

## Car Games

The Alphabet Game: It can be played using only license plates, or using everything except license plates - signs, letter boxes, names of cars, even sky-writing if you should be so lucky as to drive past planes doing that.

Each person must find every letter of the alphabet, calling them out (not shouting, though) as they find them. The winner is whoever finds all 26 letters, in order, first. Of course, there are many possible sidetracks in this game. Interesting colors of cars, birds on the fence that spark discussion of birds in general or which ones sit on fences. There are variations, too. License plates can be limited to those on red cars. Or on green cars. Or on interstate cars. Another side game that was enjoyed on longer trips, was seeing if we could - as a group - see a car from every state in the country.

Back to the alphabet game, when looking everywhere except on license plates for the letters, sometimes we'd assign sides of the road and even set up teams. Left side of the car versus right side of the car. When driving in unfamiliar territory, there's no way to know ahead of time which side might have more signs.

Another variation on the alphabet game is to find something that begins with each letter of the alphabet as we were driving along (I spy with my little eye something that begins with....). In order, usually, though sometimes we'd made a list of the alphabet and cross them off, if we were out in the middle of nowhere.

"A" could be apple tree, antenna, arrow pointing somewhere.

"B" might be building, bush, bull.

"C" was not allowed to be car, as that would be too simple. All others were fair game, though, such as cat, couch, clock, clothes line.

"X" was almost always a railroad crossing sign, because there just weren't other things out there with an "X" on them.

Older children : Word games that could be played even in the dark were popular. Twenty Questions, based on the television show, gave an initial clue of animal, mineral or vegetable for the category. Sometimes this was the toughest part of the game and required help from a parent to determine the category. Then the other children would ask questions to be answered "yes" or "no" until either they guessed or were stumped.

Name a geographic location and the next person has to name one that began with the letter yours ended with. The sequence might begin with Afghanistan, Norway, Yemen, Minneapolis, Sweden, New York, Korea and continue until the last person was stumped out of the game. Or the same idea could be applied to words in general. Pick a word, any word, and the next person picks a word that begins with the letter yours ended with. Or the Alphabet Game could be done with proper nouns.

Another game is, "I'm taking a trip and I'm taking with me a ..." which could be alphabetical or, to make it much tougher, in random order. Some of our trips would have required entire trains to carry everything. For example, "I'm taking a trip and I'm taking with me an aristocrat." The next person would add one item. "I'm taking a trip and I'm taking with me an aristocrat and a banana." Then, "I'm taking a trip and I'm taking with me an aristocrat, a banana and a chimney."

No matter which games we played, someone nearly always dropped out to read after a while. Nobody minded.

**Happy travels to you and your children from GoSeeAustralia.**

**Hope you enjoy these games.**