



*Don't Lose Your Mind*

# **Activities for the Car**

*...on the road trip*





## CHAIN STORY

Start with the youngest player. If they need help getting started, suggest a theme. Players should begin the story with a line or two to introduce the setting or characters. Each player takes a turn adding to the story. Continue until it naturally wraps up.



## ABC GAME

As a group or individually, look for letters on road signs, billboards, and license plates—starting with “A” and going in order through “Z.” The first to spot the next letter calls it out!



## I SPY

One player picks something outside the car and says: “I spy something beginning with the letter \_\_\_\_” OR “...something the color \_\_\_\_.” Others take turns guessing. The first to guess correctly becomes the next spy.



## PLAY LIST KAROKE

Create a playlist of fun, familiar songs your grandkids love. Play the first few notes—whoever sings the next line correctly wins the round!



## BINGO

Use pre-made travel BINGO cards or create your own. Players mark off items they see from the car (like cows, airplanes, wind turbines, red vans, etc.) First to get a full row or column wins.



## AUDIOBOOKS

Download a kid-friendly audiobook to enjoy together during the drive. Remember, you can put your library card to good use to borrow audiobooks.



## TABLET GAMES

If you have a long journey, there's no shame in taking a break from the group activities. Pre-load age-appropriate, ad-free games or educational apps for safe screen time.



## ACTIVITY BAG

Pack a small tote with quiet, creative fun:

- ~A small sheet pan + magnets (letters, shapes, themed sets)
- ~Travel dry-erase board + markers
- ~Blank books + crayons or colored pencils
- ~Word finds
- ~Travel-size games (Scrabble To Go, Yahtzee, Tic-Tac-Toe)
- ~Fidgets for younger children
- ~Puzzle books for older kids (Sudoku, Crosswords)



## ROAD TRIP OLYMPICS

At rest stops, let kids burn energy with simple challenges like: jump rope, sit-ups or push-ups, ball dribbling, frisbee toss, etc. Bonus: Consider small prizes for completing tasks