

## How to Play “Catch a Kernel”



- This game involves catching kernels to earn popcorn balls.
- Each kernel gets 9 cards. (Adults = kernels. Scouts = players)
- Kernels make a big circle in the room. Scouts stand inside the big circle.
- Scouts have 30 seconds to catch as many kernels as they can.
- When the timer goes off, Scouts try to touch a kernel.
- If touched, kernel must give up a card.
- Scouts collect as many cards as they can in one minute.
- After the timer is stopped, if any of the Scout's collected cards say "popped kernel," they can trade it for a ball from their kernel at the end.
- The Scout with the most balls at the end wins.
- **Give them a prize!**

(Print page one separate. Print pages 2-3 two-sided, flip on long edge.)

Popped  
Kernel

Kernel

Kernel

Kernel

Popped  
Kernel

Kernel

Kernel

Kernel

Popped  
Kernel



"Catch a Kernel"



"Catch a Kernel"



"Catch a Kernel"



"Catch a Kernel"



"Catch a Kernel"



"Catch a Kernel"



"Catch a Kernel"



"Catch a Kernel"



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