



Language Games While Riding in a Car, Bus, Ferry, or Train

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Here are ideas to pass the time as travel to childcare, school, or into the city. Keep this list in a backpack or the glove compartment for easy access. Have fun chatting.

- *What color is...?* Name items out of sight. E.g., grass, cows, Grandma's dog.
- *What shape is...?* Name items out of sight. E.g., egg, box, tent.
- *Tell me when I can go at the traffic light. What does red mean? What about green?*
- *How many eyes do I have?* Name other body parts to count.
- *I'm thinking of an animal that...* Give three clues. Substitute objects, people, etc.
- Find words on road signs or inside the vehicle with the first letter from their name.
- Find different letters on road signs or inside the vehicle.
- Find specific colored clothing as new passengers enter public transportation.
- Teach easy signs by shape and the word. E.g., STOP sign.
- Play rhyming games. Be creative with silly words. Count the rhyming words.
- *What word sounds like...?* E.g., late...bait, crate, mate, plate.
- *What's the last sound in this word_____?* (Stress the sound while saying.)
- *What's the first sound in this word_____?* (Stress the sound while saying.)
- For older children, take the last sound or letter of a spoken word and use it to begin the next word spoken. Early on use consonant-vowel-consonant words and ones with a distinct final sound. E.g., hat – top – peek – car – run.
- Do simple addition problems while riding. E.g., *If I hold up one finger and put one more up, how many do I have?*
- *How many animals (foods, clothing, body parts, fruits, etc.) can you think of before I get to the next stop sign?*
- Name as many animals as you can that start with a particular letter. Substitute different categories: foods, clothing, places, actions, body parts, furniture.
- Create a family sentence. Each person in the car says a word to add to a previous word said. The last person must recite the full sentence. You may want to go around a couple of times to make a longer sentence. Have fun being silly.
- Create a family story where each member creates a sentence to add onto a previous sentence. When the story is complete to the satisfaction of all in the car, have the last person summarize the story.
- Play an add-on memory game. E.g., *We're going to Grandpa's house and into their attic to find ...* Each successive person repeats the phrase, repeats what the person(s) before them added, then add another object.
- Summarize books or stories each of you recently read. Discuss further.
- Create different endings to standard stories. E.g., *What do you think would have happened if Little Red Riding Hood found an alien in Grandma's house instead of the wolf?*

Before you know it, you'll arrive at your destination.

