

ARE WE THERE YET?

Sometimes the worst part of excursions can be getting there and back. When you are going on a trip make sure its **FUN! FUN! FUN!** Here are some ideas to keep the children entertained during bus, train or ferry trips. You could have some small prizes or treats for the winners.



Cloud Gazing

Children look out their window at the clouds. They try to find a cloud shaped like a dog or a dog's head in the sky. When a child spots this, they call out "Sky dog!" and point. Everyone else then has to find it before the cloud formations change. There is no scoring. You can vary the game by getting children to find other animals or shapes in the clouds. It is a good distraction from car-sickness as it gets kids to look at far away objects.



Spotto

Cut out pictures and glue them on cardboard the day before an excursion (good activity for the children) and when you go on the excursion, the children find the objects along the way.

Use pictures of things like a red car, a McDonalds store, a service station, an aeroplane, a cow and so on. Cover the pictures in contact and the children use crayon to tick them off. This can be wiped off re-used on another excursion.

Pick the Song

Put a cassette tape on with various artists and the first child to pick the singer/group (2 points) and name of the song (1 point) receives the points. The child who has the most points at the end of side 1 of the tape, receives a small prize.



Name Game

This game is easy in the country but tricky in the city! When a car goes past you have to try to beat your opponents in calling out a name for the first letter of the number plate. The first child to call out a name gets one point.



Continuous Story

One child has one minute to tell a story (about absolutely anything, true or silly). The next person continues the story for one minute, using their imagination and taking the story in any direction. Each person gets a turn and the story can get funnier and zanier.



Name that Plate

In this game, the children 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. For example, LKD-456 could make the word LOCKED or LIKED or LICKED. Only cars travelling in the same direction can be used, and the point is given to the first child to make a word.

The winner is the first child to reach 20 and the OOSH workers get to decide whether or not a word is acceptable.

Sign Rhyme Time

Take it in turns to read aloud the next sign you see and make a rhyme. For example, South Creek "See you in a week", "I want to take a peek", or "I need to take a leak". Can be used for any type of signs. Be as crazy as you can.



A Piece of Peace

How long can everyone be quiet? At the word "go" everyone stays silent until they spot a particular object - e.g. someone with a hat on, a number plate with the letter Z or an elephant with three legs, etc.

To make the game last longer, players should agree on a "time-out" signal. The game can then restart when the time-out is finished.

Guess a Minute

How long is a second? How long is sixty seconds? How big is the universe? This is a fun, most-of-the-time quiet game. Designate one person to be timekeeper but understand that you may have to temporarily part with your watch. The timekeeper says go and everyone has to guess when a minute is up. You can help children understand the real meaning of those throwaway lines "Just a minute" and "Wait a minute".



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". Each child 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 child has, say, 3 cars, and then it's the next person's turn.



Auto Add

This game is for anyone who can count. The aim is to get to 20 points and it is played as follows:

1. Divide the children into groups. Each group selects a car colour.
2. Every time they see a car in that colour they get 1 point.
3. Every time they see a semi-trailer they lose 1 point.
4. Police cars, fire engines and ambulance vehicles are worth each 5 points.