

Telling tales

Look out of the window and make up a story based on what you can see.

- You could start your story by describing the weather and where you are.
- You could include the people you see as characters – where are they going or what are they doing?
- As well as talking about the things that you can see, you can also add one thing that you *can't* see to your story.
- For example, you could add a huge, hairy monster to your story.
- What happens next? Does everyone run and scream, or is the monster their friend?

Scavenger hunt

When you look out of the window, can you spot people doing all the things on this list?

- carrying a newspaper
- walking a dog
- wearing a hat
- wearing sunglasses
- carrying shopping bags
- riding a bike
- walking with a baby
- eating or drinking

Try to spot one of each thing on the list before the end of your journey.

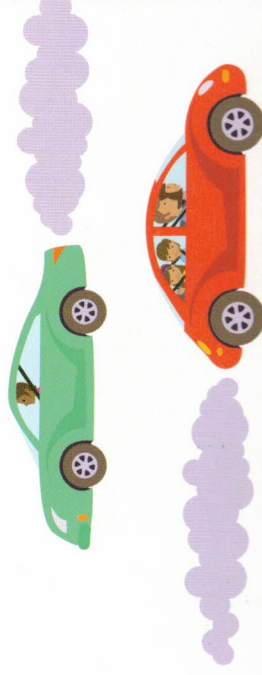
You could make up your own list and challenge other passengers to look for them.

Car bingo

How many cars or other vehicles can you spot of a particular type or shade?

- You could look for pale blue cars or bright yellow vans, or cars with roof racks.
- Try not to pick something too bizarre. If you pick pink tractors, you'll be waiting for a long time!
- You could play "car bingo" with someone else, to see who can spot one of their chosen type of vehicle first. When someone spots one, they call out *Bingo!*

- You could race the other person to spot a certain number of "their" cars. Cry out *One bingo! Two bingo! Three bingo!* and so on, to keep count.

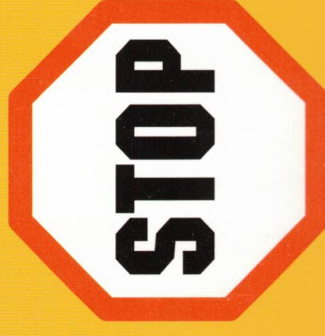


Looking for letters

Pick a word with four or more letters. Can you spot all of the letters on signs or car plates?

- Try to spot the letters in order to make it easier to keep track of which letters you've spotted.
- For example, if you pick the word *horse*, and then you go past a road sign to somewhere called *Hawley*, you can start looking for the letter 'o' next.
- You could take turns with someone else to spot the letters of a word, or you could each pick your own word.

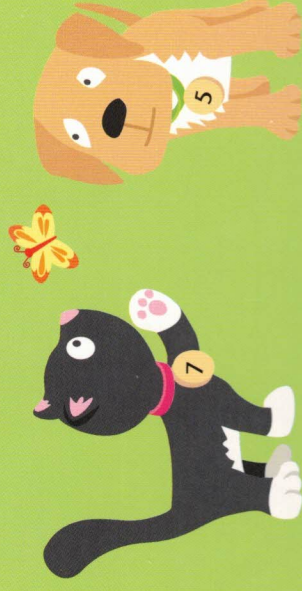
**FRESH EGGS
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Puppies and kittens

Imagine that you're in a mathematics lesson and your teacher tells you that the names for some numbers have changed.

- The number five is now called *puppy*, and seven isn't called seven any more – you have to call it *kitten* instead.
- Can you count to 100, using the new names for five and seven? So, you'd start off... one, two, three, four, *puppy*, six...
- Any number with five or seven in it changes too. So, fifteen becomes *puppyteen* and thirty-seven is *thirty-kitten* and so on.



Car snap

Try to spot pairs of cars or other vehicles, such as trucks and vans.

- For an easy game, look for two cars that are the same shade, such as two bright red cars or two shiny silver cars.
- For a harder game, try to spot two vehicles that are the same type and shade, such as two red sports cars, two white vans and so on.
- For an even harder game, try to spot two vehicles that are not just the same type and shade, but the same model, too.



What's my job?

One person thinks of a job, such as being a pilot, a teacher or a doctor. You have to guess what they're thinking of.

- To give you clues, they should describe what the job is, but without using any words that are closely linked to the job.
- For example, if someone is thinking of a doctor, they can't use words such as *hospital* or *medicine*.
- Instead, they could say *I try to make people feel better* to help you guess what job it is.
- If you guess correctly, it's your turn to describe a job that you're thinking about.



Fortunately, unfortunately

In most stories, a mixture of good and bad things happen. Try making up your own story based on this idea.

- You could start with something like *Once, there was an incredibly powerful wizard.*
- Then, add a sentence that begins with *Fortunately*. For example, *Fortunately, the wizard only used his powers to help people.*
- Then, add a sentence beginning with *Unfortunately*. For example, *Unfortunately, he was clumsy and lots of his spells went wrong.*
- Keep adding sentences starting with *Fortunately* and *Unfortunately* to create a story full of ups and downs, good and bad, and luck and danger.



Guessing game

Can you guess what someone else is thinking about in twenty questions?

- Get someone to think of an object, a place or a person, and give you (and anyone else who is playing) a clue.
- For example, if they thought of an ice-cream cone, they could say *It's an object*.
- Ask them questions about the object. They can only give *Yes* or *No* as the answer.
- When you think you've got an idea of what they're thinking about, ask a direct question, such as *Is it an ice-cream cone?*
- If you guess wrong, or if you can't guess what they're thinking after twenty questions, then they've won.

Rainbow

Can you spot things in every shade of the rainbow in the correct order?

- That's red, orange, yellow, green, blue and purple. (Real rainbows have indigo and violet instead of purple, but not everyone knows exactly what they look like so it's easier just to look for purple things.)
- Start by looking for something red. Perhaps you can spot a red car, or a red flower growing by the side of the road, or a red poster.
- Then, move on to something orange.

Tip: Look at the card to help you remember the correct order.

Under my bed...

Start off by saying something that you might find under your bed – *Under my bed there is...* followed by an object that might be found under a bed.

- For example, *Under my bed there is a green sock.*
- Then, repeat the sentence and add another object to the list.
- For example, *Under my bed there is a green sock and a toy robot.*
- Continue repeating the sentence and adding another object – you must say the objects in the correct order each time.
- You could play this with more than one person, taking turns to repeat the sentence and add a new object. If someone forgets an object or gets two objects in the wrong order, they're out.



Cats in a basket

Say this rhyme:

*One cat
In a basket
Two eyes
Four legs*

Then, repeat it, imagining another cat has crawled into the basket, so everything is doubled:

*Two cats
In a basket
Four eyes
Eight legs*

Add another cat, then another, and so on. How many cats can you add before you lose count?



I don't spy

You've probably played *I spy* before. So why not try the opposite?

- Look all around you – out of the window and inside the car, too.
- Then, think of something that you can't see anywhere, such as an elephant.
- Give someone else clues about the thing that you can't see.
- Start with *I don't spy, with my little eye...* then give two clues: the type of thing it is and its first letter. For 'elephant' say ...*an animal beginning with E*.
- If the thing you can't see is still a mystery after a lot of guesses, reveal what you were thinking of.
- Then, someone else takes a turn to think of something that they can't see.

Bake a yucky cake

Imagine a cake with strange ingredients that you'd never want to eat in a real cake.

- Say the recipe out loud *When I bake a cake I use...* then add a strange ingredient such as *fish bones*.
- Keep adding a new ingredient, and repeating the recipe, for example *When I bake a cake, I use fish bones and vinegar*.
- Continue repeating the recipe, adding a new ingredient each time. If you forget the order, then start again.

You could do this with more than one person, taking turns to repeat the recipe and adding a new ingredient.



Zoo

Try telling a story about going to the zoo and seeing animals – the catch is, the name of every animal you mention has to start with the letter at the end of the animal before it.

Here's how it works.

- Start with *I went to the zoo and I saw a gorilla and a...*
- Then, think of the name of an animal that starts with the last letter of the animal you've said.
- So, for *gorilla* think of an animal beginning with *a* – *I went to the zoo and I saw a gorilla and an alligator...*
- Try not to repeat the name of any animal that you've said before.
- How long can you keep going? You could also try taking turns with someone else.



'Yes' and 'No'

Can you answer questions without saying *yes* or *no*?

- Take turns with someone else to ask questions that would normally be answered with *yes* or *no*, such as *Are you in a car?*
- If someone asks you that, you could reply with something like *I am* or *Of course*.
- If you say *Yes* then you're out. Nodding or shaking your head isn't allowed either.
- Take turns to ask the questions.

Animal spotting

Animals are everywhere – in fields, in hedgerows and even in towns. See how many you can spot.

- If you're in the countryside, how many farm animals can you spot? Look for wild animals such as rabbits or deer, too.
- If you're driving through a city or town, how many dogs and cats can you spot?
- At night, look out for the shining eyes of animals, reflecting the headlights of the car.
- Don't forget to look up to spot birds. What types can you spot? If you see a bird that's hovering in the air, it might be a bird of prey waiting to pounce on an animal below.



Sitting statues

Can you sit really still – as still as a statue – while someone is trying to make you laugh?

- Try taking turns to be a 'statue' while someone else tells you jokes, makes faces and does other silly things to try to make you laugh, smile or move.
- The person who's trying to make the statue laugh mustn't touch them to make them move.
- Also, avoid anything that might distract the driver, so no yelling or wiggling about too much.
- Who can avoid laughing or moving for the longest time?

Because

Get someone to ask you questions and see how many you can answer using just one word.

- If the questioner asks, *What did you have for supper last night?* the answer could be *Pizza*. But you can't say *I had pizza*.
- If you're struggling to think of a one-word answer, you can say *Because*. You can use it to answer any question, even if it doesn't make sense. But you can't use it twice in a row.
- If you're the one asking questions, try to trick the other person into using more words. For example, you could ask them *Where do polar bears live?* If they're not careful, they might answer *The North Pole*.

Because.

Quick answers

- Try to think of a word as quickly as you can beginning with every letter of the alphabet and say them out loud... *apple, bear, car...*
- Now, try something harder. Think of a category, such as people's names, countries, or types of food, and see if you can think of a word for every letter again... *Australia, Belgium, Canada...*
- You could also see how many words you can think of that start with the same letter in a particular category. For example, how many games or sports can you name that begin with the letter *B*?

Pesky questions

See how long can you keep up a conversation using just questions.

- For example, if you ask, *Why is the sky blue?* another person could answer, *Don't you like blue?*
- Then, think of another question that makes sense as an answer, such as, *Wouldn't you prefer a pink sky?* Don't give a random question as an answer, that's cheating!
- If someone hesitates too long, or gives an answer that's not a question, then they've lost.
- You could play this on your own as well, seeing how long you can ask yourself questions.



Think of a number

Get one person to think of a number between one and one hundred. They shouldn't say what the number is, though.

- Then, everyone else (or just you, if there are only two of you) takes turns to ask questions to figure out what the number is, such as *Is it bigger than fifty?* or *Does it have a zero in it?*
- The person who thought of the number can only answer the questions with *Yes* or *No*.
- How many questions did it take to guess the right answer?
- Can you do it more quickly next time?

Five-word story

Try making up a story with someone else by coming up with five words of it at a time.

- One person begins by making up the first five words, such as *Once upon a time there...*
- The next person adds another five words of their own to continue the story, such as *...was a brave knight who...*
- Keep adding five-word chunks to the story. You can make the tale as silly, exciting or scary as you like. Just make sure each part that you add follows on so that it makes sense.
- When you want the story to end, you could add these five words:

...they lived happily ever after.

Body mix-up

Try pointing to a part of your body and saying the name of a different part of your body.

- For example, point at your shoulder but say *This is my toe.*
- Do it again with a different part of the body.
- Can you do it without pausing? Or without saying the right name by accident?
- You could take turns with someone else to point to body parts and say the wrong name.
- Try doing it without pointing to the same part more than once.
- Or, to make it harder, try doing it really quickly.



Words inside words

How many words are hiding inside other words?

- Think of a word with five or more letters.
- Then, try to make as many new words as you can out of the letters in that word. The letters can be in any order.
- For example, if the word you think of is *fantastic*, you could make words such as *it*, *cat*, *fact* and *attic* with the letters.

tan

santa

fin

Arms and legs

How many arms and legs can you spot through the window?

You could count:

- A person's arms and legs
- An animal's legs
- The arms and legs of a chair
- The legs of a table
- The word 'arm' or 'leg' written on a poster or road sign, or a picture of a leg or an arm.

You could do this on your own or with someone else. If there are two of you (or more) you could call out when you spot arms or legs and say where you can see them. For example, *I can see four legs on a cow in that field.*



King of the car

- Choose one person as the "king" of the car.
- From now on, everyone else has to do what they command. (The king must choose actions that won't distract the driver!)
- When the king gives a command, they have to start with, *The king says...* For example, *The king says cover your mouth.*
- This means everyone except the king (and the driver, obviously) has to cover their mouth.
- If you don't, you're out until a new king is crowned.
- If the king gives an order but forgets to start with *The king says* then a new king must be crowned.



Lip reading

It's possible to understand what someone else is saying when you can't hear the words. You just need to watch their lips moving.

- Think of a phrase or a short sentence and mouth it to someone else, but don't make any sound while you do this.
- To make it easier for the other person to guess, mouth the words slowly.

Tip : To guess what someone else is mouthing, think about the shape your mouth makes when you say the letter 'f' for example.



Tongue twisters

Read the tongue twisters below to yourself. Then, try to say them as fast as you can, out loud, without making a mistake.

Red lorry, yellow lorry, red lorry, yellow lorry.

* * * * *

Peter Piper picked a peck of pickled peppers.

Did Peter Piper pick a peck of pickled peppers?

If Peter Piper picked a peck of pickled peppers,

Where's the peck of pickled peppers

Peter Piper picked?

* * * * *

She sells seashells by the seashore,

The shells she sells are surely seashells.

So if she sells shells on the seashore,

I'm sure she sells seashore shells.

* * * * *

How much wood would a woodchuck chuck

If a woodchuck could chuck wood?

He would chuck, he would, as much as he could,

And chuck as much as a woodchuck would

If a woodchuck could chuck wood.

One beat only

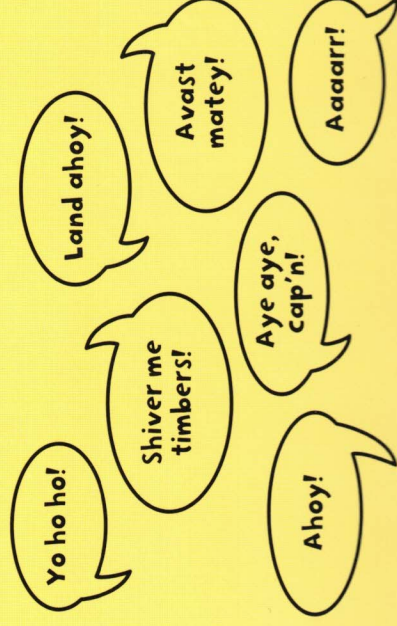
Some words have just one 'beat' in them.

- For example, each of the words in the sentence above just have one beat – a 'beat' in a word is known as a syllable.
- Think of an object, then try to describe it in words with just one syllable, without saying the name of the object itself.
- For example, if the object you've thought of is a frog, you could say: *It lives in a pond. It hops and eats flies.*
- You could also try having a conversation with someone about anything you like in words of just one syllable.
- How long can you continue to talk without using a longer word?

Talk like a pirate!

Try talking like a pirate for a while. Look at the ideas for pirate phrases at the bottom of this card.

- You could try to use a pirate voice, too. Make up your own pirate name and imagine what your life would be like as a pirate.
- What would you call your ship? Where would you sail? Would you have a parrot and what would you call it?
- You could also try to talk about normal things using pirate phrases and your pirate voice.



Showing emotions

Actors in plays or movies learn to use their faces to show what the character they're playing is feeling.

- Think of an emotion, such as *happy*, and try to mime it using only your facial expressions. Then, try to be angry. How would you show it?
- Try making expressions to show these emotions, too: *confusion*, *hatred*, *embarrassment*, *excitement*.
- What other emotions can you think of?
- You could take turns with someone else, with one person making an expression and the other person guessing what the emotion is.

Funny faces

Can you keep a straight face when someone else is making a very silly one?

- Get someone else to make the funniest face they can and hold it for ten seconds.
- Try not to laugh or smile while they're pushing up their nose into a pig's snout or showing you their gums or waggling their tongue.
- If you laugh, it's your turn to make a face. Can you make them laugh in under ten seconds?



Secret spies

If you're in slow-moving traffic, you have the perfect opportunity to try out your spying skills.

- Imagine that you're a spy and your spymaster has ordered you to spy on the people in the cars around you.
- Peer at people in the cars close by and pick a person to spy on.
- Invent details about the person based on things that you can see, such as their clothes or their expression.
- For example, if you're looking at a woman wearing earrings, perhaps she stole the earrings from a bank vault that she broke into last night?
- If your target sees you looking, then you must look away so they don't suspect that you are spying on them. Then, move on to a new target.

Man, woman, child

When you look out of the window, try to spot:

- a man in a brown coat
- a woman with a dog
- a child in a blue coat
- a man wearing glasses
- a woman wearing a hat or scarf
- a child wearing a red sweater

Or set your own challenge to spot a man, woman or child wearing a particular piece of clothing.



Many wheels

Most cars on the road have four wheels. But how many cars or other vehicles can you spot with more than four wheels, or fewer than four?

- Look out for bicycles, motorcycles and trucks.
- Can you spot any cars with three wheels?



Sun, sky, cloud

Words can often make you think of other words. If I say the word *sun*, you might think of the sky. Or if you say *cloud*, I might think of *rain*.

- Try to say a series of words, where every word relates to the one that went before it.
- For example, if you think of the word *sun* first, the next word could be *sky*, but you could also say *moon* or *hot* or *yellow*.
- You could also try taking turns with someone.
- How long can you keep going without pausing?



Odds and evens

How many odd numbers (1, 3, 5, 7, 9) or even numbers (0, 2, 4, 6, 8) can you spot on car plates or road signs?

- Try spotting odd numbers up to 19, then look for even numbers up to 20. Say them aloud as you spot them.
- If you can do that easily, you could try to spot odd then even numbers, up to 50.



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What's that tune?

- Think of a theme tune from a movie or TV show and hum it out loud.
- Can anyone guess what it is?
- If no one can guess it at first, hum it again and give simple clues about the movie or the show.
- Don't make the clues too easy, just give the people guessing a nudge in the right direction.

Guess the noise

Think of a noise, such as the sound of a drill or a lion roaring.

- Try to make the sound so that someone else can guess what it is.
- If you can't make the sound with your mouth, you can use your hands as well.
- For example, if you want to make the sound of a horse's hooves, clap out a rhythm that sounds like hooves hitting the ground.
- Try not to give anything away by your actions. So, if you're imitating a heartbeat, don't thump your chest.



Sing song

Think of a song you know well, then pick a word from the song.

- For example, if the song is 'She'll be coming 'round the mountain', you could choose *round* or *mountain* as the word.
- Then, try to sing the song, skipping that word and leaving a pause where the word should be – it's harder than you think.
- You could also challenge another passenger to sing the song, skipping the word that you've chosen, or you could sing it together.



Changing words

Try singing 'Jack and Jill' or 'The grand old Duke of York' a few times, changing the words slightly each time. Start off by singing all the words in the song.

- Then, sing either song missing out the word *up*.
- Sing it a second time, but this time, miss out the words *up* and *down*. Leave a pause instead.

Oh, the grand old Duke of York,
He had ten thousand men,
He marched them up to the top of the hill,
And he marched them down again.
And when they were up they were up,
And when they were down they were down,
And when they were only half way up,
They were neither up nor down.

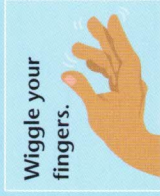
OR

Jack and Jill went up the hill,
To fetch a pail of water,
Jack fell down and broke his crown,
And Jill came tumbling after.

Fire, rain, umbrella

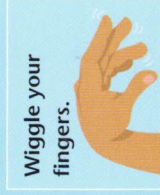
In this game, there are three hand shapes you can make. They represent fire, rain and an umbrella.

Fire



Wiggle your fingers.

Rain



Wiggle your fingers.

Umbrella



Put one hand behind your back and make one of the hand shapes. Get someone else to do the same. Count to three, then show your hand shapes.

The winner is decided like this:



Fire beats umbrella, because it would burn it.



Rain beats fire, because water puts it out.



Umbrella beats rain because rain runs off it.

If the two hand shapes are the same, it's a draw.

Action chain

- Try making a face. You could raise your eyebrows, wink, stick out your tongue, or anything you feel like doing.
- Then, get another person to repeat your action and add a new one of their own. It doesn't have to be just making a face. You could do things such as nod or pat your stomach.
- Take turns to repeat the actions in order and add a new one.
- If someone forgets the chain of actions, start again. How long can you keep it going before you forget what comes next?



Crazy inventions

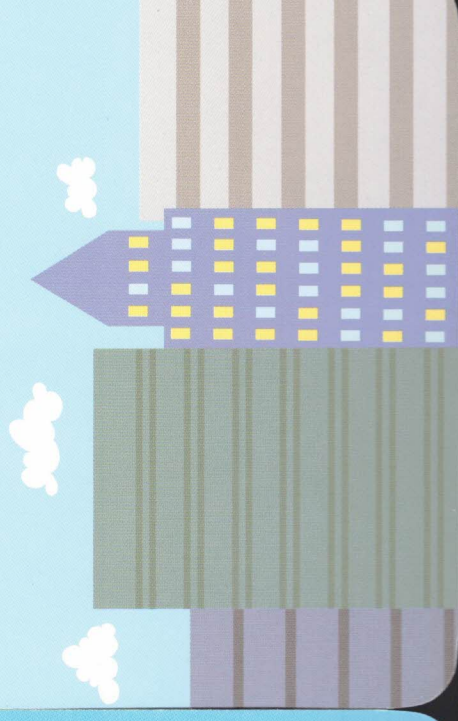
People in the past looked up at the sky and thought, *I wish I could fly*. Then, eventually, someone invented planes.

- What do you wish you could do? What would you invent to help you do it?
- What does your invention look like? Can you think of any problems it might cause?
- For example, you could invent a flying shower. Think of all the time you'd save in the morning if you could wash while you're on your way to school. But then, you'd arrive to school wearing only a towel!
- You could invent an improved version of something that exists already, or it could be something completely new.

Looking up

What's the tallest or the highest thing that you can see when you look out of the window?

- If you're on a road in the middle of nowhere, a truck might be the tallest thing you can see at first. But, you might go under a bridge.
- You could challenge any other passenger to spot something taller or higher than you've seen.
- If you're in a town or a city, who can spot the tallest building?



Impressions

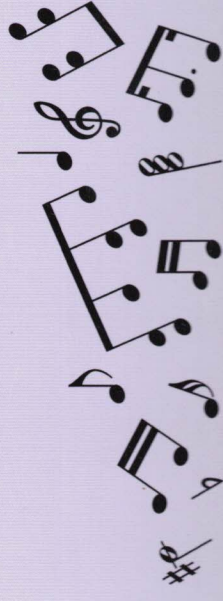
To do a good impression of someone else, you need to think about what their voice sounds like and the things they talk about.

- Do they have a low voice or a high voice?
- What type of things do they say?
- Do they have a catchphrase or a topic that they talk about a lot?
- Try pretending to be someone that other people would know. They could be a real person or a character in a TV show, book or movie.
- For example, if you're doing an impression of Santa, you could say *Ho ho ho, Merry Christmas!* in a low, booming voice.

Song swap

Can you sing the words of one song to the tune of another?

- Start off by choosing two songs. They could be pop songs, nursery rhymes, or any other well-known songs.
- Then, try to sing the words to the first song to the tune of the second song.
- For example, sing the words of 'Hickory, dickory dock' to the tune of 'Mary had a little lamb'.
- If a song doesn't have many words, sing the whole thing. If it is a long song, just pick one verse or a chorus.



The human clock

Can you guess how much time has passed without looking at a watch or the clock on the car's dashboard?

- Decide on a length of time to guess - two minutes, for example.
- Then, get someone to watch the time.
- When they say *Go*, close your eyes and start counting silently to yourself.
- Raise your hand when you think two minutes has passed. Did you guess correctly?

Tip : Try saying the word 'elephant' after each number to stop you from counting too fast.

Farm jumble

Look at the picture of jumbled shapes below and find the animals that you might see on a farm. How many are there ?

