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Fabulously Fun ROAD TRIP GAMES

No pieces
No prep

1

LICENSE PLATE MATH

Using the numbers on a license plate, create math problems for your little travelers. You can gear the problems to the skill level of the kids. You can have the kids add or subtract the numbers. Or you can make the equations a bit more difficult by combining equations such as multiply the first 2 numbers and then divide the sum by the third number on the license plate. Use double digit numbers, have competitions, or award prizes. Use your imagination, and have fun!

PICNIC PLAY

A player must start the game by saying: "I am going on a picnic and I'm going to take. . ." The player must then name something they will take on the picnic with them that begins with the letter A. The next player must then state: "I'm going on a picnic, and I'm going to take. . ." (name what the first player said that begins with A) and (the player then adds something that begins with the letter B.) The game then continues with each player adding to the list. A player is out if he/she cannot correctly repeat the list of items. The last player in the game, wins.

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THE 5 Ws

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When you write a story, you should try to include the five W's: who, what, when, where and why. To play this game, one player chooses a noun (doesn't tell the others). Other players try to guess the word by asking the five "W" questions in order – who, what, when, where and why.

Ex.: "Who would use it?" "What would it be used for?" "When would it be used?" and so on. You continue to ask questions until the word is guessed.

SILLY SENTENCES

Each player takes turns making up a sentence about traveling. The rules are that each sentence must have a place, a mode of transportation, and an activity that all begin with the same letter.

Ex.: "I'm going to Tennessee on a train to tame some tigers. OR it could be really silly . . .
"I'm going to Chatanooga on a cheetah to chase chairs.

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You can make the game more challenging by going in alphabetical order.

STORY-GO-ROUND

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The first player makes up a title for a story. The second player starts the story based on the title. The third continues the story from where the second left off. . . and so on. Set a time limit for each storyteller and/or set a time for that story to end – time limit or when everyone has had a set number of turns. Record the stories if possible. It's fun to play them back later.