

The Brightamble Road-Trip Mission Pack

8 little adventures. One pencil.

For passengers ages 6–10. Younger readers may enjoy help from an adult passenger or older child.

PRINT

Choose the Letter or A4 file to match your paper. Print at 100% / actual size. Black-and-white printing works well. Print pages 2–9 for activities only.

PACK

A pencil and a firm writing surface are enough. Keep the helper page (10) for checking the maze and memory challenge.

PLAY

Choose any page. Skip or adapt anything that feels tricky. The driver stays focused on driving. Use drawing and writing pages while parked if that is more comfortable.

A little curiosity goes a long way.

01 / Make your own bingo

Before you play, choose nine different things from the list. Draw or write one in each square. Then look through your window and cross off what you see.

Tree • bridge • bus • fence • cloud • lamp • bicycle • truck • house • sign • bird • red car

Three in a row, column or diagonal makes bingo. One sighting fills one square. No need to finish: different roads offer different discoveries.

02 / Pair patrol

Find two DIFFERENT things that share each feature. Tell a passenger, write their names or draw them. You can use each thing only once on this page.

Something round

First thing

Different thing

Something tall

First thing

Different thing

Something moving

First thing

Different thing

Something with stripes

First thing

Different thing

03 / Tiny pencil studio

Choose one mark: a dot, a short line or a loop. Fill one panel with that mark. Make it tiny, large, crowded or far apart. Try another mark in the next panel.

DOTS

LINES

LOOPS

No timer. No winner. Just see what your pencil can make.

04 / Pocket museum

Imagine a museum of surprising souvenirs. Draw one made-up object in each display case. Give it a name. You do not need to collect anything outside the car.

Something tiny

Name: _____

Something curved

Name: _____

Something funny

Name: _____

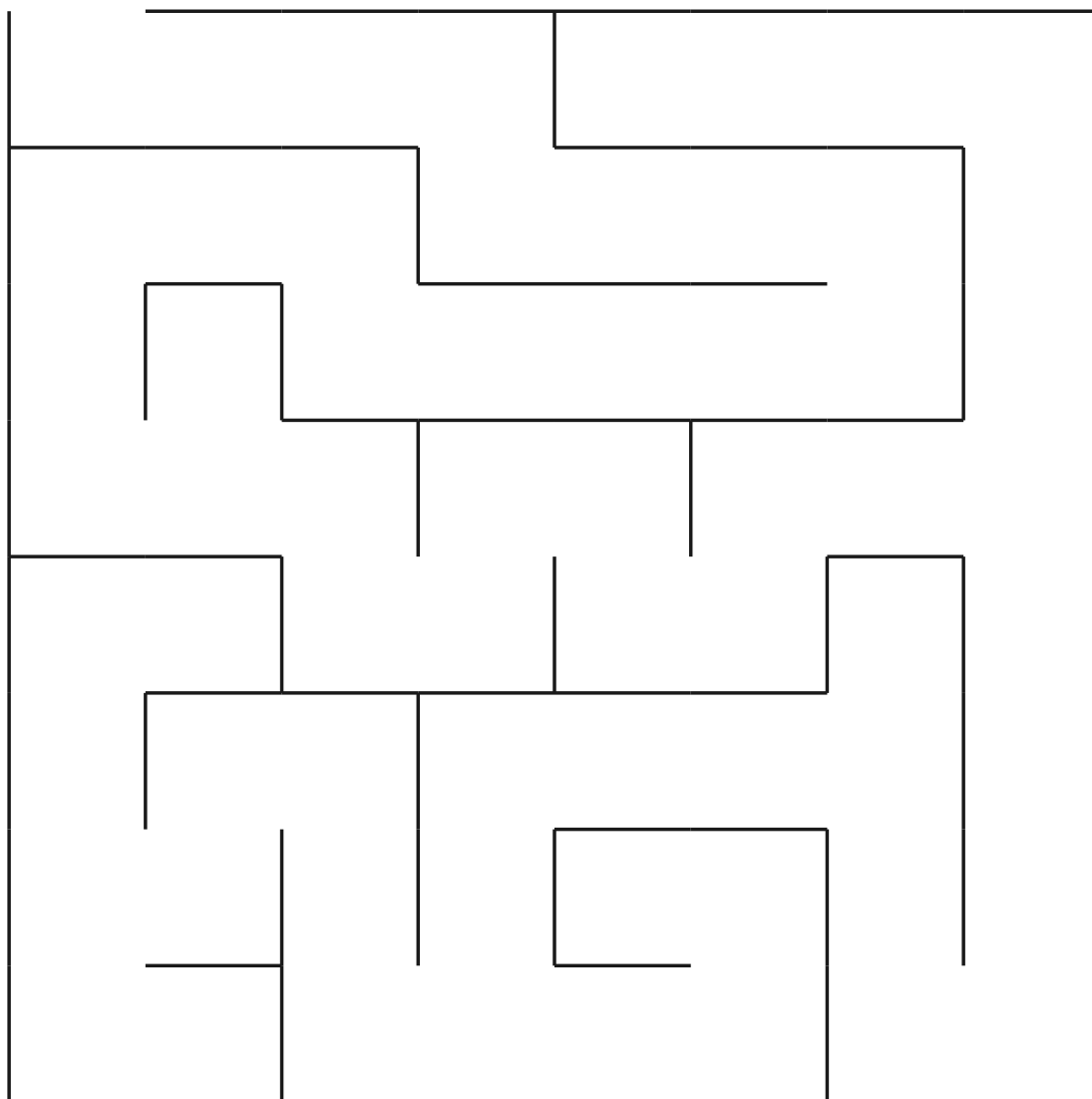
Something enormous

Name: _____

05 / Postcard delivery

Your postcard needs a route to the mailbox. Start at the opening marked **START**. Draw a line through the passages to **FINISH**. Do not cross any walls.

START



FINISH

Need a hint? Trace gently with a finger first. The helper page shows a route.

06 / Three clues, one thing

Play with another passenger. The driver does not play. Choose a secret word from the bank. Give three clues without saying the word. Your partner makes ONE guess. Then reveal it and swap roles.

Word bank: shoe • spoon • balloon • pencil • apple • umbrella

Example: "I fit on a foot. I can have laces. I help you walk outside." Answer: shoe.

Try three rounds each. A correct guess earns one shared point. Your team can score up to six points. Clues can be spoken; writing is optional.

ROUND 1 My three clues:

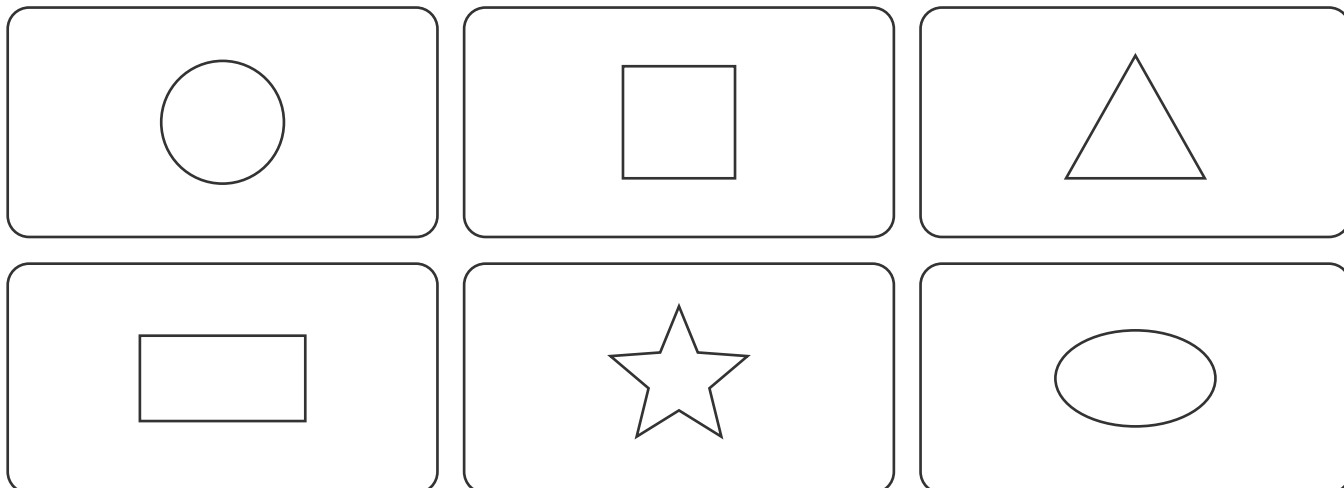
ROUND 2 My three clues:

ROUND 3 My three clues:

On your own? Pick one word and invent three clues for someone to try later.

07 / Look, cover, remember

Look at the six shapes below. Take as long as you like. Cover the picture with a spare sheet, then answer the questions. Uncover it to check. Try again if you want!



1. Which shape was in the top middle?

2. Which shape was directly below the square?

3. Was the circle above or below the rectangle?

08 / Trip in three stamps

Draw three moments from your trip. Add a few words if you like. The last stamp can wait until you arrive. Staying home? Imagine a journey and draw that instead.

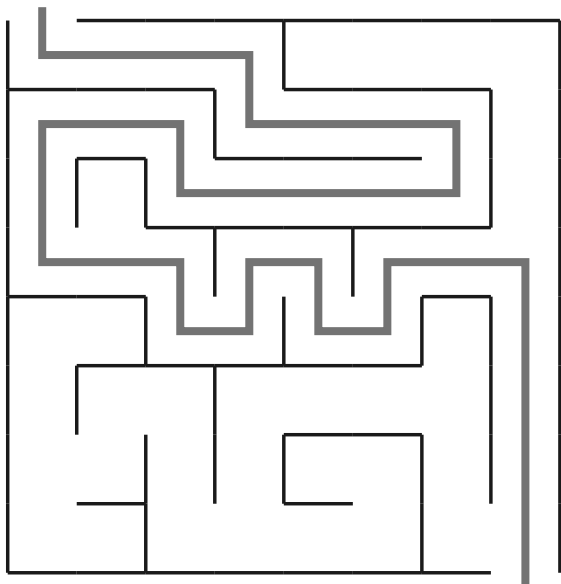
BEFORE WE LEFT

ONE MOMENT ALONG THE WAY

WHEN WE ARRIVED

A little help for the journey

Postcard delivery: one route is shown below. Look, cover, remember: 1. Square. 2. Star. 3. Above. The other activities have personal or open-ended answers.



Want more missions?

Discover all 88 activities in Mile Marker Missions, the road-trip activity book from Brightable Press.

Look. Solve. Draw. Mazes, word games, creative missions and trip memories for ages 6–10, with help for younger readers and optional challenges.

A note for grown-ups and partners

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These activities are for passengers. An adult passenger can read the instructions aloud. No child names, locations or other personal information are needed.