

# Hot Seat Hot Potato

This game will help your kids feel connected with each other while getting to know each other.

**Summary:** Kids will throw an imaginary hot potato across the screen to one another. When they receive the hot potato they have to answer a question before passing it on. If the potato explodes in their hand, they have to do a silly dance!

## Preparation:

- Make a list of fun questions that are relatively easy to answer (i.e. What is your favorite snack?). The number of questions you will need will depend on how long you want to play!
- Obtain a timer with a loud alarm (cell phone timers work perfectly)
- Create a short playlist of silly children's songs like Baby Shark

## Game Play:

To play this game, children on your call must know each other's names! If this isn't the case, have the children introduce themselves.

Just like regular hot potato, this game will be played in rounds. The round ends when the potato explodes, but the child who the potato explodes on is not out.

Explain to the children that you have an invisible hot potato that has the power to be thrown through the computer screen. When they hear the sound of your alarm, the potato will explode on them and they'll have to do a silly dance.

Before each round, read the question aloud to the children and give them a couple seconds to think of their answer.

Begin the first round by passing the hot potato to a child. To pass the potato, you must call out the child's name, ask them the question, and make a throwing motion! The child then catches the potato by making a catching motion and answering the question. They then call out to one of their friends, "Sarah! What's your favorite snack?!" and throw the hot potato to them. This continues until the alarm goes off!

Play a song on your laptop or phone for whoever was holding the potato when it exploded. They have to dance to the song for about 10 seconds.

Begin the next round by introducing a new question. The child who was holding the potato when it exploded will start the round.

## Suggestions:

- In order to ensure that every child has to dance, set your timer to 1 second and start it when the potato has been passed around enough and a child who hasn't had to dance is "holding it."
- If a child is upset that the potato exploded in their hand, have everyone join them in dancing so that they don't feel singled out.
- It will be hard for the children to hear the music if they are unmuted. You can use your host powers to mute everyone on the call before you play the song. Have the children unmute themselves afterwards.