

The background of the image is a close-up photograph of water droplets on a glass surface. The droplets are of various sizes and are scattered across the frame. The lighting is soft, creating a gentle glow around the droplets. The overall color palette is muted, with shades of grey, blue, and white. The text is centered in the middle of the image, set against a dark blue background that is slightly darker than the surrounding glass.

EVACUATION GAME KIT

TALKING GAMES TO PLAY IN THE CAR

- ★ Alphabet memory chain – Think of a category (like food). Take turns saying all the items that have been named and then adding on a new item for each letter in the alphabet.
- ★ First letter last letter – Think of a category (like places). Take turns naming items in the category; each item must start with the last letter of the previous item. No repeats!
- ★ Twenty questions and Guess who? (the people version)
- ★ Catch phrase – Get others to guess a given word by giving clues; saying anything but the word
- ★ I spy (or easy/speed I spy for in the car)
- ★ Tell a story, taking turns saying one word or phrase at a time
- ★ Look for each letter of the alphabet in order out the window
- ★ Find each number from 1 to 100 in order out the window
- ★ Count how many cars of a certain color you find. You can each choose your own color and keep score.
- ★ License plate lingo – Using letter combinations on passing license plates, come up with your own phrases (e.g., EIC could become “eat ice cream”)
- ★ Choose or say a random word; first person to think of a song lyric that contains that word wins the round
- ★ Rock, paper, scissors

- ★ Fortunately, unfortunately – Tell a story, taking turns with each sentence starting with “fortunately” or “unfortunately”
- ★ Choose a color or object (like flags, churches, red cars, etc.) and keep counting until you reach 100
- ★ Name that tune (songs) or Name that movie (quotes)
- ★ Safety/clothes pins: Everyone gets 6 to start and anyone caught saying “evacuate” or “hurricane” has to give one up
- ★ Going on a picnic or Green glass doors – Make up a rule for what type of items can be brought on the picnic; everyone else has to guess
- ★ First word associations – Say a word; someone else has to automatically say the first word that pops into their head
- ★ How many miles? – Guess how many miles until the next mile marker road sign
- ★ Rock, paper, scissors
- ★ Would you rather... – Come up with scenarios, ask, and talk
- ★ This or that – Come up with a pair of things and state your preference (beach or mountains, cookies or cake, etc.)
- ★ Psychic – Everyone counts out loud together; don’t say a number at the same time as someone else or you start over
- ★ Build a cabin in your mind – Take turns telling what awesome features your cabin has
- ★ My name is Abigail, my husband’s name is Adam...
- ★ Get to know you questions
- ★ Sing some songs

PAPER GAMES TO PLAY IN THE CAR

- ★ Scavenger hunt
- ★ Bingo
- ★ Mirror drawing
- ★ Dot game
- ★ Tic-tac-toe
- ★ Coloring
- ★ Fold a fortune teller
- ★ Track our progress with maps
- ★ Mazes
- ★ Drawing
- ★ Mad libs
- ★ Hangman
- ★ Draw a monster
- ★ Draw your dream house
- ★ Car word BINGO – Everyone write down a word. Look for each letter of your word out the window. First person to spell their whole word wins!

PIT-STOP RUN- AROUND GAMES

- ★ Castles and beavers
- ★ Invisible frisbee
- ★ Tag with limbs bent/straight
- ★ Heads, shoulders, knees, and toes
- ★ Simon says
- ★ Don't step on a crack
- ★ Follow the leader
- ★ Red light, green light
- ★ Hot lava (make the grass, rocks, etc. hot lava)
- ★ Tag
- ★ The wiggle song, My hands upon my head I place, etc.
- ★ Exercises/stretchches