

Car Journey Games

If you're planning a long journey by car, try some of these ideas for keeping the kids (and the adults!) entertained. Lots of these games also work well on train, plane or boat journeys or if you are delayed at the airport.

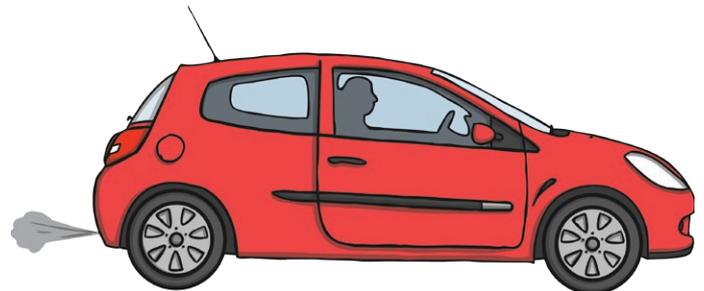
Fortunately/Unfortunately

Players take it in turns to say a sentence and continue a 'story'. Each sentence must begin alternately with 'fortunately' or 'unfortunately'. For example, 'Unfortunately a lion escaped from the zoo today and chased me down the street.'

'Fortunately, I was wearing my super powered rocket boots.' and so on.

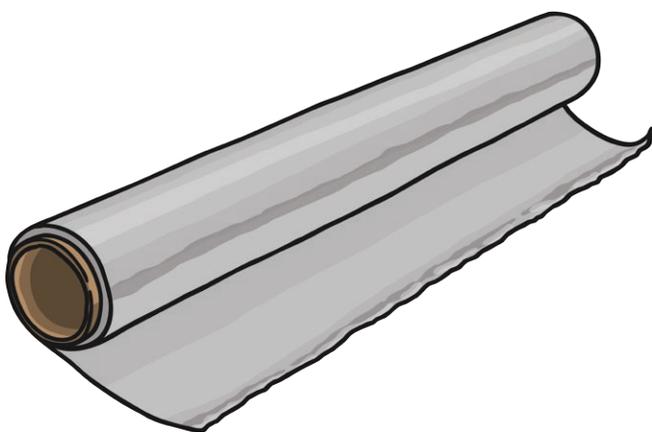
Who's Next Door?

A great one when you're stuck in a traffic jam. Everyone takes a quick peek out of their window at the people in the car next to you. They then have to make up a whole life story for that person – who they are, their name, where they are going, what they do for a job and so on.



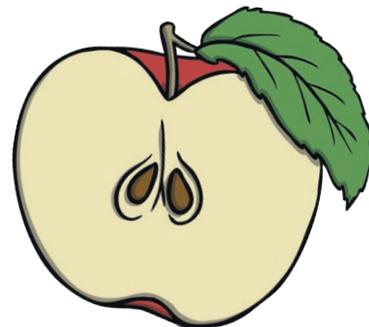
Tinfoil Challenge

Give everyone a sheet of aluminium foil. The challenge is to make something with the foil – it can be anything they like – and points can be awarded for creativity and initiative. Increase the challenge by setting a time limit, or having a specific category such as 'something you can wear'.



Categories

Choose a category such as 'fruit', 'countries' or 'famous people'. Take it in turns to name something in that category as you work your way through the alphabet, for example 'apple, banana, cherry, damson' and so on.



Buzz Word

A great game if you need a bit of peace, as everyone has to be quiet and listen carefully! Turn on the radio or some music and choose a word. Everyone has to listen for the word being said or sung and the first one to hear it shouts 'buzz!' Alternatively, give everyone their own word and the winner is the first to shout 'buzz' when they hear theirs.

I'm the DJ

Take it in turns to be the car DJ and choose your favourite song to be played. A variation on this is to play 'Guess the Intro': play the first few bars of a song and everyone else has to guess what it is.



Pub Cricket

If you're driving through towns and villages, keep your eyes open for pubs. The first person to spot a pub shouts out its name and scores a point for every leg in the name. For instance, 'The Red Lion' would score 4 points (because a lion has 4 legs), 'The Coach and Horses' would score 10 (8 horse's legs and 2 driver's legs) but 'The English Rose' would score zero.

The Banana Game

Simply look out for yellow vehicles on the road. Players win a point for every one that they spot. Make it more challenging by having a scale of points – for example:

yellow motorbike – 1 point

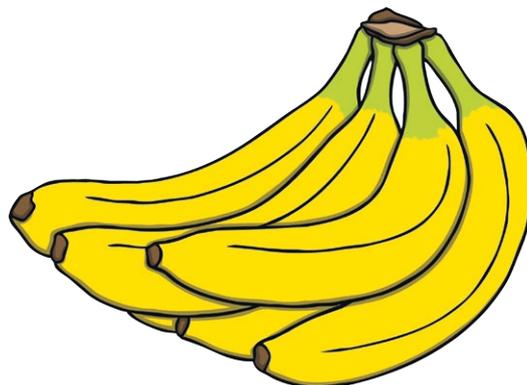
yellow car – 2 points

yellow van – 3 points

yellow lorry – 4 points

any other yellow vehicle (e.g. bus) – 5 points

You can also play ‘the carrot game’ (orange vehicles) or ‘the apple game’ (green vehicles).



Famous Names

Players take it in turns to choose a first name and everyone else has to think of a famous person with that first name. The winner is the first to shout out their famous person.

20 Questions

Players take it in turns to choose a person, place or thing and the other players have 20 questions to work out what it is. The questions can only be answered ‘yes’ or ‘no’. To simplify this game, choose from one category, e.g. ‘famous people’ or ‘capital cities’.

License Plate Game

Players see how many different countries they can spot on car number plates. Extra points for naming the capital city of the country they have spotted.

Memory Game

There are many variations on this game. One of the more familiar ones is 'I went to market and I bought...' Players take it in turns to add a new item to the list, but first they must remember all the other things that are on there! For example, 'I went to market and I bought two red apples,' 'I went to market and I bought two red apples and a bag of crisps,' 'I went to market and I bought two red apples, a bag of crisps and some lightbulbs' and so on.

Would You Rather...?

Players take it in turns to ask each other 'Would you rather...?' questions. For example, 'Would you rather sit in a tub of cold custard or have an ice cube put on your neck?' The person being questioned has to answer with their choice and explain why they chose it.

