

Activity Resource: Thumbs up if... Icebreaker

Adapted from:

<https://www.sessionlab.com/methods/stand-up-if>

Time allocated:

5 mins

Aim:

To provide an opportunity for the learners to have fun whilst they answer questions about being online and using Zoom.

Additionally it provides an insight into the level of digital knowledge and skills held by each individual learner.

How to:

- Learners introduce themselves.
- The facilitator explains to the group they will be reading out a short list of questions about being online and using Zoom.
- Each learner will need to respond to the question.
- If the learner answers Yes to the question they give a virtual thumbs up.
- If they answer No they give a thumbs down.
- This can also be done using the emoticon icons or physically using their hands.
- At the end of the game the facilitator is to acknowledge the learners' responses.

Outcome:

Learners have fun whilst getting to know each other and the facilitator. This helps to create a safe space for learning.

Thumbs Up If - Questions

Instructions

Read each question out loud to the group and encourage the learners to put their thumbs up if answering YES or thumbs down if answering NO.



There are no right or wrong answers.

Questions

1. Are you excited to be here?
2. Who enjoys being online?
3. Do you feel safe online?
4. Do you need help to get online?
5. Who likes using Facebook?
6. Who listens to music online?
7. Have you used YouTube?
8. Have you joined a Zoom meeting before?
9. Have you hosted a Zoom meeting?
10. Who wants to have some fun?