

How to Play the Popcorn Game

One-page rules for the ball-and-clap activity, plus the classroom variation. “Pass the Popcorn” is a separate movie-clue board game.

Quick start: Toss a soft object up, clap once, and catch it. After a successful catch, add one clap on the next attempt. Agree on the reset rule before you begin.

Ball-and-clap rules

1. Give each player a clear space, or stand in a circle.
2. Use a soft ball, beanbag, scarf, or light plastic bag.
3. Toss the object straight up, clap the target number, and catch it.
4. Start at one clap. Add one after each successful catch.
5. In a group, take one toss per turn and pass the object on.

Classroom Popcorn (no ball)

1. Have everyone sit silently in a circle.
2. Players stand randomly and say the next number: 1, 2, 3, and so on.
3. Do not go around the circle in order.
4. If two people stand or speak together, everyone sits and restarts at 1.
5. Goal: get the whole group standing, or record the high number.

Five-minute session

- **Minute 1:** Demonstrate one clap and a controlled catch.
- **Minutes 2–4:** Give each player three equal turns.
- **Minute 5:** Compare best scores or try one shared target.

Choose one scoring format

- **Best score:** Give everyone three attempts. Highest completed clap count wins.
- **Practice:** Repeat the same target after a miss. Move up only after a clean catch.
- **Cooperative:** Choose a shared target and let the group help each player improve.
- **Fast reset:** A drop sends the next attempt back to one clap.

Make it easier or safer

- Use a scarf or plastic bag for more hang time.
- Use a beanbag or foam ball instead of a hard ball.
- Lower the target to one or two claps; two-hand catches are fine for practice.
- Keep faces, glass, furniture, and other players out of the throwing lane.
- Stop when the room is too crowded or the activity feels uncomfortable.

Which Popcorn do you mean?

Ball Popcorn: toss, clap, catch. **Classroom Popcorn:** stand and count together. **Pass the Popcorn:** a Mattel movie-clue game using cards and tiles. Use the product manual for that separate game.