

# Simple Activities for Children and Adolescents

## Activities to do in the car:

- \_\_\_ Tell stories.
- \_\_\_ Tell exaggerated “Stories” of the “old days” to entertain.
- \_\_\_ Play “Story Building” One person starts the story and then the other(s) add(s) to it during their turn.
- \_\_\_ Share secrets, most embarrassing moments, wishes, and/or dreams.
- \_\_\_ Play “Name that Tune.” One person hums a tune or says a line from a song and others try to guess the name of the song.
- \_\_\_ Play the “Alphabet Game.” Try to find all of the letters of the alphabet (in order) on roads signs, billboards, etc. Letters can come from any sign as long as it is outside of the car. Letters must be the first letter of a word. The first person to call out a letter on a sign gets credit for that letter, and the first person to get through the alphabet to Z wins.
- \_\_\_ Play the “License Plate Game.” Have a list or map of the 50 states and mark off or write down the states of license plates that you see. The first person to see and call out the name of a state on a license plate gets to put that state on his or her list, or everyone can work together to make the list of states.
- \_\_\_ Play “Count the . . .” Take turns picking an object to count (cows, motorcycles, semi-trucks). First person to see the object gets to count it. The person who counts the most objects in a certain time wins, or everyone can work together to count an object.
- \_\_\_ Play “Encore.” Assign common words to two teams who take turns trying to think of a song that contains each word. Each team must be able to sing at least eight words of the song in order for the entry to count.
- \_\_\_ Play “20 Guesses.” Think of a noun, cartoon character, singer, movie, book, television show, or sports star. Have the players take turns guessing what IT is thinking. Answer the guesses a yes, no, sometimes, usually, or rarely. When the 20 guesses are up, the players get a final guess. If no one answers correctly, the answer is given.

