

VEGA PUBLISHING

# ROAD TRIP ADVENTURE LOG FOR KIDS

GAMES, PROMPTS, SCAVENGER HUNTS, AND MEMORY  
PAGES FOR AGES 7-10

A big road-trip workbook to keep kids busy, curious, and excited while the family travels.

SCREEN-FREE FUN

TRAVEL KEEPSAKES

112 PAGES

# What this book does

This workbook is built for kids who want to notice more, remember more, and help make the trip fun.

## Use it before, during, and after the drive

Kids can plan the trip, play games in the car, track funny moments, review stops, and save favorite memories. Parents can hand over a page whenever the energy starts to dip.

### Before the trip

Countdown checklists, packing plans, route dreams, and crew jobs.

### During the drive

Bingo, scavenger hunts, jokes, sketch prompts, and scorecards.

### At each stop

Simple logs for food, landmarks, nature stops, hotels, and big memories.

### After the trip

Postcards, comic strips, family awards, and a final adventure certificate.

## QUICK TIP FOR GROWN-UPS

Let the child pick the next page when they need a reset. The more choice they have, the better the book works.

# This book belongs to

Claim your log before the first mile and make it part of the family adventure kit.

TRAVELER NAME

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NICKNAME FOR THIS TRIP

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WHO GAVE ME THIS BOOK

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MY TRAVEL SUPER-SKILL

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PASTE A PHOTO OR DRAW YOURSELF



DRAW HERE

Add your best road-trip smile, favorite hat, or co-pilot pose.

MY ROAD-TRIP PROMISE

I will help, stay curious, be kind, keep my hands busy, and look out the window for cool things.

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# Four easy ways to work this log

You do not have to finish every page. Pick what fits the moment.

## Play

Use game pages when the ride feels long or a sibling needs a challenge.

## Track

Use log pages when you arrive somewhere new and want to remember it later.

## Sketch

Use drawing pages when the view changes and words are not enough.

## Tell the story

Use memory pages after dinner or before bed to save what stood out.

## Vote

Score snacks, songs, pit stops, and favorite moments.

## Share

Read the jokes, prompts, and award pages with the whole car.

## Best travel rule

Write first. Decorate second. The fun part is noticing things while they are happening.

# Table of contents - Part 1

Pages 1-56 get the trip started and keep the drive moving.

SECTION	WHAT IS INSIDE	PAGE ZONE
Front matter	Traveler profile, trip dashboard, countdown, packing, route planning, and badge tracker.	1-12
Road games	License plates, road signs, car bingo, alphabet hunts, scavenger hunts, and scorecards.	13-30
Talk and create	Story starters, jokes, would-you-rather cards, map prompts, and doodle pages.	31-48
Stop pack 1	The first adventure stop: arrival, landmark, food, sleep, and memory pages.	49-56

**ROAD-TIP**

Mark favorite pages with sticky tabs so they are easy to find when the car gets noisy.

# Table of contents - Part 2

Pages 57-112 save each stop and finish the trip with a strong memory package.

SECTION	WHAT IS INSIDE	PAGE ZONE
Stops 2-5	Four more destination packs with the same repeatable memory system.	57-88
Memory keeper	Postcards, souvenirs, comic strips, family awards, and time capsule pages.	89-104
Trip wrap-up	Top memories, lessons learned, next-trip planning, trip stats, and certificate.	105-112

**LOOK FOR THIS PATTERN**

Each stop pack repeats on purpose. That makes it easier to compare places after the trip is over.

# My trip dashboard

Fill in the plan before the wheels start rolling.

**WHERE ARE WE STARTING?**

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**WHERE ARE WE GOING?**

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**HOW MANY DAYS WILL WE TRAVEL?**

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**HOW AM I FEELING?**

<b>Excited</b> What are you most ready for?	<b>Curious</b> What do you want to spot out the window?
<b>Brave</b> What new thing could you try?	<b>Helpful</b> How can you help the crew?

**TRIP GOAL**

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# Countdown and launch checklist

Use this page during the last week before departure.

- Charge camera, tablet, or audiobook device.
- Pick one comfort item for the ride.
- Choose one snack I am excited to try.
- Pack one book or comic for quiet time.
- Grab pencils, markers, and this travel log.
- Say goodbye to home jobs before leaving.

MY LAUNCH-DAY PLAN

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COUNTDOWN NOTES

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# Packing mission

Choose what earns a spot in your bag without overpacking the whole house.

- Favorite hoodie or road-trip layer
- Easy shoes for pit stops
- Pajamas and tomorrow clothes
- Toothbrush and bedtime helpers
- Stuffed animal or mini pillow
- Notebook tools and this book

- Water bottle
- Quiet entertainment
- Small snack pouch
- Rain gear or hat
- Travel-size hand wipes
- Any special medicine with a grown-up

**ONE THING I ALWAYS FORGET**

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**ONE SURPRISE ITEM I WANT TO BRING**

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# My travel crew and co-pilot jobs

Everyone can help. Pick jobs that fit your age and energy.

**Snack scout**  
Remember who wanted what and help pass things back.

**Playlist helper**  
Vote for a song or pick the next calm track.

**Window watcher**  
Call out cool bridges, animals, clouds, and signs.

**Map checker**  
Listen for the next stop and help watch for the exit.

**Laugh captain**  
Read a joke or ask a fun question when the mood dips.

**Memory saver**  
Tell everyone what should go in the log tonight.

**THE PEOPLE ON THIS TRIP**

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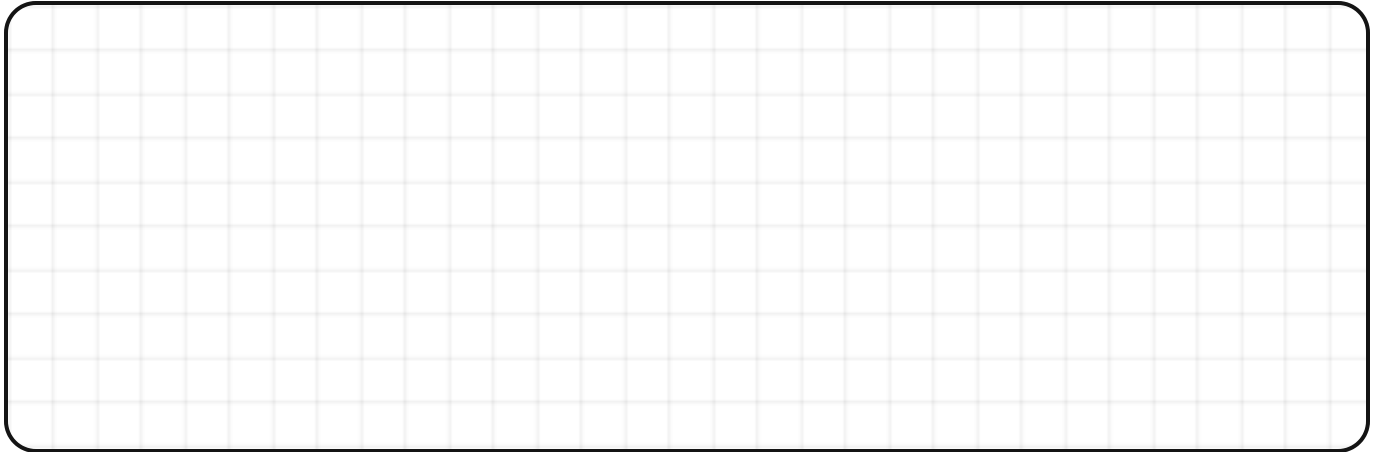
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# Route dream board

Sketch the route, star the stops you are most excited about, and imagine what you might see there.

## MY ROUTE MAP



STOP I WANT MOST

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FOOD I HOPE TO TRY

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SOMETHING NEW I MAY LEARN

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# Adventure badge tracker

Color or mark a badge every time you finish a mission during the trip.

**BADGES TO EARN**

<b>Road-sign finder</b> Spotted five useful signs.	<b>Snack scientist</b> Rated a new snack honestly.	<b>Map maker</b> Sketched a route or stop.	<b>Kind teammate</b> Helped the crew without being asked.	<b>Joke teller</b> Made the car laugh.
<b>Nature spotter</b> Found something wild or beautiful.	<b>History hunter</b> Learned one fact at a stop.	<b>Quiet hero</b> Used a calm page when things got loud.	<b>Memory saver</b> Logged the best part of the day.	<b>Trip champion</b> Finished the journey strong.

