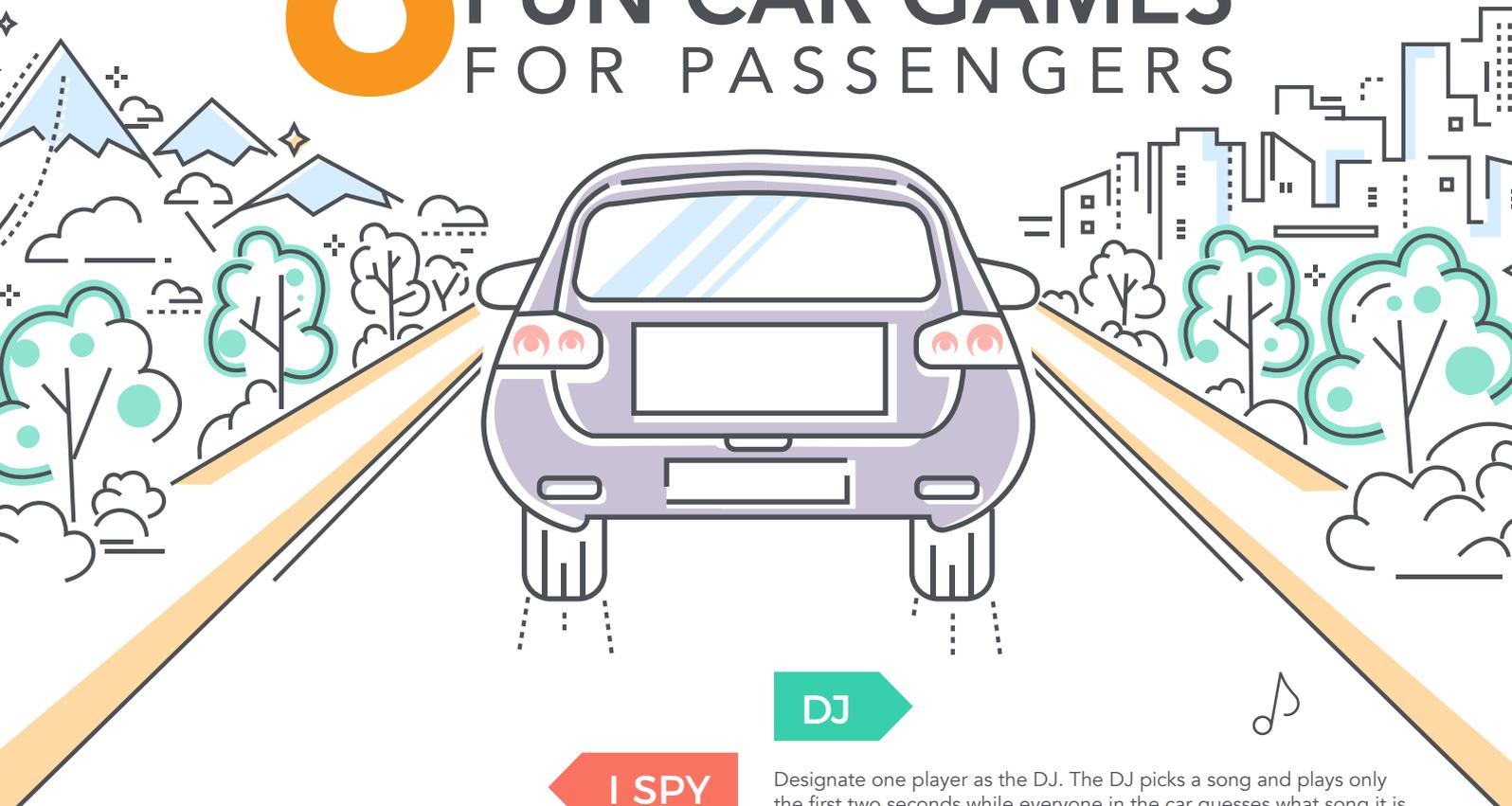


6 FUN CAR GAMES FOR PASSENGERS



DJ

Designate one player as the DJ. The DJ picks a song and plays only the first two seconds while everyone in the car guesses what song it is. Have each player take turns being the DJ.

I SPY

Look for something in sight or is visible around you. Begin the game by saying "I spy with my little eye, something that _____".

It can be any clue about the object, such as "starts with the letter M", "is blue", or "is square".

Players try to guess by asking "yes" or "no" questions until the object is guessed.



SPOTTO

Name something you see starting with every letter of the alphabet in the correct order.

For example:
I see an **A**pple I see **C**louds
I see **B**ack seats I see **D**rivers and so on.



THE NAME GAME

Pick a category, for example animals, countries, cities, TV shows, songs or actual names.

For example, if the category is animal, the first player might say "dog". The next person must name another animal starting with the last letter of the previous animal. In this case "G", so the second person might say "goat".

There cannot be any repeats, so it will get harder and harder as you keep playing.



20 QUESTIONS

One person thinks of something, then tells the others the category, for example, a person, place or object. The rest of the players take turns asking up to 20 "yes" or "no" questions to narrow down the answer.

For instance, is it a plant? Is it a person? Does it fly? After the 20 questions have been asked, each person in the car is invited to make a guess.

MEMORY

The first player starts saying a short sentence. The second person repeats that sentence and adds an item. Each player continues to mention everything that was said in the correct order and adds a new item at the end.

For example:

I went to the shops and bought a **banana**.

I went to the shops and bought a **banana** and an **apple**.

I went to the shops and bought a **banana**, an **apple** and a **shirt**.

