

## **Traveler Activity Badge Outline -- Mental Skills Group**

The Traveler Activity Badge is recommended to be presented in a one month format, as outlined in the Webelos Program Helps booklet. This outline presents the Badge in four weekly meetings. Every requirement is covered in the outline. Each Scout who attends all meetings will satisfy all requirements, except number 4, even though only five of the seven electives are required.

The Traveler badge lends itself to planned outings. If you can take a train, bus, subway or local transportation to some activity across town or in another town, let the Scouts help plan the outing. Use the Program Helps and the Webelos Activities book.

Use the Webelos book in the meeting. Have the Scouts read sections from the book. Use all the resources you have available, such as the Webelos Resource Book. Your telephone is the best resource. Call the Bus line that serves your city to get information. Call the passenger railroad and airlines that serve your city.

### **Week 1**

#### **Requirements to be fulfilled:**

##### **Do Five of These:**

1. Get a map or timetable from a railroad, bus line or airline. The line should serve the place where you live. Look up some places where it goes.
2. Use the timetables to plan a trip from your home to a city in another state by railroad, bus or airline.

#### **Discussion and Demonstration:**

1. Read the introduction and requirements on pages 331-332. Discuss the requirements and how they will be worked on in and outside the Den. Make sure you alert the Scouts and the parents about any field trips that will be planned. Also, make sure you telephone the parents a few days before the field trip -- it helps attendance.
2. Read pages 333-334. It may be necessary to obtain timetables before the first meeting on this badge. Bring them. It is also a good idea to find out how to obtain them, and try to do so, in the meeting. Bring a phone book. Look up railroad, bus line or airline advertisements in the yellow pages. Find the phone numbers. If a phone is available, make some phone calls. Ask how to obtain schedules and timetables. Maybe they will send them to you. If so, bring them into the next meeting. Do you have a travel agent? If so, find out what they can provide to you ahead of time.

[Note: Depending on when you will have the materials to use, you may have to delay these exercises a week]

Use your materials to plan a trip. How far is the destination? How long will it take? What do you need to take with you? What about meals?

Once you have material together from railroad, bus line or airline, you can compare costs to travel the different modes of transportation. Why are the costs so different? Is time a factor?

#### **Homework:**

1. Talk to your parents about trips you have taken with the family. How were they planned? Have you ever been on a train, a bus or an airplane? What was it like? Tell the Den at the next meeting.

### **Week 2**

#### **Requirements to be fulfilled:**

3. Find out what it costs per mile to travel by bus, railroad or airplane.
4. With your parents or guardian, take a trip to someplace that interests you. Go by bus, boat, train or plane.

### **Discussion and Demonstration:**

1. Read page 335 on How much does it Cost.  
With the timetables, calculate the cost of a trip per mile that can be made by two or all three modes of transportation. Is there a big difference in the cost? Why do you think so? What do you think it would cost to take the same trip by car? How do you determine the cost per mile of a car trip?
2. Read page 336 on Traveling with your Family.  
Have you taken a trip with your parents by bus, boat, train or plane? Are you planning one soon? Any Scouts that have taken such a trip, have them describe the trip.

### **Homework:**

1. Ask your parents how do they determine the cost per mile of a car trip? Sit down with them to calculate how much it costs per mile with your family car. Estimate the cost of insurance, maintenance, miles per gallon of gasoline and other costs, in order to determine a good estimate of cost per mile.

## **Week 3**

### **Requirements to be fulfilled:**

5. List four nearby trips you would like to take with your parent or guardian. Lay out the trips on a highway map. Using the map, act as navigator on one of these trips. It should be at least 25 miles long and have six or more turns.

### **Discussion and Demonstration:**

1. Obtain maps from AAA or some other source to use for this exercise. You need one map per Scout, so that he can mark it up with trip routes. You should warn the parents beforehand on this one, so that they support the idea of taking a trip. In order for each Scout to act as navigator, the trips should be taken individually with the parents, rather than taken as a group with the Den.

Discuss possible trips during the meeting. Have a number of different colored high-lighter markers, so that the Scouts can mark the maps with different colors for each of the four trips.

### **Homework:**

1. Each Scout should take one of the trips they planned. Tell the Den about the trip at the next meeting.

## **Week 4**

### **Requirements to be fulfilled:**

6. Pack a suitcase for a trip.
7. Check the first aid kit in the family car.

### **Discussion and Demonstration:**

1. Read pages 337-340. This is a very good time to discuss what to pack for a Den campout. Work up a packing list for a two night campout. Make sure that all Scouts have a copy of the list. Show an example of a packed suitcase, if possible. Or a packed backpack.
2. Does each Scouts family have a First Aid kit in their family car? If not they should. If they do, have them bring it in to show the Den. Show your own example. In the Den, work up a list of materials to be in a First Aid kit. Make sure the list gets home to the parents.

### **Homework:**

1. Check the family car First Aid Kit. If you don't have one, work with your parents to make one up. You can use almost any type of container, though something hard sided will last longer.



# Traveler Activity Badge Resources -- Skits

## Milestones In Things That Go.

Here's a skit that has a special added attraction - the audience can join in the fun as they try to guess the famous names in transportation history.

To present this verse skit, you can use 10 Cub Scouts - one for the Narrator and one to deliver each verse. If you have fewer Cub Scouts, they can say more than one, just change the placard. Make a placard for each verse with the famous person's name printed on the back. Print the name large enough on the placard for the audience to see clearly. Attach the placard to the actor's back. After the actor has delivered his verse (allowing the audience a little time to try and guess the name of the person he represents), the actor turns around to reveal the name on the placard. The Narrator recites the first two verses. No costumes or scenery are required.

**NARRATOR:** Transportation through the years  
Has changed, we are aware,  
Because some men had vision,  
And were not afraid to dare.

Although we see the evidence  
of all that they have done,  
Let's see if you can guess their names  
Presented, one by one.

1. We bet you don't know our name,  
But we first gave man his wings,  
As we soared aloft in a balloon  
And made men feel like kings!  
Who are we? (Montgolfier Brothers)
2. Until I came along and helped,  
Fast boats were just a dream,  
For I got rid of sails and oars;  
I gave the boat its steam!  
Who am I? (Robert Fulton)
3. I gave to life its "ups and downs,"  
So many men would say  
The elevators makes tall buildings  
Possible today.  
Who am I? (Elisha Otis)
4. As people peddle down the street,  
From grannies to little tykes,  
They all owe me a debt of thanks,  
'Cause I invented bikes!  
Who am I? (Pierre Lallement)

5. As trains crisscross the continents,  
My humble head is bowed.  
"Father of the locomotive" is  
The name of which I'm proud.  
Who am I? (George Stephenson)
  
6. As soon as you say "airplane,"  
Our name quickly comes to mind;  
But when we started, pilots were  
Quite difficult to find.  
Who am I? (Wright Brothers)
  
7. Though I did not invent it,  
I played a major part  
In mass-producing autos. I'd say  
I gave the car its start!  
Who am I? (Henry Ford)
  
8. "Father of the modern rocket"  
Is the title I enjoy.  
So when he takes you to the moon,  
Remember, that's my boy!  
Who am I? (Robert H. Goddard)
  
9. I'll have a fuel-less motor  
That will hit the marketplace,  
And stop pollution of all kinds  
And go faster into space.  
Who am I? (You?)

### What Did You Say Your Name Was?

- CHARACTER:** Boy in Cub Scout uniform and a group of boys in street wear.
- PROPS:** Toy airplane, a ball for the group of boys to bounce, sign on easel saying "small town in 1939."
- SCENE:** Open with boys bouncing ball to each other when Cub Scout enters. Easel is set up with a sign on far left side of stage.
- CUB SCOUT: Hi fellas! (holding airplane)
- BOY #1: Hi, you're new here aren't you?
- CUB SCOUT: Yes, we just moved here from Ohio. I'm on my way to my first den meeting. Are you guys in Scouts!
- BOY #3: What kind of airplane have you got there?
- CUB SCOUT: We're building rockets in our den and I made this airplane at my last meeting in Ohio. I just thought I'd bring it to show the guys in the den. It will really fly.
- BOY #4: You say you're building rockets?
- CUB SCOUT: Yes, when they are finished we are going to shoot them off after pack meeting so everyone in the pack can see how they work. I'm glad to get the chance to build one. You know I'm going to fly one someday for real. Maybe I'll even walk on the moon.
- BOY #5: Wouldn't that be something! What else do you do in the den meeting?
- CUB SCOUT: We do a lot of different things. Of course I'm really interested mostly in aviation. I'm going to have my pilot's license by the time I'm 16.
- BOY #6: Sure, sure...do you guys ever camp out?

CUB SCOUT: Sure when you become a Webelos they have great dad and son campouts. You know, I'm going to test new aircraft when I'm grown...maybe even rocket-powered planes. I've got to go now...I don't want to be late. Bye!

BOY #7: Boy those Cub Scouts think they can do anything...He sure has big ideas...What did he say his name was, anyway?

BOY #1: Neil Armstrong! What a dreamer! He really thinks he's going places.

## The Railroad Crossing

**Cast:** A conductor who sits on a stool and holds a very thick book; a hillbilly family, including father, mother and several children. All are dressed to fit their roles.

**Props:** Two ropes laid parallel in front of the acting area to represent a railroad track.

Father: (Addressing the mother) Be there a train from the North today?

Mother: (To first child) Be there a train from the North today?

*(Each family member, in turn, passes this same message down the line to the Conductor, who thumbs through his big book.)*

Conductor: No. There's no train from the North today. (speaking to last child.)

Last Child: *(To the next child in line)* No there's no train from the North today.

*(This procedure is repeated, with message being passed back up the line until it gets to the Father.)*

Father: (Addressing the mother) Be there a train from the South today?

*(The same procedure is repeated with the conductor responding negatively. The Father then asked about trains from the East and West, with the message being passed from person to person. When the last message gets back to the Father, he says...)*

Father: O.K. It's safe to cross the railroad tracks.

*(The family proceeds to walk across the tracks).*

## Eric The Green

**Cast:** 6 Cub Scouts playing T.V. Announcer, Cabin Boy, Crew Member, Ships Cook Leif Ericson, Eric the Red. *(If you have more than 6 Cub Scouts they can be extra crew members.)*

**Scene:** Takes place at ships landing in Greenland, where T.V. Announcer is waiting the arrival of the Vikings to interview them on the voyage.

T.V. Announcer:Ladies and gentlemen, through the magic of television and the 20th century, we are able to take you back in time to the landing of the Vikings, here in Greenland...the time is the 10th century...ah, here is a likely looking fellow now...(cabin boy in Viking dress walks on)...T.V. Announcer thrusts mike in front of him and says "welcome to Greenland, son, and how was your voyage?"

Cabin Boy: Terrible trip, worst I've ever seen...if you don't believe it ask Eric the Green! *(He walks off stage.)*

T.V. Announcer:Oh, that's too bad, but wait, I thought your Captains name was Eric the Red...hmmm, that's strange...well TV audience, here comes another member of the group. Sir, how was your trip to Greenland?

Crew Member: *(Gives T.V. Announcer suspicious look)* Terrible trip, worst I've ever seen...if you don't believe it, ask Eric the Green!

T.V. Announcer: There must be some mistake...all history books refer to the leader of the Norsemen as Eric the Red. This certainly is a mixed up crew. Well, here comes the ships cook...ah, sir, would you mind telling us your opinion of the voyage? *(Ships cook walks on stage, gives him surly look...)*

Ships Cook: Terrible trip, worst I've seen...if you don't believe it, ask Eric the Green! *(He walks off stage.)*

T.V. Announcer:Ladies and gentlemen, this is most puzzling...could it be that we are about to discover something new in history? Here comes the captains son, Leif Ericson...perhaps he can tell us something about this...Mr. Ericson, can you tell us something about your voyage?

Leif Ericson: *(He walks on.)*

Leif Ericson: Terrible trip, worst I've seen...if you don't believe it, ask Eric the Green! *(He walks off stage.)*

T.V. Announcer:Ladies and gentlemen, there's only one man who can solve this mystery...and here he is now...*(Eric the Red walks on stage...his face has green makeup on it and he clutches bottle marked SEA SICK PILLS...one hand holds his stomach.)* Captain, captain, the world of television is awaiting your description of your exciting voyage to Greenland...!

Eric the Red: "I used to be known as Eric the Red...before this dreadful journey I led...it was terrible trip, the worst I've ever seen. Just call me sea sick...ERIC THE GREEN!...*(T.V. Announcer throws up his hands and they both exit.)*

# Traveler Activity Badge Resources -- Games, Activities and Ideas

Compiled by Daniel R. Mott: Roundtable Staff District 23, West Jordan, Utah

## Looking through the Window:

1. Try to find all the numbers from 1 to 100 in sequential order. Look for numbers on signs, count the number of a specific type of object(i.e. Cow. in one location, etc. The person who reaches 100 first wins.
2. Watch the oncoming cars. One person counts all the two-door cars. The other person counts all four door cars. The person who reaches 25 first wins.
3. Have each person with a good view from the window. Look for billboards, signs, posters, etc. Call out the letters of the alphabet in sequence from A to Z but only allow one letter per sign.
4. Play the same game as in (3. using objects instead of letters: i.e. A for ambulance, B for bike, C for church, etc.
5. Name the parts of your car that can't be seen starting from the letter A for air filter to Z.
6. Have an adult/leader make a list of animals that you might see while traveling. Give point value to the animals, the least points to the most likely to be seen and the most points to those least likely to be seen.
7. Watch out the window for pairs of things such as, two horses, two mailboxes, anything that comes together in pairs. The winner is the first to reach twenty pairs.
8. Pretend that each sign is only half a sign. Think of a good sentence to finish the half sign that you have.
9. Remember something that you have just seen outside the window. Give everyone a clue such as its size and color. Someone must guess what it is before you go two miles.
10. Have one person choose one side of the road and the other person, the other side. Give yourself a point every time an animal is seen and five points for a napping cat. See who has the most points after five minutes.
11. Have everyone choose a different color. When a person sees a car in his and says, "Paint It," five points is awarded. The first person to reach a 100 points wins.
12. Play these or other games by yourself as well and see how many points you can accumulate.
13. Look for license plates that have letters, write down the first ten letters that you see and try to make as many words as possible from those letters using each letter only once.
14. Watch for a license plate with three letters. Form the longest word possible with those letters in it.
15. Choose any word you like and then spell it out using license plates, one letter plate, as well as in order.
16. Search for numbers in order, one number per license plate. See who can get to fifty first.
17. Pick a number that has four digits such as 4250. Give yourself one point for finding it in order.
18. Using out-of-state license plate, name the state as soon as you can. A point is given to the first correct guess. Subtract one point if wrong. With commercial trucks having more than one plate, count only the top plate.
19. This game requires two people to play. While watching oncoming cars, one person counts license plates that end in even numbers and the other person counts license plates that end in odd numbers.
20. When driving through (or past) a city or town, each person in the car tries to guess how many people live in the community. After everyone has guessed check the road map which usually has population totals or a road atlas for the correct answer.
21. Each player takes a turn telling how he goes to Europe. He must go on something that will move and it must be seen as he rides in the car. Players drop out of the game when they cannot name something new. (Suggestions: bus, car, plane, boat, floating log, cloud, bird, fly, etc..)
22. Each Player selects a "destination" - a state far away from where the car is currently. Each player's destination state is different from the other players. By looking at the license plates of oncoming or passing cars, they try and find all the states they might pass through to reach their particular destination. They may take any sort of winding, out of the route - provided that it actually carries them in order from state to state as if they were actually driving. The first player to reach his destination first is the winner. This game works best on the interstate or major highways where it

- more likely to see license plates from different states. Disputes can be settled by consulting the map.
23. This game can be played in a couple of different ways. Players may take turns trying to identify the make of an oncoming car, winning a point for each correct identification. Instead of taking turns, the game may also be played with the first person to call out a guess winning one point if he is right or losing a point if he is wrong. Disputes can be handled by another person who isn't participating.
  24. The players each make up a Bingo card with nine boxes. Each box has two numbers in it. These numbers ascend in value from left to right and descend in value from top to bottom. Another passenger observes the license plates of cars passing by and calls out the first two digits of each. When a player hears his number called, he crosses it out. The first player to cross out three numbers in a row - vertically, horizontally, or diagonally - is the winner.

## Travel Crafts

References: Travel Fun & Games, Fun Play and Do Books  
 The Purple Cow Rides Again, Anne Cole, Faith Bushnell, Betty Weinberger  
 Activities for Anyone Anywhere, Jeri Robinson

1. Car Sick Riders: Cut the top off a plastic milk bottle and line it with a plastic bag. Take extra bags and wire ties. Use the bag when ill and dispose of as soon as possible. Also have pre-moistened towelettes on hand for cleanup.
2. Logbook Vacation Notebook: Obtain a medium sized notebook. tape a pocket on the inside cover to hold a pencil and postcards. Mark columns on the pages, on the left page label the columns with the date, odometer readings, towns, hotels or camps. On the right hand side page, label the columns with the terms Item (what the item is., Place (tells where., and Amount (tells how much. at the top. Then labels the rows with terms Breakfast, Lunch, Dinner, Lodging, Car Costs, and Other Expenses. Add up the total amount at the end of each day. Decorate the book.
3. In a flat box that can be kept under the seat place the items that you collect on the trip, such as, postcards, paper placemats from restaurants, matchbook covers, paper napkins etc. Label bottles with soil from different areas. Also label stones, seashells, leaves, feathers, pine cones etc. that you have collected. Remember if there is a baby to protect the baby and the box from each other.
4. Trip Trunk: Use a sturdy box such as a school pencil box or a wooden cigar box. Store pencils, scissors, crayons, rulers, wet wipes, tapes, bandages, markers, small coloring books, address book etc. If desired, have a more then one box, one box with first aid items, another with paper, crayons, markers, etc for use on the trip, or a the box can be made into a travel game with the pieces stored in the box.
5. Trip Table: Use a heavy corrugated cardboard box that is about 18 inches long and 12 inches wide. Cut the flaps off the top. Cut a half circular oval in the long side of the box on both sides. Make the half circle big enough so it will rust comfortably on your legs while sitting down. Glue the flaps along the top sides of the box to create an edge one inch wide along the edge of the box. Decorate the box with pictures of airplanes, cars, bikes, and other modes or ways to travel.
6. Traveling Sewing Kit: Thread six different needles with six different colors of thread. Place the needles parallel in a row in a piece of cloth. Take a large safety pin and string several buttons on it. Take the lid from an aerosol container, put some steel wool in the cap, fasten it with cloth and you have a ready made pin cushion.
7. Traveling Folder: Here is a folder to keep important papers in. The following pieces are to be cut out of felt, thin leather, or vinyl: one piece 7 1/2" by 9", two pieces 3 1/2" by 9", and two pieces 3 1/2" by 3 1/2". Punch holes for lacing and then use a lacing chain stitch to put the pieces together. This folder can be used to put important papers in, tickets, emergency phone numbers, coins for phone calls, etc.
8. Map Case:
  - a. Take a piece of vinyl cloth, soft leather, or heavy cloth that is 27 inches square and fold it so that the doubled part is 12 inches by 27 inches with a 3 inch flap left over.
  - b. Next draw two vertical lines 9 inches from both sides. Punch four columns of holes 1/2 inch apart.
  - c. Lace as you would with leather. Use heavy cord or leather lacing material.

- d. Sew on a button halfway between each row of holes. Place buttons be four inches from the edge.
  - e. Cut through the flap to the 9 inch points (which is 3 inches from the edge.. Round off each of these flaps you now have. Sew a button in the middle of these flaps. Sew a button in the center of each flap.
  - f. Cut three pieces of string. Tie a piece of string around each of the buttons on the flaps. Place maps in one pocket, pen and large notebook in the third, and put four books and receipts in the third.
9. Travel Flannel Board: Glue flannel on the lid of a small box such as a shoe box. Make felt cutouts for storytelling, counting, practicing words, etc. Put sand paper or Velcro on the back of the felt figures.
  10. Box Lid Puppet Theater: Draw a scene or cut out a magazine picture and glue it to the inside of a cardboard lid. Cut a slit along the bottom edge of the lid and reinforce with tape. Make stick puppets by attaching cardboard cutouts to popsicle sticks. Store in box with the lid as a stage. Also store finger puppets etc.
  11. Make puzzles out of picture postcards. Glue two postcards together back to back, cut them into jig saw pieces to make a pair of puzzles. Keep them in a envelope so they won't get lost.
  12. Line up about a dozen popsicle sticks in row evenly together. Put two strips of tape across the back to hold them together. Turn it over and draw a picture on the other side. If desired, draw a picture on both sides, but use different colors on each side to make the puzzles easier to do.
  13. Cut out frames from comic stripes such as Peanuts, Nancy, or Garfield (Sunday Comics are the best.. Put each frame on a separate piece of cardboard or cardstock. Shuffle the frames together and then try to put them in the right order. Variation: Choose one frame and tell a story.
  14. Take a piece of paper the size of the box lid that will be used and design a maze. Glue the paper to the inside of the box lid. Cut out a mouse, other paper animal, car, person, etc. and tape or glue a paper clip to the back. Put the mouse at the start and move the mouse through the maze trying not to touch the sides of the maze. Keep track of time elapsed and attempt to beat it. Variation: Make a baseball game with all the players. Use dice or some other method such as a spinner to determine the hits, runs, strikes, etc.
  15. A Traveler's All-In-One Fun Pad/Trip Diary --

This is a fun activity that can be done at a Webelos den meeting for the Traveler Activity pin.

You'll Need:

- One 8 by 10 in. spiral notebook
- Puzzles and games cut from newspapers and magazines
- Glue
- Scissors
- Two Brown Clasp Envelopes, 5 by 8 in. size

Do the following:

1. Glue the envelopes inside the front and back covers of the notebook. They can be used later to hold pencils, pens, postcards, maps and guide books.
2. Divide the notebook in half. Use the pages in the front half for games, puzzles, doodling, etc. The second half can be used for a trip diary. Glue the collection of games, puzzles, etc. clipped from newspapers and magazines onto the pages in the front of the notebook. Label the next pages in the front section with the names of the games the boy might want to play: Hangman, Capture the Square, Tic-Tac-Toe, Word Search, and so on. Leave some pages for doodling.
3. In the second half of the notebook, allow two or three pages per day of the trip, and label each section accordingly. Doing this will allow the boy enough space to record his daily activities as well as glue in a postcard or leaflet about the place he visited.
4. A few pages left at the back can be left for autographs of friends and acquaintances the boy may meet along the way.

## Travel Games

### **Map Related Games:**

For all the map related travel games, if you wish to use the map more than once, then cover the maps with transparent plastic shelf paper and use dry erase or water based markers.

Many of these games can be also played at home or in a den meeting as well in the car or other mode of transportation.

1. Looking at a road map, find all the names that have a color in them, start with A, have the name of an animal, etc.
2. Each person has a map. The adult/leader writes down the names of six cities that are on the maps. Each person tries to find the cities first and draws a circle around them.
3. Choose two cities that are far as far apart as you can find from each other on the map. Try drawing as many routes as possible between the two towns. Check to see which is the shortest and which is the longest.
4. Using the map for the area that you are traveling in, find the road you are on. Choose some landmark or town ahead of you and guess the time that you will arrive at that location. Have each person write down their answer and when that location is reached, check to see who is the closest.
5. Provide maps for every two people. One player chooses a place on the map. He tells the other people that he see a lake, city, etc., beginning with the first letter of the location. The other player has two minutes to find that location. The other player places his finger on the map and the first person tells him whether he is hot or cold.
6. Kim's Game for maps. Using a particular region on a map, have the players study it for one minute. Then have them try to list all the items, states, capitals, cities, lakes, rivers, etc. that are located in that region.
7. Make a Trip Tape. Either obtain a roll of adding machine tape or tape several narrow pieces of paper together. Look at a road map and mark the travel route; then list the names of the towns, cities, landmarks, etc. on the tape in the order to be traveled. Store the tape in a cardboard tube such as a toilet paper tube. Later, as you travel, unroll the tape and mark each place as you pass it by making an X or punching a hole.
8. Each player is given a copy of the same state or regional map. He is given three trips to take, each with a pair of cities as a starting and ending point. He must calculate the distance covered for each trip, add the distances together and come up with a grand total for the three trips. The mileage charts are then consulted and the correct figures are added together for the total. The player with closest total is the winner.

### **Silent Travel Games:**

Some of these games can also be played at den or pack meetings as well as while traveling.

1. Write down all the sounds you hear in a five minute period while another person keeps time. Compare the list with another person.
2. The driver tells the participants when to start. The participants then raise their hand when they think that a mile has gone by. The driver will tell them who was the closest.
3. Choose someone to be the leader. He will do silent actions such as rub his head or pat his stomach. Copy all the leader's actions except when a car is passing. If the player is caught copying an action while a car is passing, that person is out. the last person out is the next leader.
4. Ask the driver to measure three miles. Choose a leader that will do silent thing that will make you laugh. Try not to laugh or make a sound for three miles. Choose a new leader.
5. Pretend there is a travel trunk in the back seat. Choose some piece of clothing from it and describe the piece of clothing in mime(pantomime.. Players can either call out or write down the answers.
6. A piece of paper is given to each person. They need to write something silly to act out on their paper. Put all the papers into a bag, hat, etc. One person will draw a slip and act it out. The others must not laugh or make a sound. Give everyone a turn.

## Things to Do While Traveling

Compiled by Daniel R. Mott: Roundtable Staff, District 23

1. Write down the names of several places. Put each name into a silly sentence. Illustrate the silliest.
2. Find ten words from billboards. Take only one word from each billboard. Write all ten words in one sentence.
3. Choose a long name from a map. Write it down the length of the paper. Think of something that you have seen on the trip; write it in after each letter on the paper.
4. Choose something that you have just saw. Fold the paper to cover what you draw. Pass the paper to the next person and let him draw the next part, fold the paper and pass it onto the next person. Open the paper after all are done and see the result.
5. Get out a large sheet of paper, draw a barn, silo, fences, and fields. Draw in the animals only when you see them out from the window.
6. Mark a card with 25 squares, by drawing four lines, at equal distances vertically and the same horizontally. Give a card to each person. Each person draws an animal in the center square, a different animal for each person. Every time that person sees the animal on his card, he puts a X in one of his boxes. The first one to complete his card wins.
7. One player chooses a long word and the group communally forms smaller words. Competitively each player makes their own list with the longest list winning within a specified time limit. The word could also be chosen off a billboard, road signs, or other signs along the highway being traveled.
8. This is a game of free association. The first player calls out a word (best start with a noun.. Next person calls out a word that is associated or rhymes with it. A person who uses a word that doesn't rhyme or isn't associated is out. Example: Cat - Dog - Bone - Skeleton - Closet - Clothes - Hose - Garden - Power - etc.
9. One player begins by saying, "I'm going on a picnic and I'm bringing \_\_\_\_." The first player fills in the blank with an item that begins with the letter A, such as apples. The next person must recite the entire sentence and add a word for B. The sentence and string of items must be repeated each time. The winner is the last one able to repeat the entire sentence correctly.
10. One player is selected to be the hummer or whistler, He selects a relatively familiar tune and sounds the first note. Notes are added until the tune is guessed. The person who guesses the tune is the next hummer or whistler.
11. First player fills in the following sentence: "The preacher's cat is a(n. \_\_\_\_\_ cat, and his name is \_\_\_\_\_" with the letter A. For example the preacher's cat is an artistic cat and his name is Arthur. The next player must find an adjective and a name that starts with starts with a letter A. Once all the players have had their turn with the letter A, then each player must find an adjective and noun for the letter B and so on through the alphabet. A player must drop out if uses a word that has been used previously or is unable to find an appropriate word to use.
12. Before turning on the radio - try to guess what you hear, a man or a woman's voice, a weather report, news, type of music etc. Change stations so that you can guess some more.
13. Listen to a tune for a second, turn the volume off and attempt to guess the tune or finish the song. Try different stations if music isn't familiar.
14. Each person is assigned a word that you often hear such as "I", "where", "no", "day", etc. See whose word comes up first on the radio or how many times in a specific time interval it is heard.
15. Choose a word that is used a lot like "I", "no", etc. like above, but in this case the word is poison. A person can't use the within a specified time interval. Penalty points are awarded for each time the word is used.
16. Take turns thinking of words that go together. Say the word and have the other person(s) fill in the blanks; such as:  
Cream and \_\_\_\_ or  
Read, White, and \_\_\_\_ or  
Salt Lake, Ogden \_\_\_\_  
Shoes and \_\_\_\_  
Get Ready, Get Set, \_\_\_\_  
Potato, Corn and \_\_\_\_
17. Make up new songs to familiar tunes. The songs can be on a traveling theme, food, pioneer, trip destination etc.
18. Name from A to Z in order from memory, cities, countries, states, oceans, mountains, rivers, or lakes.

19. Make up several story outlines with blanks left in the story for the places, people, things, or adjectives. Fill in the blanks using words made up at random before reading the outline.
20. Obtain a plastic drawstring shopping bag or tote bag (Could also make it.. Fill the bag with odds and ends from around the person's house i.e. old pair of glasses, gloves, mirror, button, special ribbon, balloon, etc. First player reaches inside, pulls something out and begins to tell a story about it. After a minute or two the bag is passed onto the next person, who draws out another item and continues the story based on that item. Variation: Use a travel flannel board in the same way. Placing the items on the flannel board as the story is told.
21. The leader thinks of something in or on the car. It doesn't have to be seen. Each player has a chance to make a guess in turn and the answers from the leader can only be "yes" or "no". The person who guesses right is the next leader.
22. One player thinks of something and the rest try to guess it in 20 questions. The questions have to be selected carefully since only "yes" or "no" is allowed for an answer. The phrases: "Is it animal", "Is it mineral" or "Is it vegetable", can be used for first questions.