

Games and Activities for Car Trips



20 Questions

ages
3+

One person thinks of an animal, vegetable or mineral and announces which of the three categories it belongs to. The others in the car may ask 20 questions that have yes/no answers. The first person must answer all questions truthfully. If someone makes a guess and is wrong, he is out of the game until the next round. The first person to correctly guess the animal, vegetable or mineral is the winner and gets to think of a new subject for others to guess.

Adventures in Odyssey

ages
7+

Tweens and the whole family can enjoy audio dramas featuring the much-loved characters in the town of Odyssey.

Alphabet Associations

ages
5+

Start with the letter A. Think of an animal's name that starts with the letter A, such as Aardvark. Do the same for each letter of the alphabet. Variations include Bible character names, family and friend names, foods, etc.

The Alphabet Game

ages
4+

Find the letters of the alphabet in order, beginning with the letter A, on passing signs, car license plates, road signs, etc. For younger children, the letter can be found in any part of the word. For older children, the letter must be at the beginning of a word.

And Then ...

ages
3+

Start a story. After about a minute, say, "And then ...". At this point, the story is continued by another family member. The second family member continues the story for about a minute before saying, "And then ..." and passing it on to a third family member.

Books

ages
3+

Find a novel the whole family can enjoy. It's great when the book relates to where you're going on your trip, but that is not a requirement. Whether you read a book aloud or listen to an audio book, only do it for a chapter at a time or in 20-minute intervals.

I Spy

ages
3+

Players take turns finding a visible item and having others in the family ask questions until that item is guessed.

Licensed Letters

ages
5+

Say aloud the first letter on a nearby license plate. Everyone must come up with all the words they can for that letter in three minutes. A variation of this is to find

Bible names for that letter. Another variation is to think of a word that starts with that letter and then come up with as many rhymes for that word as you can in three minutes.

Mapping It

ages
5+

Print a road map of each day's journey. Let kids mark how far you've traveled every hour so they can see that progress is being made. If you pass a landmark or large city, cross out those places.

Name That Tune

ages
5+

One person hums a tune until the others in the car guess the name of the song. The family sings the chorus together; then another person hums a tune. A variation is to do this with hymns.

Online Resources

ages
3+

Download puzzles and activity sheets for your children at ClubhouseMagazine.com (for 8- to 12-year-olds) and ClubhouseJr.com (for 3- to 7-year-olds).

Scavenger Hunt

ages
7+

Make a list of things for kids to find on your trip, such as 1 cowboy, 2 historic monuments, 3 large cities, 4 small towns, 5 dogs sticking their heads out of car windows, 6 ice cream parlors, 7 smashed bugs on your windshield, 8 storm clouds, 9 dirty car windows (not on your car), 10 crying children (not in your car), 11 railroad tracks, 12 road construction signs, 13 flies, 14 billboards, 15 police cars, 16 license plates with the first letter of your name on them, 17 people who wave to you, 18 speed limit signs, 19 people wearing your same colored shirt and 20 rest stops.

Sing-a-long

ages
1+

Make a list of songs that your family loves to sing and that your family sings in Sunday school or at church. Sing them together as you travel. A variation is to sing one song every time you pass a blue car or hit a bump.

Start-End Songs

ages
10+

Have one person start singing a song and stop in the middle. The next person must think of a song that starts with the word the first person stopped on. The second person should sing the new song and stop in the middle of it. The third person must then think of a song that starts with the word the second person stopped on, and so on, until no one can come up with a song that starts with the stopped word. The person who stopped on that word is the winner.

Games and Activities for Car Trips

ages
8+

God Connection

This game helps children make a connection between God and all they see around them. It's a way for kids to view everyday items in a new light and to give God thanks.

What you need: two or more players

How to play: To introduce the game, point to a speed limit sign and explain that, in order to protect people on the road, the sign tells drivers how fast they can drive. What is the God connection? God gives us the Ten Commandments to protect us.

Now ask the first player to point out an object in the car or outside the car window. The other players try to come up with a God connection. The connection can be simple, and there is no right or wrong answer as long as the connection can be explained. Once a connection is made, the next player points out a new object.

A God connection could be found in something as simple as a pillow: A pillow can be used for rest; the God connection could be that we rest in God's love or that God wants us to take a Sabbath rest each week.

For a follow-up, make sure you write down some of the God connections made in the car. That night, give thanks as a family for each one.

—Chris Gentile

ages
6+

Rhyme Time

Keep your family guessing with this word game of rhyming pairs.

What you need: three or more players who know how to rhyme

How to play: The first player starts the game by thinking of two rhyming words—like bench and wrench. To help the other players guess the rhyming words, the first player shares a clue. He might say, "It starts as something you can sit on and becomes a tool." Now the other players have to name things you can sit on. They'll offer possibilities like chair, couch, stool. When they finally say "bench," the race begins! Players start rhyming out loud until they come up with something that could be a tool. The first to come up with the word wrench is the winner.

This game can also be played with a theme. Consider: Canadian history, science words or things in the Bible, such as tomb and perfume. As a clue, you might say, "Lazarus spent some time in this place and then this liquid was poured on Jesus' feet."

—Carol Barnier

ages
6+

N is for Noah

Brush up on your Bible knowledge with this alphabet-themed guessing game.

What you need: three or more players, a Bible

How to play: One person starts the game by saying, "I'm thinking of . . ." (example: "a Bible character whose name starts with N"). And the guessing begins. If the guessers have a hard time figuring out the answer, they can be given a hint. Continue giving hints until someone guesses correctly. The correct guesser then chooses a new character to introduce with "I'm thinking of . . ." To help facilitate ideas, have a Bible handy.

—Carol Hatcher

ages
3+

Pass the Picture

Find the letters of the alphabet in order, beginning with the letter A, on passing signs, car license plates, road signs, etc. For younger children, the letter can be found in any part of the word. For older children, the letter must be at the beginning of a word.

—Rhonda DeYoung

