

PRINTABLE TRAVEL ACTIVITY CARDS

FINGER ALPHABET

1

Can you make each letter of the alphabet using just your fingers?

Try spelling a word with your finger alphabet for a friend to decode.

I WENT SHOPPING

2

Player 1 starts by saying, "I went shopping and bought a __," adding a grocery item - e.g. "I went shopping and bought a banana." Player 2 continues with, "I went shopping and bought (insert the first player's item) and a __ (add a new item)." Players continue to take turns to add to the chain of shopping items. Any player who makes a mistake is eliminated until only one winner is left.

THUMB WRESTLING

3

Two players each extend their right (or left) hands and with fingertips bent inwards grasp their opponent's fingertips to clasp hands together. Move thumbs up and down for a count of three together and begin. Keeping hands clasped, each player tries to pin down their opponent's thumb for a count of five using just their own thumb.

ALPHABET CONCENTRATION

4

Choose a category such as grocery items or animals. Take turns naming items that fit the category, with Player 1 naming an item starting with the letter A. Player 2 repeats the A item and then names an item beginning with B. The next player repeats what the second player said and then adds a word that starts with C. Continue taking turns through the whole alphabet.

NO IT'S NOT

5

One player is 'it' and thinks of an easy to rhyme word. 'It' gives a clue about the word - e.g. "I'm thinking of a word that rhymes with cat but it isn't a bat." The other players make guesses by giving clues about their guess to 'it' - "Is it something you wear on your head?" 'It' figures out the clue and responds, "No, it's not a hat." The player that guesses the right word wins, or if a player stumps 'it' with their clue, they win.

FINGER SPELLING

6

Player 1 closes her eyes while Player 2 traces a letter of the alphabet onto her palm. Player 1 has to guess which letter was drawn. If she guesses correctly, she is the winner but if she guesses incorrectly, Player 2 wins. Increase the challenge for older children by spelling short words.

STARING CONTEST

7

Stare into your opponent's eyes but be careful not to blink! The contest ends when one contestant laughs, looks away or blinks.

Try to distract your opponent and make them laugh or blink but beware - there is no touching allowed!

ALPHABET FOOTSIES

8

Stretch out your toes and imagine you are drawing each letter of the alphabet with your big toe 'pencil.'

Try to write words for a friend to guess. If they guess correctly, they win a point, if they are incorrect, you win a point. The first person to reach ten points is the winner.

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MR SQUIGGLE

9

Each person draws a simple squiggle onto paper. Swap papers so that each player has another player's squiggle. Now try to make the squiggle you have into a picture of something awesome. Once everyone has finished drawing, vote to decide whose squiggle creation is the best.

DOTS AND BOXES

Draw rows of dots in a square grid (start with 6x6). Two (or more) players take turns to draw a horizontal or vertical line between two adjacent dots. When a player completes the fourth side of a box they write their initial in that square and take another turn. Play continues until the lines between all dots have been drawn. The player who has captured the most boxes wins the game.

10

WORD LADDERS

Start with a three letter word and change one letter at a time to make a new word. Words cannot be repeated. For example;

cat
cot
dot
dog

How many rungs can you add to your word ladder?

11

WORD SEARCH

12

Choose a long word and see how many words you can make using just the letters from that word. For example;

BRAINSTORM: sat mat man bar tin bin
Play alone or have a competition to see which player can find the most words. Here are some other words you might like to try: frangipani, candelabra, flabbergasted, gobsmacked, hippopotamus, infinitesimal, kaleidoscope.

MYSTERY NUMBER

13

Player 1 secretly writes down a number between 1 and 50. Player 2 tries to guess the number by asking a series of questions such as - is it an odd number? Is it less than 10? Is it a multiple of 2? Record how many questions and guesses it takes Player 2 to correctly guess the mystery number. Switch places and see if it takes Player 1 more or less questions/guesses to discover the new mystery number.

CODE BREAKER

Create a reverse alphabet code by writing the alphabet across the top of your paper. Write the alphabet again directly underneath the first row of letters but this time write it BACKWARDS from Z to A. To write a message with the code, look for the letter you want to use in the top row but add the letter from the bottom row to your message. See how long it takes a friend to decipher your secret code.

14

ZERO ZERO SUPERHERO

At the top of a sheet of paper the first player writes any two-digit number, say 99. The second player has to subtract any single digit number (between 1 and 9) from the two digit number and write the answer underneath it. Continue to take turns subtracting single digit numbers until someone hits zero.

15

THE LINE GAME

16

On a piece of paper, draw a series of small lines in the following formation:

||| ||||| ||||||| (3-5-7)

Take turns to remove (erase or cross out) as many lines as you wish from just one group.

Whoever removes the last line loses the round.

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WORD CHAIN

17

Choose a word of 3 or more letters and write it onto a piece of paper. The last two letters of this word become the first two letters of the next word. For example,

almost - strike - key - eye - yellow

Score two points for each letter used (no score for the first word). What is the longest word chain you can make? Is it also the most valuable?

MYSTERY STORY

18

Player 1 starts a story, writing 3-4 lines on a page. He then folds the paper over so that only the last line of writing shows. Player 2 adds the next 3-4 lines of the story, using the writing shown as a prompt. She then folds the paper so the (new) last line of the story shows. Players take turns to keep adding to the story. Once players agree the story is finished, unfold the paper and enjoy reading together.

DRAW FOUR

19

Draw a 6x7 square grid onto a piece of paper. Player one draws a nought in a square along the bottom row of the grid - as if they were dropping a token into a Connect Four game. Player two draws a cross in an available square along the bottom or on top of the nought. Players continue taking turns until one player makes four in a row - vertically, horizontally or diagonally.

PAIRS

20

Draw a 6x6 grid on a piece of paper. Fill the squares of the grid with random numbers 1 through 9. Numbers may be repeated. Decide upon the number to be played - 10, 11, 12, 13 or 14. Players take turns to cover a pair of numbers that add to the total. The numbers must be in adjacent squares (joined by a side, not a corner). The last player to find a number pair is the winner.

WORD SQUARE

21

Players each draw a 4x4 grid onto a paper. Keeping their papers concealed, players take turns to say a letter aloud (they may choose any letter and letters can be repeated). Players must write each letter into a square on their grid. When all squares are filled, players score 1 point for each two letter word in their grid, 2 points for each three letter word and 5 points for each four letter word. Highest score wins.

FIVE DOT DRAWING

22

Each player draws five random dots on piece of paper. Players swap papers and then each player must make a drawing of a person on the paper they have been given - with one dot at the head, two at the hands and two at the feet.

MYSTERY DRAWING

23

Player 1 draws a head and neck of a person or animal and then folds the paper until only the very end of the neck lines are shown. Player 2 draws a body and arms and then folds the paper. Player 1 (or 3) draws the legs and feet. Unfold the paper and have fun admiring your completed mystery drawing.

ART GALLERY

24

Each player begins with a piece of paper. Players take it in turns to name an object that each person must include in their drawing. Once an item has been drawn by each player the next can be named. Once all players agree that their pictures are finished, everyone stops to reveal their drawings for the art gallery,

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ONE LINE DRAWING

25

Will you take the one line drawing challenge? Choose a subject and draw it with one continuous line, without taking your pencil or marker off the page. Tricky, right?

Try drawing different things - an animal or insect, a vehicle, a book character, something you can see right now, and a self portrait.

THE STORY OF ME

Trace around your hand onto a piece of paper. Fill the space inside your hand shape with the story of you. It might be a list of facts about you and your likes and dislikes, or it could be a story featuring you as the main character.

26

ZENTANGLE DRAWING

Find a cup or something round that you can trace around. Trace circles all over your paper, being sure to overlap some.

Now fill each space with a different pattern. Try spots, swirls, dashes, stripes, checks, dots, criss crosses, zig zags, arrows, diamonds and spirals.

27

SHADOW DRAWINGS

Turn on the overhead light and position it so that the light is shining onto your page. Create a shadow by holding your non-drawing hand above the paper. See what sorts of interesting shapes you can make. Choose a hand position and draw around the shadow on your page. Move your hand and make another interesting shape. Trace it again. Repeat to create an interesting multilayered abstract artwork.

28

MIX IT UP

29

Draw one object that you draw well. Now try drawing that same object...

- With your non-dominant hand
- With the pencil in your mouth
- With your eyes closed
- With two hands holding two pencils at once

NAME PATTERNS

Write your name in big, block capital letters across a sheet of paper. Make sure that the top and the bottom of each letter touches the very edge of the paper.

Leaving the letter shapes white, fill in each background space with a different pattern - you might like to include hearts, stars, zig zags, swirls, dots and dashes.

30

NUMBER DOODLES

Write the numbers 0-9 in large print on a piece of paper. Turn each number into an object.

Try doing the same with all 26 letters of the alphabet.

31

SUPERHERO ME

Draw yourself as a superhero with a super cool costume. Label your drawing to show your superhero powers. Add a drawing of your choice of superhero vehicle or secret hideaway

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