



CAR GAMES

A MOMENT IN TIME: LET'S LEARN, LAUGH, PLAY AND PRAY!™

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Before you start driving, set up your cell phone to record the games and enjoy listening together later when you get back home!

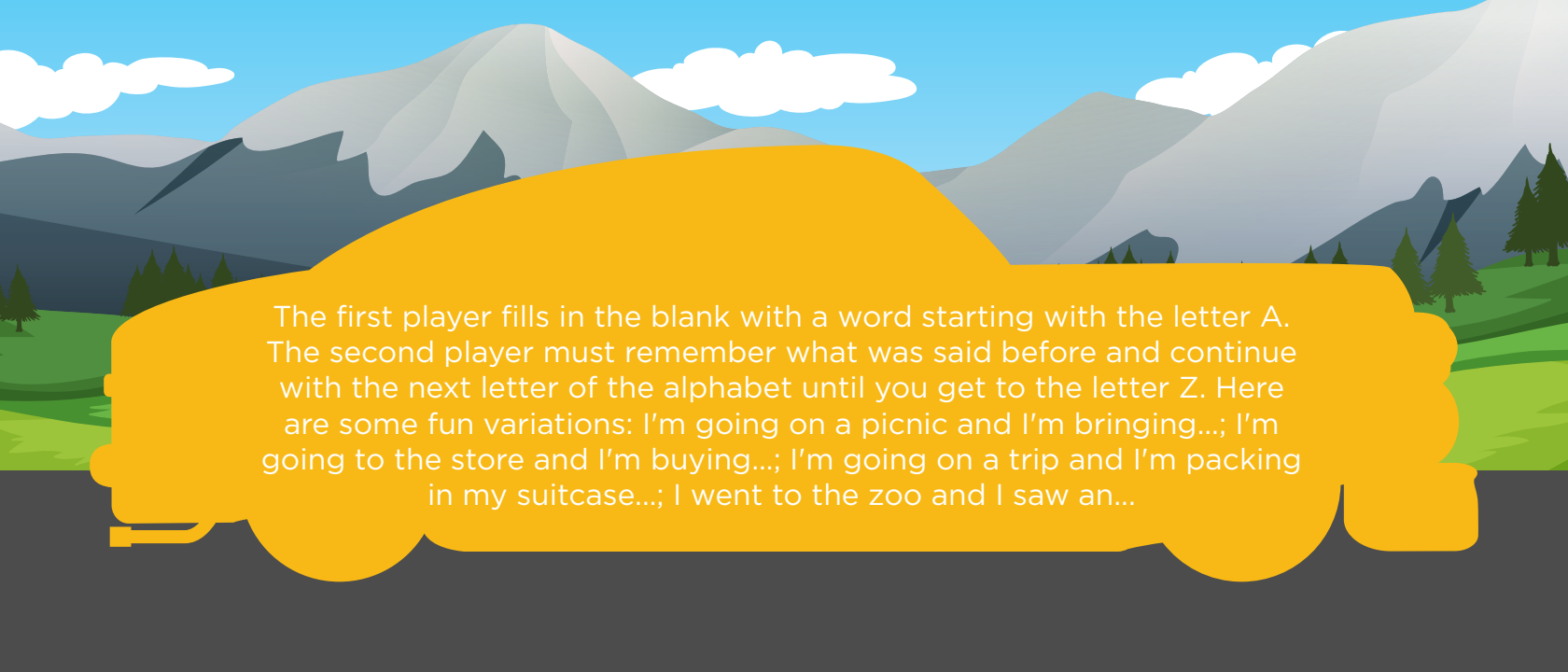
For any family that used to go on road trips, games in the car were a given for any long haul! Ask your client what games they used to play in the car with their parents and siblings. Whether it is spotting cars of certain colors, telling stories or playing alphabet games while driving, there are many game options to choose from. The most important thing is to have your client engaged and interacting with their environment around them. All these games help with word recall, memory and who doesn't love a little friendly competition!



ALPHABET GAMES

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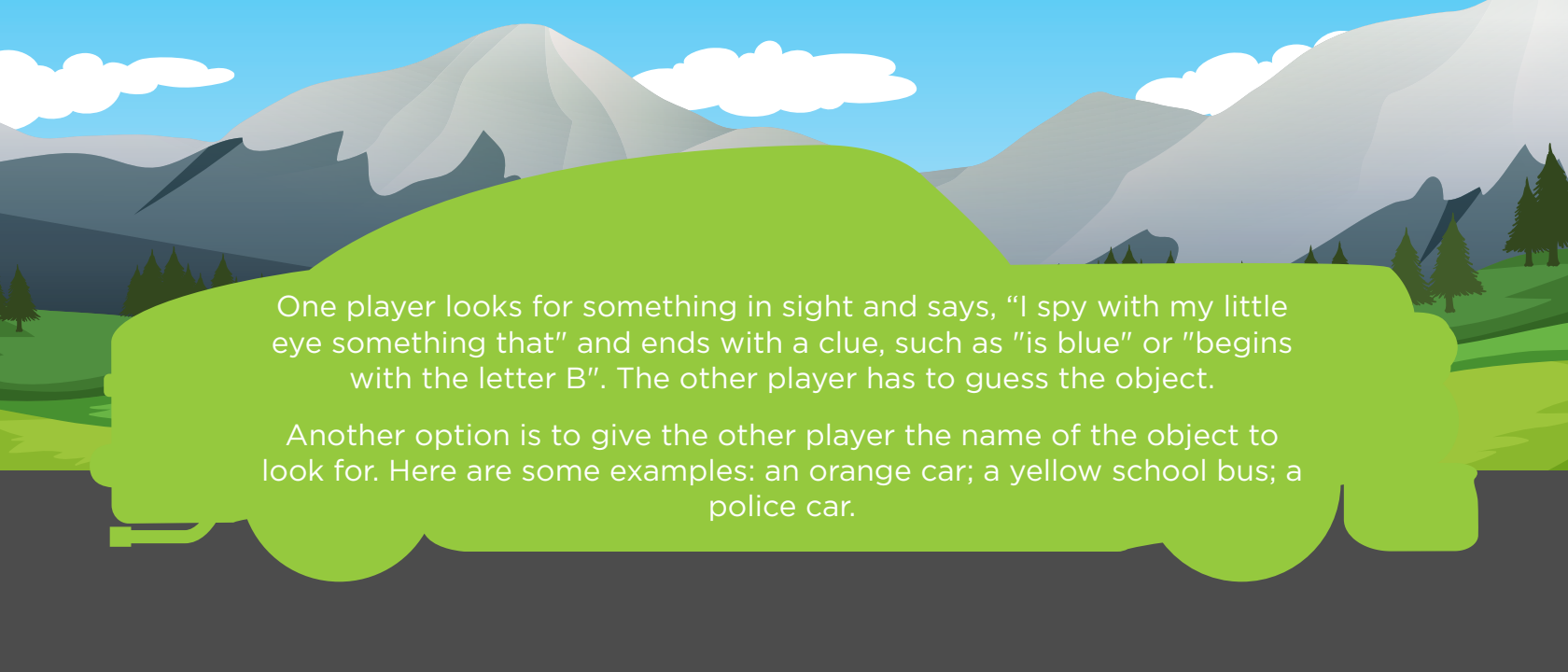
The first player fills in the blank with a word starting with the letter A. The second player must remember what was said before and continue with the next letter of the alphabet until you get to the letter Z. Here are some fun variations: I'm going on a picnic and I'm bringing...; I'm going to the store and I'm buying...; I'm going on a trip and I'm packing in my suitcase...; I went to the zoo and I saw an...



I SPY

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One player looks for something in sight and says, "I spy with my little eye something that" and ends with a clue, such as "is blue" or "begins with the letter B". The other player has to guess the object.


Another option is to give the other player the name of the object to look for. Here are some examples: an orange car; a yellow school bus; a police car.



LICENSE PLATES

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Using the last number on license plates, look for all the numbers in a sequence from 0 to 9 on passing license plates.

Spot license plates from other states. The first player to call it out gets the point.
Triple points for Canadian plates!


Make funny/clever phrases using the letters on license plates.
For example: GLY - GOD LOVES YOU!



NAME THAT TUNE

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The background is a stylized illustration of a mountain landscape. In the foreground, a large, solid blue silhouette of a car is centered horizontally. The car has a simple, rounded shape with a small rectangular detail on the front left side. Behind the car, the landscape features rolling green hills, several dark green evergreen trees, and a range of mountains in various shades of gray and blue. The sky is a solid light blue with a few white, fluffy clouds. The overall style is clean and modern, using flat colors and simple shapes.

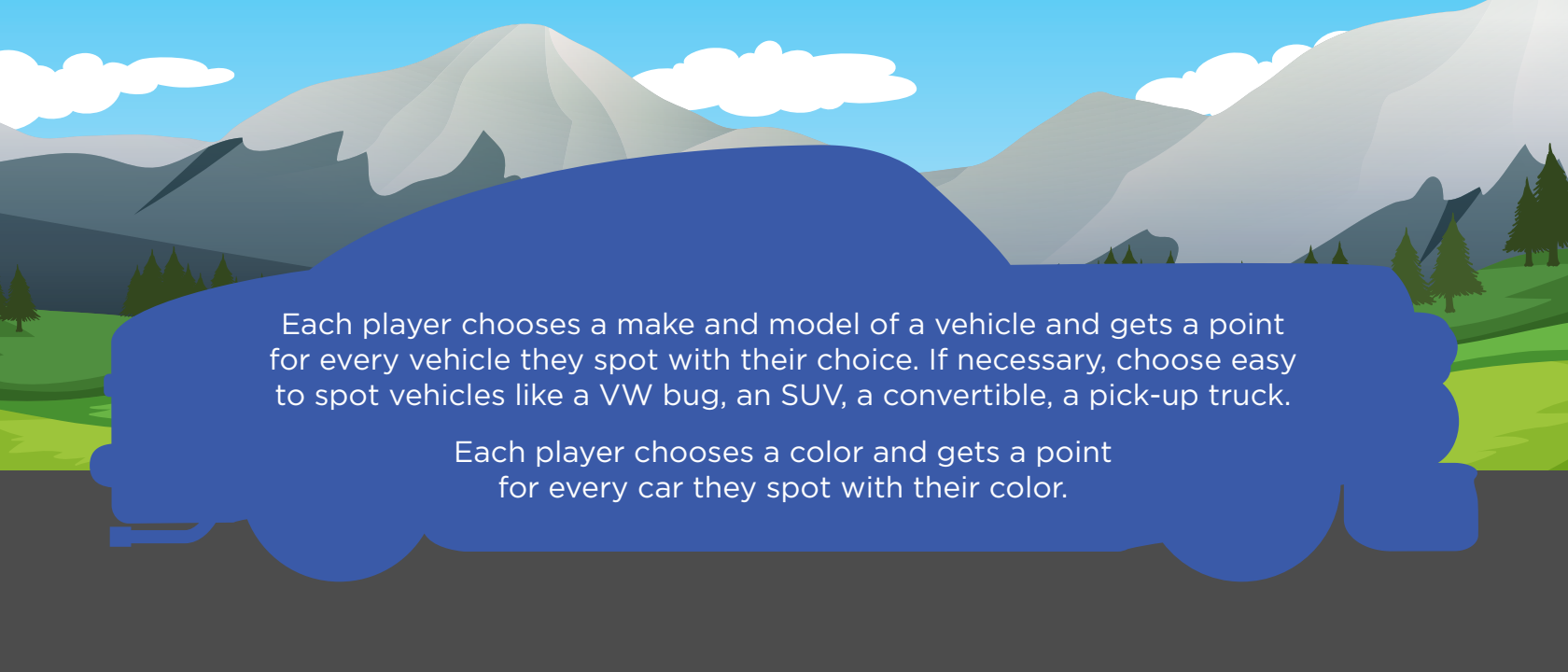
Players take turns humming the tune to a popular TV show or song from years ago. The other player tries to guess the name of the show or the song.



SPOTTING CARS

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Each player chooses a make and model of a vehicle and gets a point for every vehicle they spot with their choice. If necessary, choose easy to spot vehicles like a VW bug, an SUV, a convertible, a pick-up truck.


Each player chooses a color and gets a point for every car they spot with their color.



STORY TIME

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The first player starts a story with one or two sentences and then stops.
The second player continues the story with another one or two sentences and then stops. It goes back to the first player who adds another sentence or two and so on and so on until you get to your destination and have created a memorable story.



THE NAME GAME

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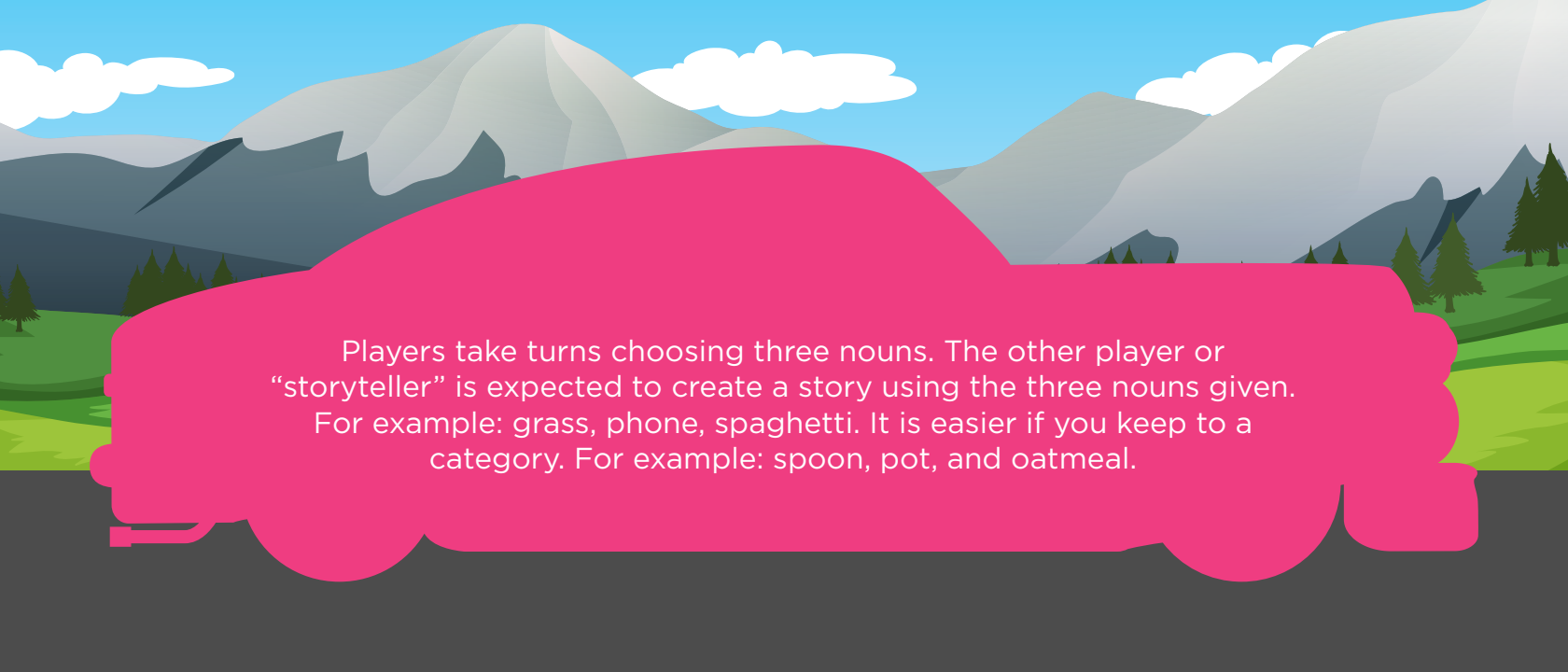
The first player names an animal. The second player names another animal that begins with the last letter of the previous animal. For example: the first player says “dog”; the second player says “goat”; the next player says “tiger” and so on and so forth. You can pick other categories like cities, countries, flowers, songs, food, famous people, etc.

A stylized illustration of a pink vintage car, possibly a 1950s Ford, parked on a dark grey road. The car has a light blue window and silver wheels. The background features a scenic mountain landscape with green hills, dark green pine trees, and grey mountains under a blue sky with white clouds. The text 'TRIPLE THREAT' is written in large, bold, pink letters with a white outline across the side of the car.

TRIPLE THREAT

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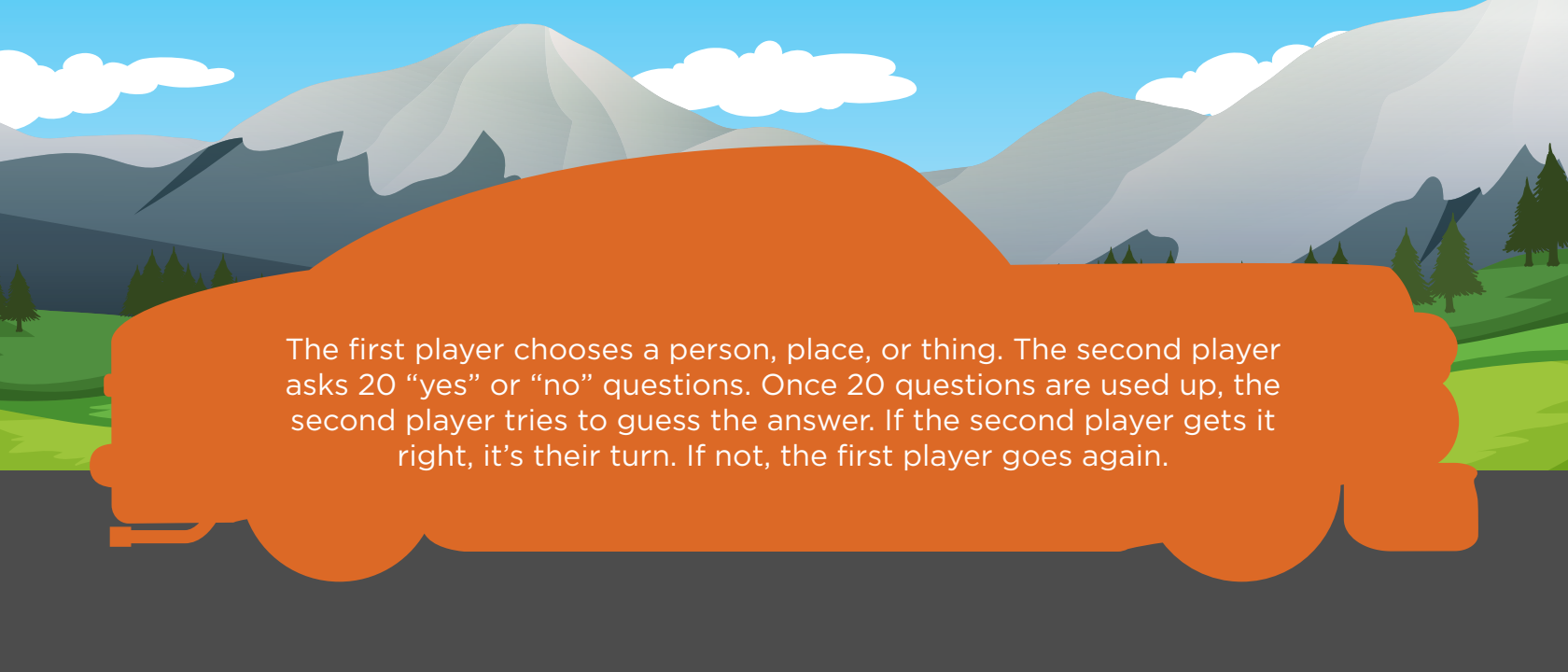
Players take turns choosing three nouns. The other player or “storyteller” is expected to create a story using the three nouns given. For example: grass, phone, spaghetti. It is easier if you keep to a category. For example: spoon, pot, and oatmeal.



TWENTY QUESTIONS

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The first player chooses a person, place, or thing. The second player asks 20 “yes” or “no” questions. Once 20 questions are used up, the second player tries to guess the answer. If the second player gets it right, it’s their turn. If not, the first player goes again.



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