

Includes: 1 Pop It!™ Letters & Numbers Game Board

# POP IT!™

Letters & numbers



Let's Get Poppin' ▶

# Learning Activities

## ▶ **POP & SAY** SOLO PLAY

1. Press down each letter & number, one at a time and in order.
2. As you press down, say each letter or number.

## ▶ **FIND & POP IT** 2 PLAYERS

1. Simply ask the li'l one to find the letters & numbers - but ask out of order.  
*For example, say "find E." After correctly popping E, move on to another letter or number.*
2. Play until the whole side is popped. Just flip the board over and start again!

## ▶ **POP'A WORD** SOLO OR 2+ PLAYERS

1. Use **Chuckle & Roar Flash Cards** as a tool to learn to spell common objects, shapes, colors and site words.  
*Of course you can also just say common words out loud as well!*
2. If there is a duplicate letter in the word, like the **L** in "**SPELL**," no worries, just say "**L**" twice and pretend to re-pop the **L**.



*"Spell **BOAT**"*

## ▶ **MATH-STER POPPER** SOLO OR 2+ PLAYERS

1. One player thinks of a number and says it out loud.
2. The other player then presses any combination of number bubbles that can equal that number.

*For example: "22" (9+7+5+1) or "20" (9+8+7-4)*

3. Continue to see how many they can answer correctly in a row.

**ADDITION & SUBTRACTION:** Players can ask numbers up to 45

**MULTIPLICATION & DIVISION:** Players can ask numbers up to 100

# POPPIN' GAMES

## ▷ GUESS 'N' POP 2+ PLAYERS

1. Start the round by having one player name a category.  
*For example, Animals, Cereals, Car Brands, Things that Grow.*
2. Going clockwise, and starting with the person who named the category, players take turns to come up with a word that fits the category - saying the word aloud and popping the first letter of the word they just said.  
*For example: Category = Fruit.*  
*Player 1 says "Apple" presses in A*  
*Player 2 says "Orange" presses O*  
*Player 3 says "Banana" presses B*  
Pressed letters can not be used for the rest of the category round.
3. Players continue passing the **Pop It!** to the left as each player has 5 seconds (ok to approximate or change based on the group's skill level) to name a new word in the category that starts with an unpopped letter. If they are unable to think of a word, they sit out for the rest of the round.
4. Keep playing until there is only 1 person remaining. They win the round!
5. The next person in line names a new category and starts the next round.
6. The player with the most number of wins over 5 rounds wins! Keep track of the number of rounds with the number bubbles.

## ▷ READY SET POP SOLO OR 2+ PLAYERS

1. Pull out the stopwatch on your phone and get ready! With one hand, race to pop all the bubbles as fast as possible.
2. Challenge your friends to beat your time.

**OH HOW FUN IT IS TO P-O-P!**

Pop It! Letters & Numbers is so versatile,  
there are so many other ways to play & learn.  
Tag us @ChuckleandRoar on Instagram and  
Twitter so we can see how you pop.



Questions or Comments?  
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