Travel games pack

Long journeys have plenty of gaps to fill: waiting at the station, sitting through a traffic jam or wondering whether it is nearly lunchtime.

These five games need little more than paper, a pencil and people willing to join in. Choose the ones that suit your journey rather than trying to finish everything.

In a car, these are games for passengers. Let the driver concentrate on driving.

Game one: Travel spotting

Tick each thing when you spot it:

- [ ] A bridge.

- [ ] A bicycle.

- [ ] A bird.

- [ ] A red vehicle.

- [ ] A person carrying a bag.

- [ ] A tree.

- [ ] A sign with a number.

- [ ] Something yellow.

- [ ] Something that makes everyone smile.

Adapt the list for trains, airports or walking. You can work together instead of racing.

Game two: The alphabet hunt

Find a word beginning with A, then B, then C.

Look at signs, packaging or things around you. If a letter proves impossible, take a family vote and skip it. This game is meant to fill time, not become an argument about X.

Game three: Ridiculous packing

The first player says: “I’m going on holiday and I’m packing a pineapple.”

The next player repeats that item and adds another. Continue building the list.

For an easier version, everyone adds an item without repeating the whole list. For a harder version, add items in alphabetical order.

Game four: A story in turns

Start with:

“When we opened the suitcase, something inside sneezed.”

Each person adds one sentence. Keep going until you reach your stop or somebody finds a satisfying ending.

Game five: Would you rather?

Take turns choosing and explaining:

- Travel in a submarine or a hot-air balloon?

- Pack only purple clothes or only striped clothes?

- Visit a castle or explore a cave?

- Have a tiny dragon or a talking suitcase?

- Spend a rainy day in a museum or a cosy cabin?

There are no correct answers. The explanations are often the best bit.

A little preparation

Keep pencils and paper within reach, and choose spoken games if reading during travel makes someone uncomfortable. Nobody has to complete the pack: one good game may be enough.