



Popper Play

Six activities to get you started using your Project Adventure Poppers

Popper Play

Explore the poppers: the sounds they can make, how they might move, how tall they can stack.

Popper Tag

Round 1: Using the poppers and the official popping action, try to tag another person on the spot between their shoulder blades on back. Everyone is it and poppers must “pop” - not to be thrown or used to touch tag. If tagged, take a knee. Tagged participants should pop away whatever poppers they have in their possession.

Round 2: addition to round 1 - if frozen can reenter game by reaching for a popper nearby or by tagging someone else (with your hand) as they go bye.

Round 3: addition to round 1+2 - you can also reenter the game by asking for help in the form of someone popping a popper to you.

Popper Pair Catch

Form pairs and try to pop popper(s) to each other. Poppers must pop and at the same time.

Experiment to see how many catches you can get and how many different ways you can pop to each other ie. under a leg, behind your back?

Popper All Catch

All together, team must pop poppers all at the same time. Try to catch as many as possible.

Have numerous rounds to improve # and ways of catching. (Catch=doesn't land on ground.)

Popper Bullseye - you create a 12' dia. rope circle with a hula bullseye in the center

The goal is to “pop” all of the poppers completely into the (target) hula hoop.

- 1) Each member of the team has 1-3 poppers.
- 2) Participants may not have any contact with the area between the hula hoop and the outer rope. The surface of the ground is extremely fragile and any downward pressure on it will cause the poppers to fall through.
- 3) Poppers must be popped into the hoop. They cannot be thrown or tossed.
- 4) Any popper that is touching the hoop or lands anywhere between the hoop and the outer rope must be retrieved by a Plucker. Group members may assist a Plucker by supporting him / her as they lean in to retrieve or “pluck” a popper. Any downward pressure inside the rope will result in the loss of 1 popper.
- 5) Retrieved poppers may then be popped again in an attempt to get them inside the hoop.
- 6) The team has 4-5 rounds to achieve their best score.

Popper Celebration

Celebrate group success as shared during debrief with a full round of pops!