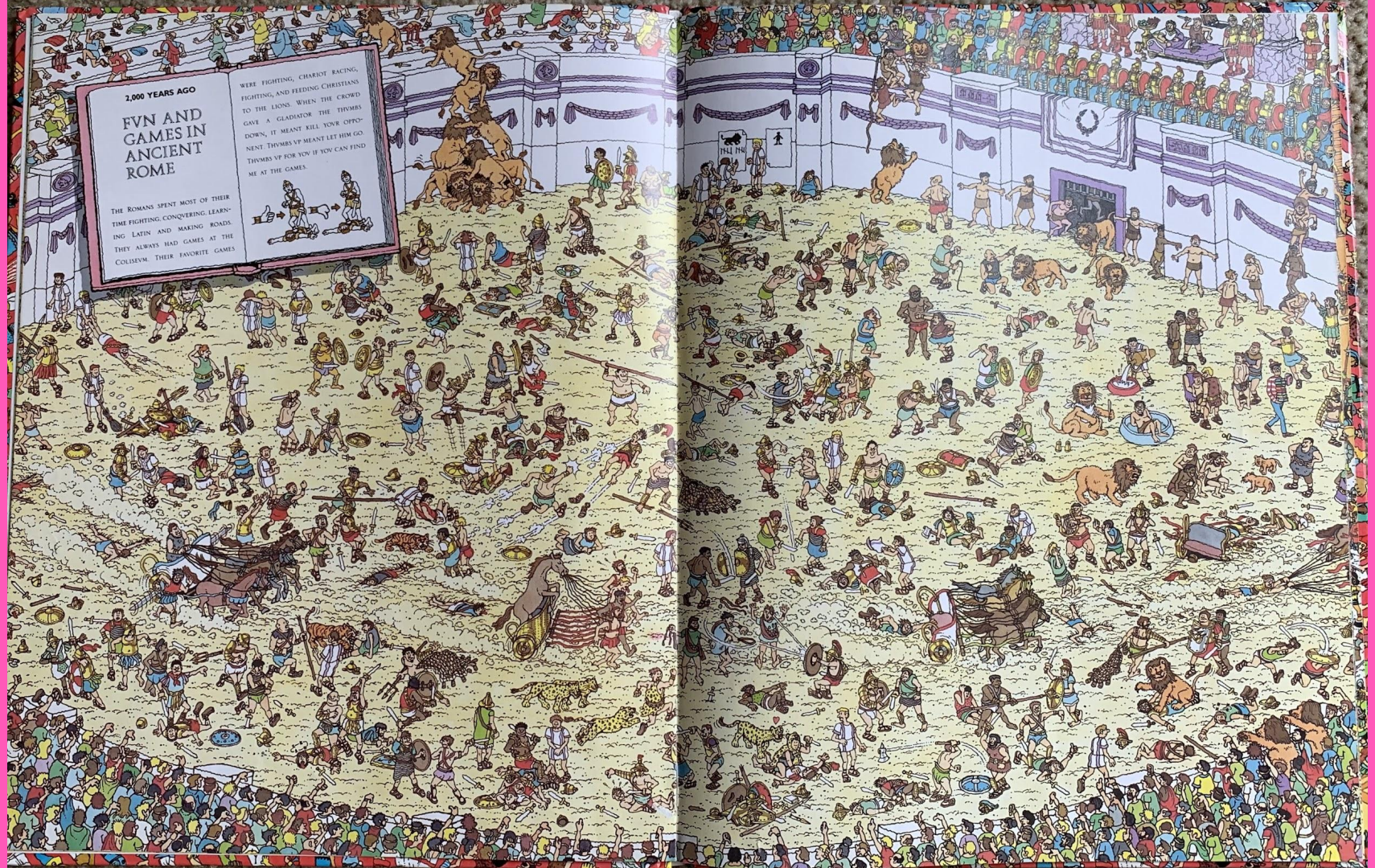
Directions

- Share your screen (in grid view) with students
- Display one of the “Where’s Waldo” pictures
- Tell students it’s a race to see who can find Waldo first
- Could also be by breaking the class into pairs or small groups, but there aren’t that many pictures

HI THERE, BOOK WORMS! WELL I'LL TELL YOU THIS FOR NOTHING – SOME BITS OF HISTORY ARE GREAT, FANTASTIC, JUST AMAZING! I SIT HERE READING ALL THESE BOOKS ABOUT THE WORLD LONG AGO, AND IT'S LIKE RIDING A TIME-MACHINE. WITH A LITTLE IMAGINATION I CAN REALLY GO PLACES. WOW! PHEW! IT'S WILD! WHY NOT TRY IT FOR YOURSELVES, WALDO FOLLOWERS? JUST FIND ME IN EACH PICTURE AND FOLLOW ME THROUGH TIME!

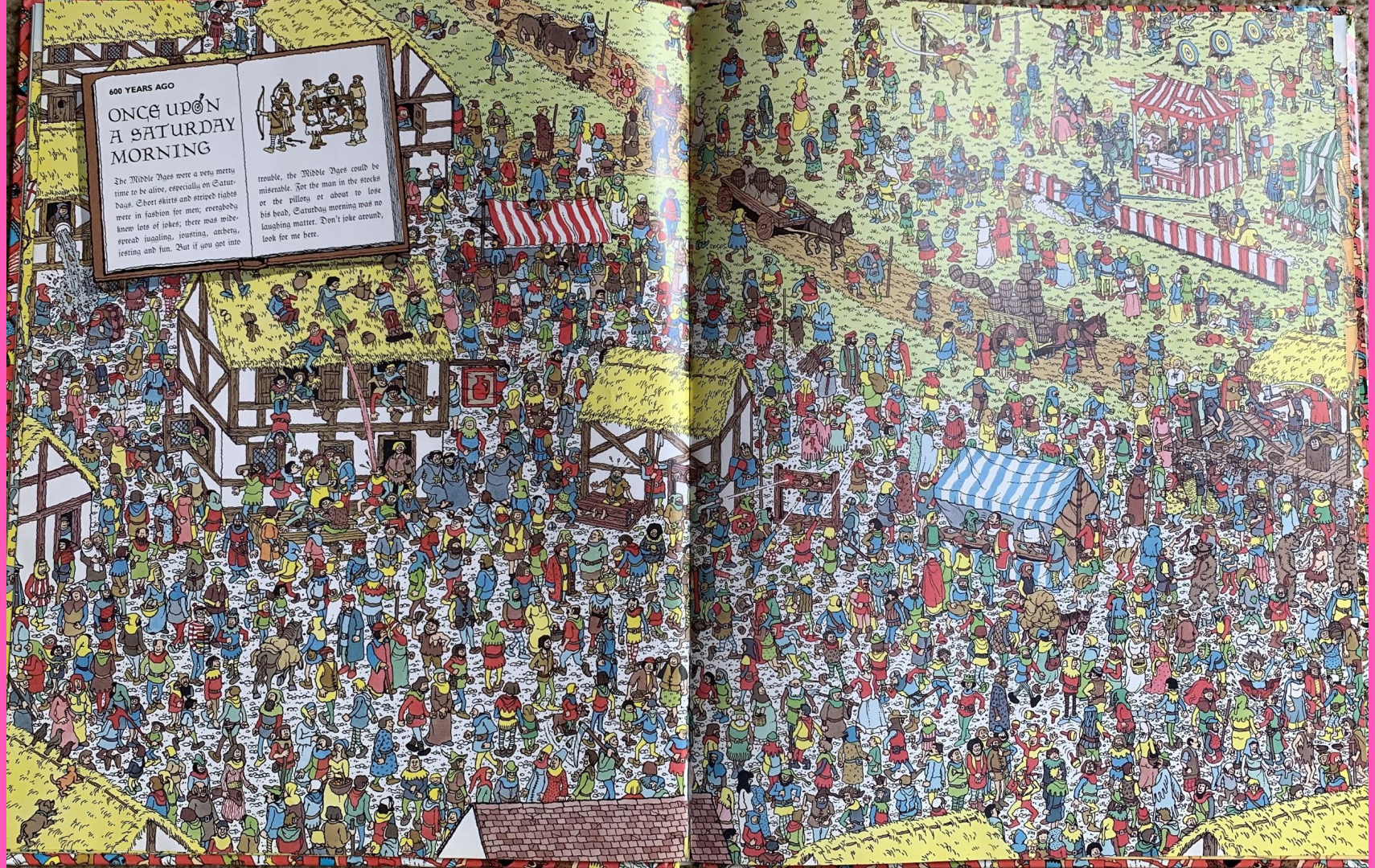
Waldo

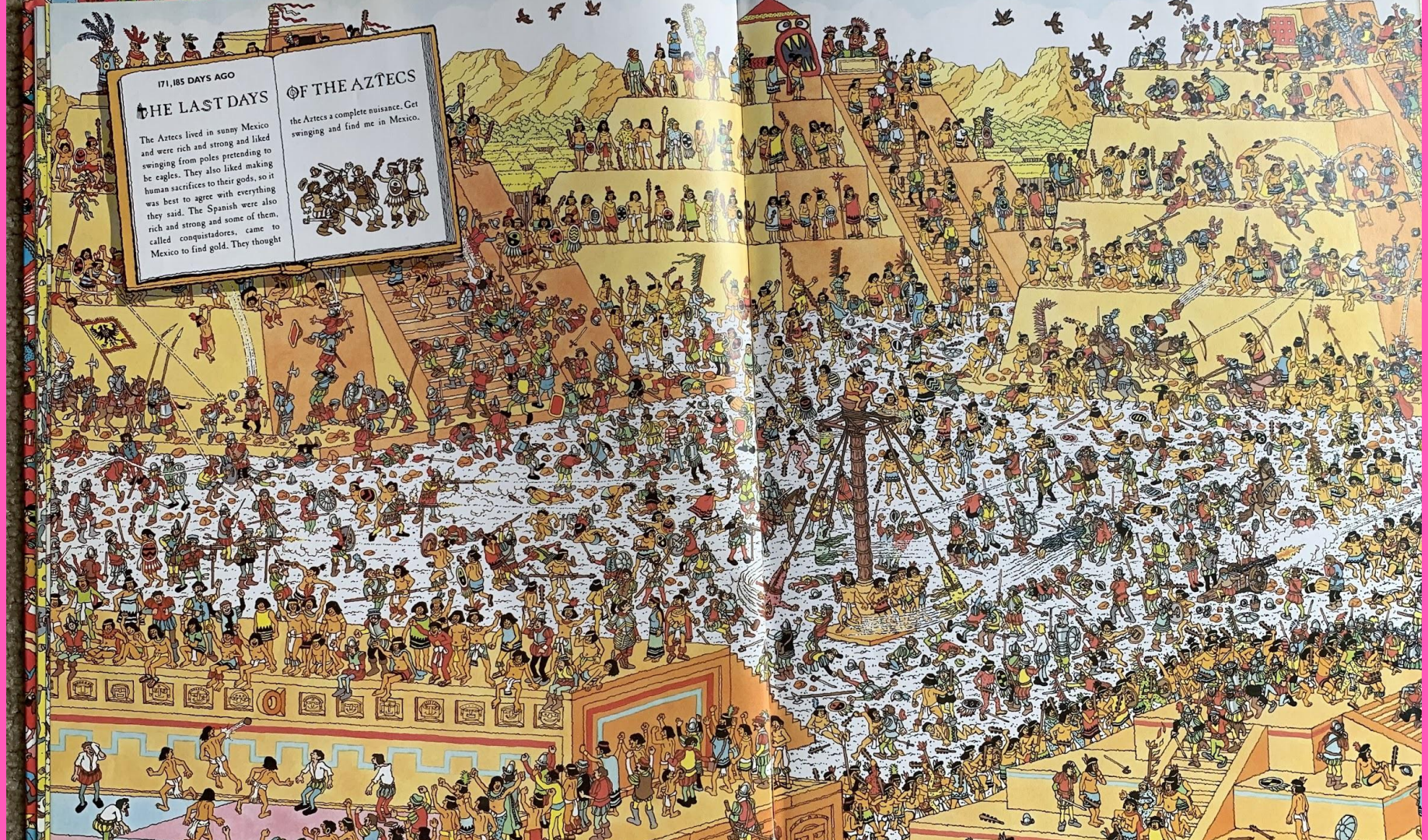

4,578 YEARS AGO
T HΣ RĪDD LEΘFTH ΣPYRAMIDS
The Ancient Egyptians were very clever people who lived goats, cats and sphinx, and who invented pyramids. They built several huge pyramids in the desert. But now no one can remember why. Were they adventure playgrounds for Egyptian mummies and babies,
or were they houses without doors or windows? To answer those questions and to find me can be as hard as a camel's hump.


2,000 YEARS AGO
FVN AND GAMES IN ANCIENT ROME
THE ROMANS SPENT MOST OF THEIR TIME FIGHTING, CONQVERING, LEARNING LATIN AND MAKING ROADS. THEY ALWAYS HAD GAMES AT THE COLISEVM. THEIR FAVORITE GAMES WERE FIGHTING, CHARIOT RACING, FIGHTING, AND FEEDING CHRISTIANS TO THE LIONS. WHEN THE CROWD GAVE A GLADIATOR THE THVMBS DOWN, IT MEANT KILL YOVR OPPONENT. THVMBS VP MEANT LET HIM GO. THVMBS VP FOR YOV IF YOV CAN FIND ME AT THE GAMES.

1,003 YEARS AGO
ON TOUR WITH THE VIKINGS
At home, the Vikings were quiet people who liked knitting, cheese tasting and boring things like that. But on tour, they went wild. They put on their best horned hats and sailed across the seas, singing and shouting like mad. If you heard them coming, it was best to run away. But don't run away before you find me.

800 YEARS AGO
The End of the Crusades
After 200 years of fierce argument with the Saladins and Paladins, who would not tell them the way to Jerusalem, the Crusaders finally ran out of clean T-shirts, so they came home. For years afterward they dined out on stories of the castles they had battered and besieged and the fascinating people they had thrown rocks at. Go on your own crusade to find me.


600 YEARS AGO
ONCE UPON A SATURDAY MORNING
The Middle Ages were a very merry time to be alive, especially on Saturdays. Short skirts and striped tights were in fashion for men; everybody knew lots of jokes; there was widespread juggling, jousting, archery, jesting and fun. But if you got into trouble, the Middle Ages could be miserable. For the man in the stocks or the pillory or about to lose his head, Saturday morning was no laughing matter. Don't joke around, look for me here.


171,185 DAYS AGO
THE LAST DAYS
OF THE AZTECS
The Aztecs lived in sunny Mexico and were rich and strong and liked swinging from poles pretending to be eagles. They also liked making human sacrifices to their gods, so it was best to agree with everything they said. The Spanish were also rich and strong and some of them, called conquistadores, came to Mexico to find gold. They thought the Aztecs a complete nuisance. Get swinging and find me in Mexico.

400 YEARS AGO
Is red better than blue? What do you mean your poem about cherry blossoms is better than mine? Shall we have another cup of tea? Over difficult questions such as these, the Japanese fought fiercely for hundreds of years. The fiercest fighters of all were the samurai, who wore flags on their backs so that their mommies could find them. The fighters without flags were called ashigaru. I don't have a flag either, but find me anyway.
TROUBLE IN OLD JAPAN

250 YEARS AGO
BEING A PIRATE
(Shiver me timbers!)
It really was a lot of fun being a pirate, especially if you were very hairy and didn't have much in the way of brains. It also helped if you had only one leg, or one eye, or two noses, and had a pirate's hat with your name tag sewn inside and a treasure map and a rusty cutlass. Once there were lots of pirates, but they died out in the end because too many of them were men.
Shiver me timbers and find me here.

MORE THAN 100 YEARS AGO
HAVING A BALL
IN GAYE PAREE
The history of France has some very bad parts, like getting your head chopped off by Madame Guillotine in the French Revolution; and some very good parts, like the invention of smelly cheese. In 1870 Napoleon (the third one) threw a ball in Paris to celebrate. All the beautiful people came and danced the night away to a band called the Third Republic. Waltz right in and find me.

100 YEARS AGO
THE GOLD RUSH
At the end of the nineteenth century large numbers of AMERICANS were frequently seen to be RUSHING toward HOLES in the ground, hoping to find GOLD. Most of them never even found the holes in the ground. But at least they all got EXERCISE and FRESH AIR, which kept them HEALTHY. And health is more important than GOLD . . . isn't it? You get the GOLD if you can spot me.

WALDO IS LOST
IN THE FUTURE!
FIND HIM! RESCUE HIM!
WALDO'S BOOKS ARE LOST
IN THE PAST! FIND THEM!
RESCUE THEM! THERE'S ONE
LOST IN EACH PICTURE.
GO BACK AND LOOK FOR THEM!
WHERE'S WALDO?
FIND WALDO NOW.

Around the World

Directions

- Share your screen (in grid view) so the students can see each other
- Tell all students to mute themselves
- Choose a pair of students to unmute and play against each other
- Can give the students a math fact, and whoever answers first gets to move to the next student
- Variations
  - Vocabulary words
  - Spelling words
  - Other facts from different subject areas

Sparkle

Directions

- Make sure you are in present mode and grid view so students can see each other
- Give the students a high frequency word/sight word to spell
- Call on one student to start spelling, and then move to the next student
- Students who get a letter wrong turn off their camera
- After the word is spelled, the next person says, “Sparkle!”, and the person after them is out and would turn off their camera

Aunt Minerva

Directions

- Choose one person to be the leader
- That person will choose a category, but won't tell the rest of the class
- They will then describe things that Aunt Minerva likes and doesn't like to help guess the category
- Students can shout answers outloud or write them in the chat box, whichever you prefer
- Example
  - Category: HOT
  - Aunt Minerva likes Florida, but she hates the North Pole
  - Aunt Minerva loves soup, but she hates ice cream
  - Aunt Minerva loves summer, but she hates winter
  - Aunt Minerva loves the sun, but hates the clouds

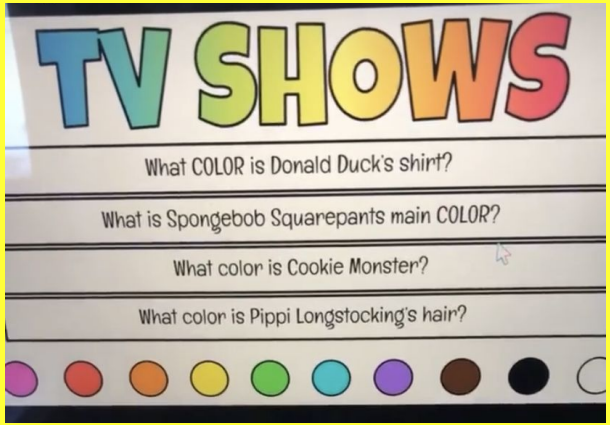
Color Brain

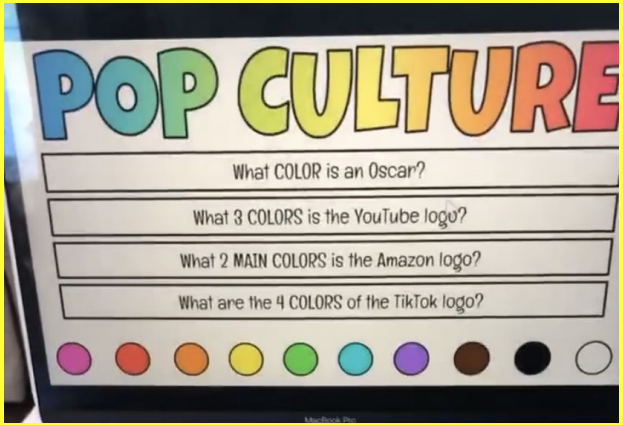
Directions

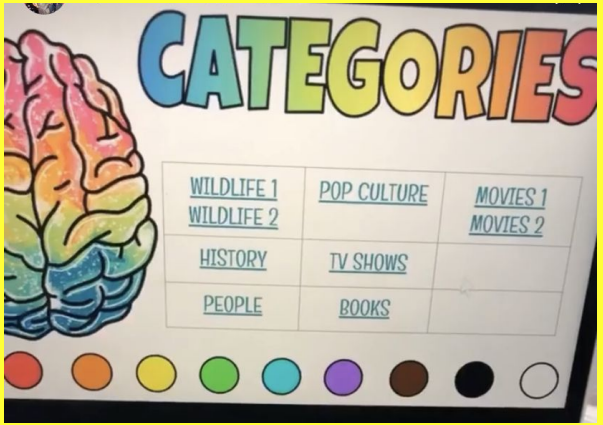
- For the digital version, this can be played like Aunt Minerva
- Pick someone to be the leader
- The leader will then pick a color, and try to have people guess the color by giving clues
- The leader should try not to make the clues TOO obvious
- Example:
  - Color: RED
  - Goes on a hot dog
  - Is in the rainbow
  - This pen edits and revises when you write
- To answer, students can shout it out, write it in the chat box, or color it on paper and hold it up to the camera

Directions

- Can also be themed







Heads or Tails

Directions

- Make sure you are in present mode and grid view so students can see each other and you can see them
- Have all students stand up
- Say, "Heads or Tails!" and students will put their hands on their heads or backsides
- Flip a coin
- If the coin lands on "heads", everyone who had their hands on their head sit down, or vice versa
- Play until only one person, or a few people, are left standing

Click the picture to bring up an online coin!

At the King/Queen's Request

Directions

- Optional: dress as a king/queen to intro the game or talk like a king/queen throughout the game
- Tell the students that the king/queen has requests and demands that must be filled, and it is their job to fill them
- Give students 3 minutes to collect 5–10 items to bring back to their computer
- While they're searching, write a list of items (however many you told them to find)
    - Example: spoon, sock, chips, game, coin, pencil
- When the students get back after 3 minutes, go through your list, and any time a student brought back a matching item, they get 1 point
- The student with the highest number of points at the end gets to be the king/queen next time
- Could also do a class total of points, and try to beat it every time

Name That Tune

Directions

- Choose songs to play for about 20 seconds
- Students then guess the song. They can write it down and hold it up to the camera, or write the answer in the chat box
- When students guess the correct song, they get 1 point
- If you use movie soundtrack songs, you could also give 1 point for naming the movie the song is from

This teacher, Miss Bensko, makes AWESOME public, school appropriate playlists! I linked them here!

Red Light, Green Light

Directions

- Played like normal Red Light, Green Light, just make sure that students stay within view of their cameras!

Quick Draw

Directions

- Students have anywhere from 30 seconds to 1 minute to draw what the teacher says
- Can play background music while students draw
- Can also use the "Save to Drive" extension to take a quick picture of the drawings
- When time is up, have students show their drawings to the camera
- Students can give shout outs to each other in the comment box

Drawing Topics:
animals, your teacher, sports, nature, items from the classroom, etc

Materials Needed
–Paper and pencil OR whiteboard and dry erase marker

4 Corners

Directions

- Label each corner of computer screen as 1, 2, 3, 4
- Choose one student to be the caller
- Give students 5 seconds to find their corner
- They should actually get up and walk around their chair like they'd be moving around the classroom
- When the time is up, students put their head in the corner they choose, and hold up their fingers for the number of their corner
- Whoever is in the corner that is called turns off their camera until the next round

Towel Flip

Directions

- Students need to bring a towel to the meeting
- Put the towel flat on the ground
- Students stand with both feet on the towel
- Keeping both feet on it, they have to flip it to the other side, and get it flat again
- May NOT only stand with one foot
- Have 1 minute to finish the challenge

Shoe Balance

Directions

- Students need to bring a shoe to the meeting
- They lay on their back, put a foot in the air, and balance the shoe on their foot
- Students then need to turn all the way over, keeping the shoe balanced on their foot

Paper Airplane Cornhole

Directions

- Students need 3 pieces of paper and a basket, box, towel to land on, etc
- Fold airplanes together as a class
- Talk about how to fold, what might work best
- Have students set up their basket, box, whatever they brought to throw their plane into
- Students get 1 min to score as many points as possible
- Students get 2 points for getting their plane into the basket, 1 point for hitting the target, and 0 for a miss
- Students can type how many points they got in the comment box or hold up their fingers in the video

Fast Folder

Directions

- Students need 10 items to fold
- Practice folding things as a class
- Tell the students how many folds each item should be
- Give the students 1 minute to fold, and see how many items they get through
- Type how many things they folded in the comment box