JELLY DONUT EVENTS

28 Games for Virtual Meetings

Five, ten and fifteen minute games you can run on your next call. No apps to buy, no equipment to order, nothing to set up in advance for most of them.

A quick note before the list. Games are not the point. Attention is. A short game interrupts the loop where people drift off, multitask, and drift further. It gives everyone the same thing to look at and a reason to unmute. Five minutes is usually enough.

Five minute games

Short enough to drop into a normal meeting without derailing it.

1. Quizbreaker

Set up a shared quiz of icebreaker questions and let the team answer them live. Highly customisable, and you can slip in in-jokes about the team.

Difficulty: Medium. You will need to write the questions first.

2. Virtual Coffee Break

Everyone brings a drink and you talk about anything other than work. Simple, and it recreates a bit of the kitchen chat remote teams lose.

Difficulty: Easy, unless you try to get coffee delivered to everyone at the same time.

3. Two Truths and a Lie

Each person shares three facts about themselves, two true and one invented. The group guesses the lie.

Difficulty: Easy. No preparation.

4. Would You Rather

Pose an either/or question and let everyone answer. Beach or mountains. Ten duck-sized horses or one horse-sized duck.

Difficulty: Medium. Quieter people may need encouragement to jump in.

5. Team Props

Five minutes for people to call out something a colleague did well. Can be spoken live or collected anonymously beforehand.

Difficulty: Medium. Better with a little prep.

6. Who is That Baby?

Collect baby photos 48 hours ahead, then show them one at a time and let the group guess who is who.

Difficulty: Medium to hard. Chasing people for photos is the hard part.

7. Once Upon a Time

Build a story one sentence at a time, passing between people until the last person has to end it.

Difficulty: Easy. Start it yourself to get things moving.

8. Last Word Stories

Like the above, but each person must begin with the last word the previous person said.

Difficulty: Easy. Rewards listening.

9. Believe It or Not

Read out a statistic. The group debates whether it is real or invented. Works best when the true ones sound fake.

Difficulty: Easy. You just need a few good stats.

10. Fun Fact Guessing Game

Collect one fun fact per person in advance, read them out, and let the group work out whose is whose.

Difficulty: Easy.

11. Mystery Delivery

Assign a gift giver and a small budget per head. Everyone opens their mystery parcel at the same time on the call.

Difficulty: Hard. Needs budget and lead time.

12. Word Association

One person says a word, the next says whatever it makes them think of, and round it goes.

Difficulty: Very easy.

Quick icebreakers

Low pressure, no performing. Good for the first two minutes of a call.

One Word Check In

Everyone gives one word for how their week is going. No explanation required. Tells you more about the room than asking how everyone is doing.

Difficulty: Very easy. No preparation.

Rose, Thorn, Bud

A rose (something going well), a thorn (something frustrating), a bud (something to look forward to). The structure is what gives people permission to mention the thorn.

Difficulty: Easy. Best with under twelve people.

This or That

Rapid fire either/or questions answered all at once in the chat. The speed is the point, nobody has time to overthink it.

Difficulty: Very easy. Write ten questions beforehand.

Weather Report

Describe your current state as a forecast. Partly cloudy with a chance of caffeine. The metaphor gives people cover to be honest.

Difficulty: Very easy.

Ten minute games

A bit more structure. These carry a longer meeting better than a short filler.

Virtual Scavenger Hunt

Call out an item and everyone races to find it in the house. Something blue. Something older than you. Something you regret buying. The last category is where it gets good.

Difficulty: Very easy. Write your categories in advance.

Guess the Home Office

Collect desk photos beforehand and let the group guess whose is whose. People are far more attached to their setups than they let on.

Difficulty: Medium. Collect photos 48 hours ahead.

Emoji Story

Post a sequence of emoji in the chat and let the group decode what film, book or project it describes.

Difficulty: Easy. Ten minutes of prep.

Speed Rounds

Pair people off for ninety seconds with a prompt, then rotate. The only game here that reliably creates one to one connections rather than group ones.

Difficulty: Medium. Needs coordination to rotate people.

Fifteen minute games

Long enough for rounds, scoring and a winner. At this length the game becomes the event.

Team Trivia

Three rounds of five questions in small teams. Make one round about the company itself. That is the round people talk about afterwards.

Difficulty: Medium. Budget half an hour to write questions.

Virtual Bingo

A bingo card of things that happen on video calls. Someone says you are on mute. A cat crosses a keyboard. Runs in the background of a longer meeting.

Difficulty: Easy. Make one card and reuse it.

Show and Tell

Give a theme a week ahead and let each person take ninety seconds. Sounds like a primary school exercise and is consistently what teams remember months later.

Difficulty: Easy, but give a week of notice.

Categories

Name a category and a letter. Sixty seconds to list as many as you can. Anything two people both wrote scores nothing, which pushes everyone toward obscure answers.

Difficulty: Easy.

The Photo Challenge

Ten minutes, one brief, everyone goes and takes a photo. Best shot of something red. Then the group votes.

Difficulty: Easy. Needs a phone and somewhere to walk.

Games that work especially well on Zoom

These lean on platform features. Most work on Teams and Meet with small adjustments.

Annotation Pictionary

Share a blank screen and let one person draw with the annotation tool while everyone guesses in the chat.

Difficulty: Easy.

Reaction Races

Ask a question and the first correct emoji reaction wins. Fast, and it uses a feature people forget exists.

Difficulty: Very easy.

Background Contest

Give a theme, everyone changes their virtual background, the group votes. Works well seasonally.

Difficulty: Very easy.

Gallery View Games

Anything that uses the grid itself. Everyone poses at once, or arranges themselves so the gallery spells something.

Difficulty: Easy. Chaotic in the best way.

When five minutes is not enough

I run virtual events for remote teams. Real kits shipped to everyone, a live session, and a skill people actually keep.

Learn Lock Picking. I spent years as a physical penetration tester, breaking into buildings to test their security. Now I teach teams to pick locks over video call. Every attendee gets professional picks and transparent practice locks to keep. By the end of the session, everyone picks their first lock.

Virtual Coffee Tasting. Nine pour over kits across three roasts, shipped to each person. We brew and taste together and I walk everyone through what they are actually tasting. No equipment needed beyond hot water and a cup.

Latte Tasting, **Tea Tasting** and **Magic** round out the list, including a magic session that needs no kit at all and works anywhere in the world.

We handle the address collection, the shipping, the tracking, the calendar invites and the reminders. You send a guest list and turn up.

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