Odd Signs!

Number of players: any

Equipment needed: Distance signs by the side of the road.

How to play:
Players jot down the numbers of miles on a road sign. If you added all the miles together would the answer be odd or even? Do you need to add them, or do you know a rule that will help you?

This could be played in two teams: odds and evens. Teams score a point per odd or even sign they see.

Have both teams got an equal chance of winning?

Calcuplate!

Number of players: any

Equipment needed: other cars!

How to play:
Take it in turn to add the digits on a number plate.
E.g. AP55JKE   would be 5+5=10.
Or M 213 OPQ   would be 2 + 1 + 3 = 6.

Who can find the number plate with the highest total?

Variations:
Instead of adding the numbers on the number plates, players could multiply numbers. Who can get the highest total?

Can you find a car with a total 12? Players could use any operation (+ - x ÷) to try to make a total of 12.
E.g **W272OYJ** $(2 \times 7) - 2 = 12$

Can you find a car with a total 1?
E.g.   **AP55JKE** $5 \div 5 = 1$

Road Sign Maths.

Number of players: any

Equipment needed: Distance signs by the side of the road.

Different Activities:

Simple reading of numbers: How far is it to Dundee?

Calculating: The whole journey is going to be 145 miles. How many miles have we already travelled? (Using information from sign giving distance to destination).

For example: We are travelling to Glasgow, the whole journey is 145 miles, how many miles have we travelled so far?

145 total miles − 123 miles to go = 22 miles travelled so far
(info taken from sign)

Glasgow	123
Edinburgh	84
Dundee	37

Target Signs!

Number of players: any

Equipment needed: Distance signs by the side of the road.

How to play:
Players need to decide on a target number e.g. 100. The first player to spot a sign where all the miles total 100 wins.

Glasgow	123
Edinburgh	84
Dundee	37

For example: This sign has a total of 123 + 84 + 37 = 244, therefore it isn't a winning sign!

Odd or Even?

Number of players: any

Equipment needed: other cars!

How to play:
Are the numbers on the car's number plate odd or even?

Could turn it into a competition, one team counts odds, one evens. Whichever team counts most odd or even cars in given time, or to given location, wins.

Pub Cricket

Number of players: any

Equipment needed: Pubs seen on a journey. This is best played when you are NOT driving on a motorway!

How to play:
Each player takes it in turns to 'bat'. When it is a player's turn to bat they need to start spotting pubs, looking carefully at what they are called. The player will score 'runs' by the number of legs in the name of the pub. For example: 'The Black Horse' would score 4 runs, as it has 4 legs. 'The Hare and Hound' is a really good find, as that would score you 8 runs! Your 'innings' is over when you spot/pass a pub that has no legs e.g. 'The Kings Head'. Then it's the next players turn.

The winner is whoever scores the most during their 'innings'.

This game could be played over a number of days if pubs are scarce!