Print your Route Planner, Game Map, Goals Sheet and Gameplay Instructions all found at the end of this document.

**Route Planner Design**

With the help of a map (paper is best) and an adult if needed fill in the names of the start and end of your journey and also 9 other locations you will pass through.

Once you have marked in your locations you can fill in your intended start time. Your driver or a digital route planner can help you work out your distances and journey times. These are useful if you are doing maths questions later in the game.

Fill in your list of activities. There are 3 squares between each location so you could decide for example you are giving point/square for a maths question “What is the car’s average speed between location 1 and 2”, observing a particular landmark and winning “I Spy”. (I have included a list of suggested travel games under the Game Ideas tab).

**Draw a Map**

Use the Game Map to fill in your start, end and 9 locations from your route planner. This is used on the journey as the game board. When a player gets a point they can take any square on the board that is blank. They write in their name on a square. The player with their name on most of the squares before a location wins that location. At the end of the journey the player with most locations wins the game.

Each player researches an Archaeological or Historical Site that you will pass by or near on your route. Or better yet it can be a stop along the way. Based on your research do a drawing of a Souvenir you would like to be able to buy as a memento in the orange ovals on the map. Younger players can choose a scenario instead. They could turn the game board into a Treasure Map for example and draw treasure in the ovals.

When you pass the location on your real-life journey tell all the other players interesting facts about the site and earn 2 points to claim two squares on the board.
Game Ideas
Just some ideas to make your journey more fun, you can allocate points for the games you choose to play on your route planner.

The Classics:

- I spy
  - The “Find 3 things” game. Whoever is ‘on’ tells the others what items they need to spot outside the car. (e.g.: A man walking a dog, a horse with a foal, a green car). The first player to spot the all is the winner and is ‘on’ next.
- The “How Many?” game, example how many red cars can you count in 15 minutes etc.
- The “Who Am I?” game. There are several ways to play this game. In one version the person who is ‘on’ chooses a celebrity or a historical figure and players take it in turns to ask yes or no questions to work out who they are.
- “Yes, No, Black or White”. The player who is ‘on’ asks the other players questions. They must answer, but if they use any of the words: Yes, No, Black or White, they are out. They are not allowed say “I don’t know”

Some New Ones:

- Lip Sync Karaoke
- Fast Food Challenge. Each player picks a Fast Food Restaurant Chain and you count up how many you see on your journey. Player who spots the most of their restaurant wins.

Some Maths:

1. Calculate the average speed over the whole journey.
2. Use an online digital route planner to compare actual journey times to digitally estimated ones.
3. After you work out your total distance and time in takes in the car. Work out how long it would take you to complete your journey if you were travelling by **Train** (100 mph (160 km/h)), by **Plane** (500 mph (800 km/h)) and by **Hot Air Balloon** (250 mph (400 km/h))

Goals
The Goals page gives you the option to add bonus points and forfeits. Fill in the players’ names at the top. Add as many goals/forfeits as you can think of. They can be anything from being the first to notice passing through a town, to winning at “I Spy” to estimating the correct journey time or not speaking for 5 minutes. The goals should suit the particular member of the family.
## Route Planner

<table>
<thead>
<tr>
<th>Time</th>
<th>Location</th>
<th>Place of Interest/Landmark</th>
<th>Game</th>
<th>KMs/Miles</th>
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- **Add villages, towns & cities you will pass by or through here ↓**
- **Research places of interest you will pass by or through and add here ↓**
- **Add games, maths questions and any activity that will earn a square on the board here ↓**
## Goals & Forfeits

| Names → |  |  |  |  |
|---------|  |  |  |  |
| Give bonus square when: |  |  |  |  |
| Take away square when: |  |  |  |  |
| Take another players square when: |  |  |  |  |
| Take another players square when: |  |  |  |  |
| Swap players square when: |  |  |  |  |
| Swap players square when: |  |  |  |  |

Add personalized goals and forfeits here 🔄↑↑↑↑↑.

- Example: Take one of Sean’s squares away when he says “When will we be there?”
- or
- Ruth can swap squares with any player when she is silent for 20 minutes.
Instructions for Playing the Game:

On your journey you will need to bring the following to play the game:

- Your Route Planner that you have designed
- Your Map that you have created
- Your Goals Sheet
- Copy of the Instructions and rules
- Pens

As you travel, play the games and activities from your Route Planner Page. When a player earns a point they write their name on a square on the map. The player with most of the squares before a location wins that location. At the end of the journey the player with the most locations wins. Use your Goals page to block other players from dominating the board and winning locations.

Rules: You can only write your name on a blank square. However you can steal or swap squares if you complete one of your personal goals (written previously on goals sheet). The game ends when the journey ends.