

Buzz Word

Before you leave on your trip, choose a word that will be "taboo" for the entire trip. Choose a somewhat common word like

"hungry," "mom," or "tired." Give each member of the family 10-20 clothespins. When someone says the taboo word, another family member can say "Buzz!" and collect one of his or her clothespins. The family member with the most clothespins at the end of the trip wins.



1 Spy

One family member looks around and chooses an object that the others must guess. The only clue he or she provides is this: "I spy with my little eye something that begins with ___ (insert the first letter of the object's name)." The clue can also be the object's color, which is more suitable if



you have younger children participating. The family member who guesses the correct object gets to go next. Be sure to spy something that will stay within sight for a time (e.g., a distant mountain range, a forest), because an object that whizzes by and is then out of sight will be very difficult to guess.

Spelling Bee

Select words that can be used in a spelling bee. You may need to

select sets of words that are suitable for younger, middle, and older family members. One at a time, prompt family members with words. A correctly spelled word earns the participant a place in the next round. An incorrectly spelled word means he or she is eliminated from the competition. Keep going until you have a winner.



20 Questions

One family member thinks of something. Just about anything will work (a famous person, a toy, a household object, an animal, etc.).



Family members then try to discover what thing is being thought of by asking yes or no questions. For example, you could ask "Will it fit in this car?" or "Is it alive?" Family members can guess if they think they know the answer. Once 20 questions have been asked, everyone has one last chance to guess before the thing is revealed. Another family members then starts a fresh round.

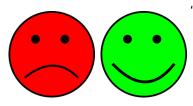
Slug Bug or Punch Buggy

Every time a family member sees a Volkswagen Beetle (often called a Bug), he or she punches his or her seatmate. As you can imagine, this punching can get out of control quickly, so you might want to keep score

some other way, such as by tapping your seatmate or counting on your fingers. The family member who spots the most Bugs wins. Because Bugs are not as plentiful on the roads today, you might choose an alternative such as convertibles of any make, vehicles that are a certain color, or motorhomes.

Fortunately-Unfortunately

One family member makes an "unfortunate" statement. For example, someone might say, "Unfortunately, the museum we were going to visit burned down." Another family member will counter this with a "fortunate" statement. For example, a family member might answer,



"Fortunately, all the expensive works of art were out for repairs." This game provides an opportunity to think critically and positively. Exaggerated and silly statements make the game especially fun!

Would You Rather?

Family members take turns asking "Would you rather...?" questions that each member of the family must answer. The questions

can be simple ("Would you rather eat a hamburger or a hot dog?"), complex ("Would you rather have dinner with your great-grandparents or your greatgrandkids?"), or silly ("Would you rather bathe in a tub of pudding or Jell-O?"). This game can be very eye-opening!



The Alphabet Hunt or Where's the Alphabet?

Family members utilize road signs, billboards, restaurant names, and other scenery to find objects that begin with each letter of the alphabet, in alphabetical order. If someone spots an airplane, there's your A. If someone sees a Burger King, there's your B. You



continue all the way to the letter Z. Because the scenery changes, you can play this game over and over again.

Count the ...

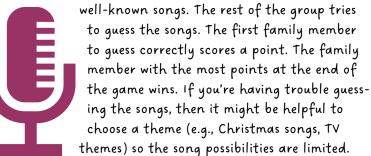
Family members count things along the road. You can

count convertibles, cows, trains, blue cars, barns, etc. Any object you see repeatedly can be counted. This game is very simple, so it is especially suitable for younger family members.

123 456 789

Name That Tune

Family members take turns singing, whistling, or humming



The Picnic Game or The Grocery Game

One family member says, "I went on a picnic Saturday and I brought ______ (some item that begins with the letter A, such as apples)". The next family member says the opening phrase ("I went on a picnic Saturday and I brought...") and repeats the A item and adds a B item ("... apples and beans."). The third family member repeats the opening phrase, the A and B items, and then adds something that begins with C.

You continue all the way through Z! Some families use "I went to the grocery store yesterday and I bought..." as the opening phrase instead of the picnic phrase. Either works just fine or you can come up with your own.

Group Storytelling

One family member begins by creating the first line of a story ("Once upon a time there lived a young prince..."). Family members then each contribute to the story one line at a time until



a full-length story has been created. If you have older kids or lots of adults in the vehicle, you can make the storytelling more challenging by making a rule that each line must rhyme. Younger kids can use crayons and paper to illustrate the story.

I Wonder Where That Car is Going?

As you drive along the road, choose interesting vehicles and make up stories about where the vehicles and

their passengers are going. Silly, unbelievable stories can be quite entertaining!



The License Plate Game

Watch the license plates of passing cars and make a list of those you see. Try to find license plates from all 50



states. To make the game more interesting, have goals and prizes, such as a special snack when someone finds a license plate from Mexico or Canada.