

Brighter Child®
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Travel games are a great way to break up the boredom of a long distance trip. Guessing games, word games, and memory games provide hours of fun and learning. Use this section to help you plan ahead to get even more fun out of your travels!



Portable Fun Pak

Before your trip, gather together a "fun pak"—a set of things that will help you occupy your time while traveling. Choose items that are small and portable. Place them in a backpack or a tote bag.

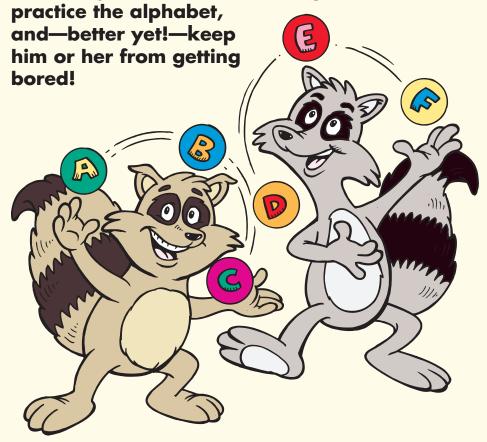


Skim through the ideas in this book and mark the games you think you'd like to play on your trip. Some games require you to prepare something before your trip. Be sure to include any materials needed for those activities in your fun pak.

What and how much you take will depend on how long you plan to travel. Also, some things that are appropriate for one form of travel may not be ideal for another.



In kindergarten, students are expected to recognize and name all upper and lowercase letters of the alphabet. In this section, you'll find fun games that will allow your child to



Alphabet Scavenger Hunt

Find each letter of the alphabet on signs you see as you travel. Begin with **A**, then go on to **B**, and so on. Just call out the letter and the word it's in as you spot it. See how long it takes to find all 26 letters.



Variation: Write the letters of the alphabet vertically on a sheet of paper. As you find the letters in order, write the corresponding words.

Alphabet Collection

Collect your own alphabet by looking for objects that start with the various letters, beginning with the letter **A**. Call out the items as you spot them.

This game can be played by everyone working together to finish the alphabet, or it can be done with each player collecting his or her own alphabet. If you decide to play individually, then the first person to

it. For a letter that may be hard to collect, such as **X**, players can agree to allow objects whose names contain the letter, such as **box**.





Animal Alphabet

One player calls out a letter. Then, everyone has to name animals beginning with that letter. When no one can think of any more animals, another player calls out a different letter. CANARY COUGAR CAT CHEETAH CRAB CENTIPEDE CHIMPANZEE



At the end of their kindergarten year, children should be fluent in counting from 0 to 100. There are plenty of ways for your child to practice counting while you're on the go—you just need to know where to look!

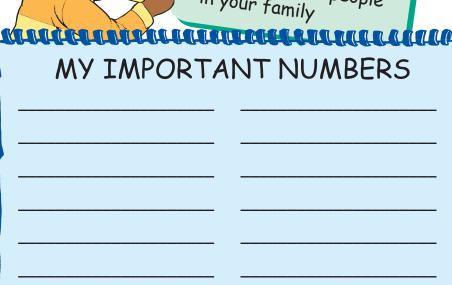


Important Numbers

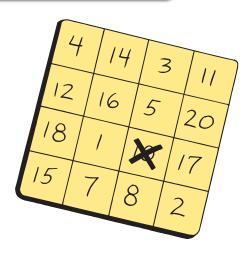
Make a list of numbers that are important to you in some way. Then, as you travel, look for those numbers on road signs, license plates, billboards, and buildings. Check off the numbers on your list as you see them.

SOME IMPORTANT NUMBERS

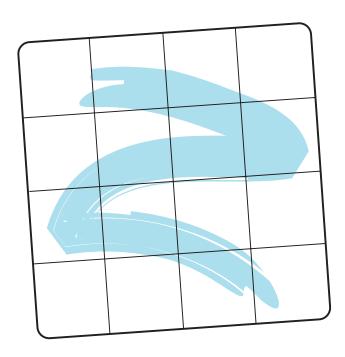
- · your age
- the ages of the people in your family
- the day of your birthday (such as 27 or 427 if you were born on April 27)
- · today's date
- the first three digits of your phone number
- · your street number
- the number of people in your family



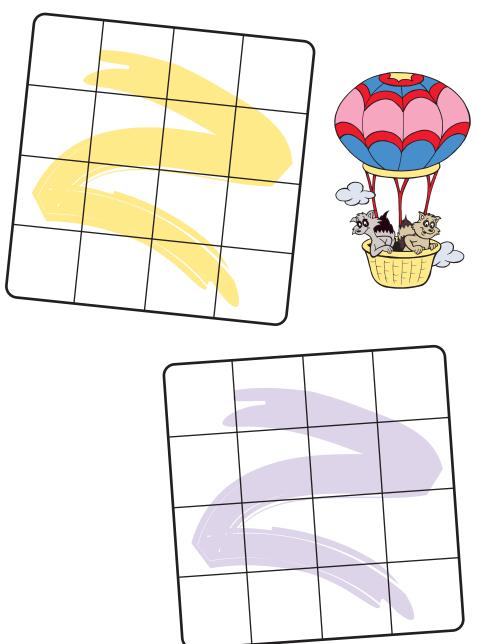
Use the lotto gameboards below and on pages 14–16. Have each player write a number from **0** to **20** in the 16 sections. Next, have everyone try to spot the numbers that are on his or her gameboard. The first person to spot a number calls it out and crosses it off his or her gameboard.



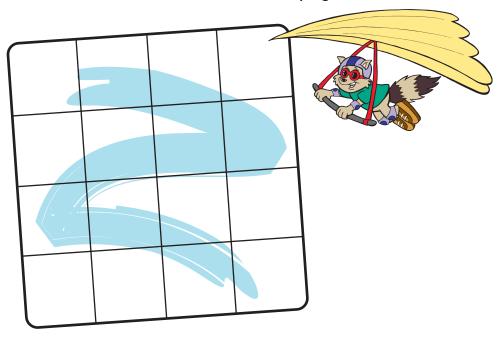
Players who have that same number do not cross it off their gameboards; only the first person to spot the number gets to cross it off. The player who crosses off the most numbers is the winner.

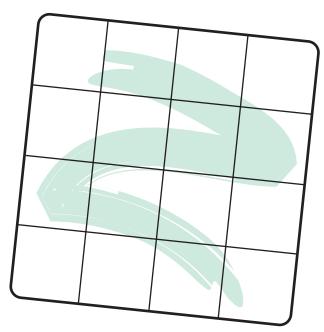


(Directions are found on page 13.)

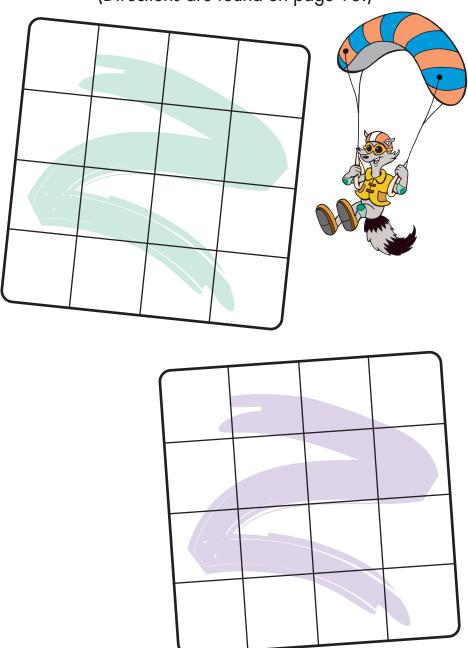


(Directions are found on page 13.)



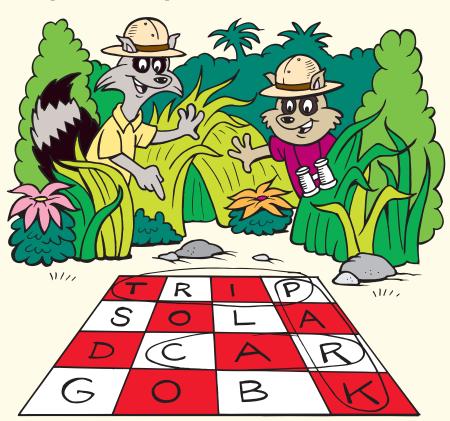


(Directions are found on page 13.)



FABULOUS WORD SEARCH PUZZLES.

Word search puzzles encourage children to use problem solving and creative thinking skills to recognize words hidden in the puzzle. It also provides children with excellent practice in recognizing high-frequency words, such as the, of, to, you, she, my, is, are, do, and does.



In the Air

Find and circle the words in the puzzle.

р	f	b	I	i	m	р	У
I	е	g	k	i	t	е	j
a				b	k	Z	е
n	X	С	j	m	а	ı	t
е	r	0	С	k	е	t	u
W	٧	g	I	i	d	е	r

