

# PPCORN GAME

# Group Game and Activity Ideas.

These simple games are all easily adapted for any age group or functioning level.

Just use you imagination and the possibilities are endless with this ageless and recognizable favorite theme.

## Pop the Question (Similar to spin the bottle, with a twist)

Players sit in a circle (the wider the circle, the more difficult the game).

Place the popcorn container in the center of the group, and choose one person to start the game. Hand that player a popcorn ball.

On a players turn, they bounce their popcorn ball onto the floor once and try to get it into the popcorn container.

If a player succeeds, they can ask a question of any other player.

To put a spin on the game, if a player misses and the ball does not go into the container, the player who winds up catching or retrieving the missed ball, can ask the thrower a question.

Play continues in a clockwise direction until all balls are in the container.

#### Variations:

- 1. The game can be played for points rather than questions.
- 2. Divide the balls and Play with 2 teams. The team who gets all their balls into the boxes first wins.
- 3. If bouncing the balls into the container is too difficult have players roll the balls. Into a circle or hoop.

## Sizzle, Sizzle, POP! (Similar to "Duck, Duck, Grey Duck")

Create two teams and two circles of chairs all facing the centers and place a popcorn container in the center of each circle.

The leader or activity director is the Popper.

Have the players sit in the chairs and pretend to be popcorn Kernels by putting their heads down and closing their eyes.

Give each player in the circle as may pieces of popcorn (small balls or pieces of crumpled paper) that you can round up and divide them evenly amongst the group (ping pong balls work very well for this).

The Popper starts the game by saying "sizzle, sizzle, sizzle, sizzle...."

The fun begins when the Popper says "POP"!

At that moment, all players lift their heads and try to toss as much of the popcorn (small balls) into the center container. They may leave their chairs to gather any popcorn that has missed the container, but the Popper can say "stop popping" at any time and the players must return to their chairs and put their heads down and shut their eyes as quickly as possible.

Play continues "popping and stopping" until one of the teams gets all of their popcorn into their container.

### **Variations:**

- 1. Create one circle made of chairs all facing the center and play continuously until all balls in are in the container.
- 2. Play to music much like musical Chairs. When the music stops player must find a seat.

## Popcorn Pass (A relay-type game)

Divide your group into 2 teams.

Next, give one player from each group a container, and hand the 3 popcorn balls to any three of the remaining team members.

The player with the container holds it up above their head and the remaining team members must encircle them.

Play starts when the leader blows a whistle or shouts "Popcorn Pass"!

At that time, the players holding the popcorn balls start trying to toss them into the container.

As the balls miss the target, player scramble to pick up the balls and toss them into the container.

When the team does succeed in getting a ball into the container, the entire group may move forward 5 steps.

Each team tries to be the first to make their way all the way down to the opposite end of the room and back.

#### **Variations:**

- 1. Put the game to music. When the music stops, players holding the container switch positions with another team member.
- 2. Blindfold players holding the containers. Team members must direct them to move in the right direction.
- 3. Put all players on scooters or in wheel chairs.

### **Popcorn Trivia** (A fun Toss-Trivia Game)

Have players sit in a circle and Place the popcorn container in the center of the group.

Choose one person to start the game. Hand that player a popcorn ball.

On a players turn, they bounce their popcorn ball onto the floor once and try to get it into the popcorn container.

If a player succeeds, they get to try and answer a trivia question, and if they are correct they get one point.

The player continues to toss popcorn balls and answer questions until they miss.

To put a spin on the game, if a player gets an incorrect answer, the person on their right may try to answer for 1/2 a point, if they miss the player on their right may try to answer for 1/4 point.

Play continues in a clockwise direction until all questions have been answered.

Player with the most points at the end of the game wins.

### **Variations:**

- Divide the group into two teams and ask the trivia questions of all players. Have them write their answers on paper and give 1 point for each right answer. The team who gets the most points wins.
- 2. If bouncing the balls into the container is too difficult, lay the containers on their sides and have players roll the balls.

## Hot Kernel Toss (A toss-and-catch relay-type game)

Divide players into 2 groups and then each group into teams of two.

Each group has one container and 3 popcorn balls.

The object of the relay race is to be the first group to have all players return to the starting point.

Play starts when the leader blows a whistle or shouts "Hot Kernels"!

One player on the team picks up the container and the other player picks up the 3 balls.

While staying at least 7-10 feet apart from each other , they start to make their way down in a parallel manner across the room to the opposite end and back while trying to toss and catch the "Hot Kernels" into the container.

Players move forward by taking one step for each ball that is caught.

The player who is tossing the balls is responsible for retrieving the ones that miss.

Each group tries to be the first to have all their teams make it to the opposite end of the room and back.

#### Variations:

- 1. Use ping pong balls rather than the popcorn balls...they may be more or less difficult to catch in the container.
- 2. Add smaller yellow balls to the mix as old maids, and if an old maid pops out, players must start over with all three balls.
- 3. To quicken the game up a bit, once making it to one end of the room, have the tossing players run the container and popcorn balls back to the starting point and pass them to the next two team that's waiting. They then become part of the group cheering their team members on.
- 4. Make the game a bit more challenging or difficult by having the tossing players, or the players holding the containers, face away from the other player so that they are either tossing the ball backwards over their heads or trying to catch the balls coming from behind them.

## POP Over (A toss-and-catch relay-type game)

Create two teams and have players line up behind a line and behind each other in a line.

Create two piles of popcorn (popcorn balls, crumbled paper or ping pong balls work well).

Place the piles approx. 7-10 feet from the groups.

Have one player from each team sit by the piles of "popcorn" with their back to the rest of their team. These are the "poppers".

Place one of the popcorn containers in front of each group.

Play begins when the leader blows a whistle or calls out "Popover"!

Poppers must toss the popcorn over their heads and back towards their team members.

Team members get one chance to catch a pc. of popcorn in the container, and then pass it to their next team member.

If they miss they must pick up their popcorn and return it to the poppers.

The first team to get all of the popcorn in the container wins.

### **Variations:**

- 1. Have players switch positions with the popper after each turn.
- 2. Use one large pile of popcorn for both teams to pick from. If using paper, write point values or "old Maid" on some of the paper and add or deduct points for those special pieces.

## All Popped Out (A spin on dodge ball in a sense)

Place one player standing in the center of the room.

Blindfold that player and have them hold the popcorn box filled with the popcorn balls.

All other players surround that person and form a circle (the tighter the better, and the more people, the longer the game will last).

To start the game, have the group shout "I'm popped out!".

The player in the center begins to toss the balls out toward the surrounding circle trying to pop them out of the game by hitting them with a ball. The center player can turn, but stay stationary in the center spot.

If a player is hit with a ball, they are popped out of the game, and they leave the circle.

These players can continue to participate by helping to retrieve the tossed balls that may miss the circle and returning them to the popcorn container as quickly as possible.

As each person is eliminated, the surrounding circle of players gets smaller and it becomes harder to stay in the game.

The last person to be standing or sitting on the outside wins the game.

#### **Variations:**

- 1. For more active play, have the circle continually moving in one direction at a slow-pace.
- 2. Have the circle of player rotate around the player to music and stop to turn directions when the music stops.
- 3. Chairs may also be used, and as each person is eliminated, have the surrounding circle of players change positions in silence so the player in the center does not know who is where.
- 4. For continual play, let players re-enter the game after retrieving and returning a ball to the center and re-joining the circle.