

Games for Little Ones:

- **Colour I-Spy** – This is the junior version of the `I spy` game. One person secretly chooses an object and everyone must try to guess what it is. They then recite the starting rhyme: I spy, with my little eye, something that is the colour... (pick a colour)
- **Colour Spot** – Choose a colour. The first person to find 10 cars in that colour is the winner.
- **Finger Puppets** – Help the kids turn their fingers into talking puppets. Use a pen to draw two dots for eyes and a squiggle for a mouth on one finger of each hand. The index fingers are the best one to start with. Draw hair, bow ties, earrings or a hat. You could tie a handkerchief around the finger or give your puppet some clothes. Move over Muppets!
- **I See You See** – Players take turns at telling what they can see out the window. Only one thing at a time is named, but players must not repeat what anyone else has seen. The game is very simple at the beginning, but gets more difficult as more and more things are named.

Games for Children:

- **Silly Sentences** – A great game for anywhere there is another car in front of you. Use the letters of the number plate you see to make silly sentences. For example, 431-CLR could make Crocodiles Love Rainbows and 999-ODS would be Our Dog Smells.

You could also use the letters to make someone's name or some weird character. Children might then like to draw the characters they create with pen and paper.

- **Name That Plate** – In this game, players aim to make a real word from ALL the letters on a number plate. The first and last letter on the plate must be the first and last letters of the word. e.g. 456-LKD would make the word LOCKED or LIKED.

Only cars travelling in the same direction can be used, and the point is given to the first player to make a word. The winner is the first player to reach 20 and the driver gets to decide whether or not a word is acceptable.

A variation could be to award 4 points for words using the letters in the same order as the number plate, and only 2 points for words using the letters in any order.

- **Guess the Car Colour** - One person has to guess the next car's colour e.g. the fifth next car will be red. If they are right, they win a point. Everyone in the car takes a turn for as long as the game is played.
- **Counting Cars** - Each player chooses a car colour. Then they have to say how many they think will see before we get to a certain spot. e.g. "I think we will see 25 white cars before we get to the next town". The player who is closest to their guess is the winner.
- **Car Alphabet** - The aim of this game is to see and call car number plates that begin with a letter of the alphabet, starting at "A" and working through to "Z". Every player has to find a car starting with each letter, so, to stop you all picking the same cars; it's good to take it in turns with the cars that pass you.

Each player has, say, 3 cars, and then it's the next person's turn. Did one of the passing cars have the letter you are looking for? Emergency vehicles such as police cars, fire engines and ambulances have special value and whoever first spots one of these can progress to the next letter of the alphabet.

Games for Grown Ups:

- **20 Questions** - The famous old WHO AM I game.

One player thinks of a famous person or object. The other players in the group must try to guess the answer, by asking questions to which only YES or NO can be answered. Players can only ask 20 questions in total.

Usually the objects chosen are animal, vegetable or mineral. Why not choose from famous historical events, famous songs & operas, famous paintings & artworks, or famous books?

- **Car-Country** - You have to know your cars and your countries to play this one! This game is a game where you join the names of cars and countries (or cities) end-to-end.

The first player counts cars in the oncoming direction until they reach the 10th car. The model of the car is the first link in this chain e.g. Holden.

Within the next 30 seconds the next player must name a country or city that begins with the last letter of Holden - e.g. Newcastle.

Following on in the same way, the next player must name a car that begins with the last letter of Newcastle - e.g. Escort.

No repeats are allowed.

- **Car Cricket** - This game is best played on a two lane highway. It is suitable for all ages but younger children may need help adding up.

Each person in the car takes a turn batting. To score, you add up the value of the vehicles passing in the opposite direction. Scores are:

Cars = 1 run
 Cars with a trailer = 2 runs
 Motorbike = 3 runs
 Bus or truck = 4 runs (a boundary)
 Semi-trailer = 6 runs

The batter continues to score until a red car passes, in which case they are out. The next batter takes the crease. The game can be played until a player reaches 100. The rules are very flexible and it's lots of fun especially when everyone gets involved looking ahead for red cars.

- **Mystery Word Maker** - The first player begins the game by saying the first letter of the mystery word they have in mind. In turn, each player adds a letter to the one that came before also with a word in mind.

Players drop out of the game if:


- they cannot add to the word; or
- they have made a complete word with the letter they added; or
- if when challenged by another player, they cannot name the word they had in mind.

Bluffing is allowed but challenges from other players must be made before a new letter is added to the mystery word.

The winner is the last person left.

Hint: You may need a dictionary to help

Car Bingo – Cross out the object on the picture grid as you see it on your car trip. Could also be used on longer trips with younger ones.

 <p>Fuel Pump</p>	 <p>80 Klms Per Hour Road Sign</p>	 <p>Traffic Light</p>	 <p>Clothes Line</p>
 <p>Dog</p>	 <p>Old Farm Shed</p>	 <p>Pelican</p>	 <p>Semi-Trailer</p>
 <p>Motorbike</p>	 <p>Playground</p>	 <p>Letterbox</p>	 <p>Umbrella</p>
 <p>Train</p>	 <p>River</p>	 <p>Railway Line</p>	 <p>Tractor</p>

Got 2 Go



Car Hire

“Doing is better than saying...”