**VIRTUAL INITATIVE BREAKER: Zoom**

**GOAL:**

* Participants try to put images in order without showing each other the image.

**SET-UP:**

* Email each participant a Zoom Image.
	+ This can be done during a break to avoid much of a pause in programming. Ask each participant to enter their email into the chat (or private chat).
* Zoom images can be found scanned to the p-drive.

**STORY:**

* Everyone has been emailed an image. Make sure participants can open.
* These images need to be put “in order”.
* To do this, you’ll have a chance to talk to everyone, but not see each other’s images.
* When you think you have images in the correct order, move participant images around on your screen in the order you think the images go in.
* When you think you have all images (and participant faces) in order, let the facilitator know.

**RULES:**

* No one can share their screen or share their image with another team player.

**CONSIDERATIONS:**

* There are 31 images in Zoom. This game is best played with no fewer than 20 participants so there are enough images in the game to actually “Zoom”.
* Depending on the number of participants/images used, consider removing images from the front and back instead of just off of one end.
* Participants are unable to reorder themselves when joining via mobile device. It is not necessary for everyone to be able to do the reordering, but it is easier to follow along.
	+ “Participants will need to have their screens set up in Gallery View for this to happen”

**VARITATIONS:** (optional)