



## Car Free Days Out

### Bus games and walks activities sheet

A Car Free Day Out is the perfect way to unwind - the ultimate antidote to traffic stress, parking hassles, and the strain of keeping your eyes on the road. Sit back and enjoy the views, in the knowledge that you are making a greener choice, as well as a more relaxing one.

Our guides do some of the thinking and planning for you to offer a range of lovely ways to explore South Devon without a vehicle.

### South Devon Area of Outstanding Natural Beauty

This games and activities sheet accompanies the Car Free Days Out series in South Devon AONB and surrounding area and provides some ideas for entertaining ways to pass the time on the bus.

Routes in the series are for:

- Ivybridge
- No 93 bus route (Plymouth to Dartmouth)
- Noss Mayo from Plymouth
- Dartmouth

Have a look at these websites for further leaflets, and ideas of enjoying yourself out and about!

[www.southdevonaonb.org.uk](http://www.southdevonaonb.org.uk)

[www.visitsouthdevon.co.uk](http://www.visitsouthdevon.co.uk)

[www.visitdevon.co.uk](http://www.visitdevon.co.uk)



# Bus Games

## Straight Face

Choose a phrase, for example 'my pet goldfish'. One person is 'it' and the others have to ask them questions, to which their reply must always be 'my pet goldfish' delivered with a straight face e.g. 'What is your favourite food?' 'My pet goldfish'. 'What do you use to scrub your back?' 'My pet goldfish', etc.

Once a player smiles or laughs, it is the end of their go. You can use any phrase – 'the cat's tail', 'my Uncle Lenny's hanky', 'last week's lunch' etc, etc.

## Alphabet

From the window of the bus see if you can spot something beginning with each letter of the alphabet, and insert it in the table below. You can do this together, or play individually and copy out a table for each player.

Yellow cars count as wild cards or jokers, which can be used to fill in awkward gaps which players are struggling to fill.

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P
Q	R	S	T
U	V	W	X
Y	Z		



Kings Arms



HOTEL

## The Pub Game

In this game you score points based on the number of legs and heads in the name of the pubs you pass by.

You get a point for each leg and for each head. So The King's Head scores 1 point, while The Queen Victoria scores 3. The Black Bull scores 5, but The Rose and Crown scores none.

You can split into two teams, one scoring from pubs on the right side of the road, the other scoring from pubs on the left (you might need to be near the front of the bus for this version!). Alternatively, each person or team gets a turn, which lasts until the next silver car goes past the other way then it is the next player's turn.

## TLA – (Three Letter Acronyms)

Use the letters on car number plates to create three-word phrases, the dafter the better e.g. V274 MPS might be magic purple swordfish, or PJ52 AJS might be Alfie's Jolly Sideboard.

You can also use the three letters to make a word. The letters have to appear in the word in the order they appear on the number plate. So GS57 ETR might make enter, or destruction, for example. If you like, you can have a race to find a word or phrase first, or to come up with the longest word.

## Car Snooker

A player's go starts when a silver car goes by the other way. Then that player starts 'potting' cars as in snooker; a red followed by one of the 6 colours, followed by a red again, then another colour, and so on. White vans count as a brown ball, and a car and caravan is a pink ball. A player's 'break' ends when the next silver car goes by. (The snooker colours and points values are as follows: Black 7; pink 6; blue 5; brown 4; green 3; yellow 2).



## First and Last letter

Decide on a category, such as animals. One player names an animal, and the next player has to name an animal whose name begins with the last letter of the previous animal e.g. antelope might be followed by elephant, followed by tiger, etc.

Other categories might include cities or countries (depending on the age of any children present).



## The Bus Ride I-Spy

Below is a list of things you might be able to spot out of the bus window as you ride along, with points awarded for each. See how many points you can get during the ride.

Petrol station	3 points	
Church	2 point	
A stack of silage bales	3 points	
Tractor in a field	4 points	
Policeman/woman on foot	5 points	
A pig	10 points	
Electric pylon	4 points	
Another bus	6 points	
Tree in the middle of a field	4 points	
Ducks on a pond	5 points	
Traffic speed camera	5 points	
A heron	10 points	
A runner in shorts	8 points	
3 horses in a field	8 points	
Shopper with a bag in each hand	5 points	
Post office	5 points	
Two magpies together	7 points	
Someone carrying a rucksack	6 points	

How many points can you get? The total points available are 100. Good luck!



# Walks Activities

## Journey Stick

A creative and personal way to record your walk. For this activity you will need to take along a metre or two of coloured wool for each person.

Find a stick, say around 50cm long. Wind the wool around and gradually along the stick, and fix small items collected along the way onto the stick by wrapping the wool around them, or by tying the wool to them. The items might include things like wisps of wool, feathers, leaves, twigs, or pebbles.

Take some different coloured wool along and you can make designs which represent aspects of the walk, such as the sea, the woods, and so on – or just brighten up your stick.

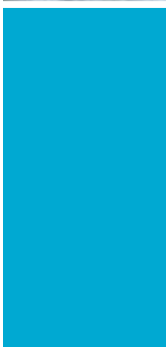
Use your imagination, and you can create a unique record of the sights, impressions, feelings and experiences of your walk.

## Scavenger Hunt

While on the walk, see if you can scout out the following items along the way. Work together to find the items or, if you are feeling more competitive, see who can find the most things on the list, or who can find them all first, in teams or individually. Here's the list:

• a feather	
• a gorse flower	
• a seed	
• something smooth	
• something white	
• a sign that an animal lives here	
• something beautiful	
• something hairy	
• something that has changed colour	
• ten of something	
• something straight	
• something that reminds you of yourself	

Remember to take care not to damage the delicate environment as you search. Good hunting!



## Sound Map

This activity gives you a chance to take a little time to quietly soak in the atmosphere of the place – as well as to have a rest!

You will need to take along a pencil or pen and piece of paper or card for each person taking part. Choose a spot to sit, a little way away from one another. Place a cross in the centre of the paper to represent you. Now listen out for sounds, and when you hear one draw it on your map at the direction and distance you heard it.

There are no rules about how to draw the sounds. You might draw the thing that made the noise, the 'shape' of the sound, or anything else your imagination conjures up.

Between 10 minutes and half an hour is a good length of time for this. Decide how long you'll spend before you start, and make an agreement to all stay in silence during the activity. You might want to spend a bit of time afterwards sharing your experience and having a look at each others' sound maps.

## Stalking Game

A game best played under the trees, which is great fun and helps you develop the skills you need to get close to wildlife.

One player sits in the centre, either blindfolded or with their eyes tight shut (a scarf, long-sleeved shirt, or hat pulled down over the eyes can be used as a blindfold). A jangly object such as a set of keys is placed on the ground, between this player's legs.

Other players form a circle around the centre at least 5 metres away all round. The aim of the game is to sneak in unheard and retrieve the keys. If the person in the centre hears a sound, they point, and anyone pointed at accurately is out – even if they are pointed at whilst picking up the keys.

The game is best played in a wooded area, where there are twigs, dry leaves, etc on the ground. And remember: it is a game of stealth rather than speed.

(Hint: try moving by gently placing the side of the foot down initially, then rolling the ball of the foot down first rather than the heel).

