

The new  
BMW 2 Series  
Gran Tourer



The Ultimate  
Driving Machine



# MUMMYPAGES TOP TIPS

FOR FAMILY CAR TRAVEL

# HOW TO PACK THE CAR FOR A ROAD TRIP

Road trips are usually great fun and travelling by car means you can plan your trip around nap times, stop for food whenever you need to and let your kids have a quick run around, when they start to feel cooped up.

However, efficiently packing the family car is key to ensuring you fit everything in and there is enough room leftover for people to sit in their seat comfortable.

Follow these tips for a comfortable and stress-free trip:

## **Fill up gaps**

There are lots of gaps in cars: the pockets in the doors, the glove compartment and the holder at the back of the chairs. Fill these with items like snacks, colouring books, pencils, games - anything you will be using throughout the car trip.

## **Roof box**

If you are planning on travelling a lot by car, you should probably invest in a roof box. They are great for keeping the luggage in one place or can work as an extra place for storage when you overpack.

## **Snacks**

Make sure you bring snacks for the trip, plenty of snacks. While it is important to bring healthy snacks a few treats come in handy when the journey gets too much. Bring food for a picnic so you can stop along the way and have a good stretch.

## **Toys**

Let your child have one toy for the trip, but secretly pack a few colouring books, storybooks, travel games and markers. This means that when your child starts to shout 'Are we there yet?', you can whip out your secret stash of toys.

**Pack like with like**

When it comes to packing the car, try to ensure you put the same items are together. This makes it a lot easier when it comes to unpacking and ensuring that you don't leave anything behind.

**Music**

Before you leave, decide what CDs you will be bringing along. This will prevent any fighting over which song to listen to. Pop a few stories on CD for when they kids get sleepy.

**Comfy items**

If you are driving at night, bring blankets and neck pillows so that kids can get comfortable enough to dose off.



# HOW TO KEEP KIDS ENTERTAINED ON LONG CAR JOURNEYS

Half the fun of going on a trip is the journey there; unfortunately, when you have a five year old as a travelling companion this is not often the case.

Here are five great ways to help them pass the time:

## **Travel games**

Travel games are great. They are compactable and easy enough to stick into a bag without it taking up too much space. Most traditional games now come in travel size so you can probably pick up an old game you used to play and introduce your little one to it.

## **Colouring books**

Most kids love drawing and colouring in so before you leave stock up on colouring books, colouring pencils and plain paper. Don't forget the sharpener and rubber – every mum knows what can happen if their little one doesn't like what they drawn.

## **Food**

Bring food and plenty of it. Not only will it help you to save a fortune on the road but it will also mean that you will be able to feed a hungry child sooner rather than later. Stick with fruit, plain biscuits, crackers and jellies and avoid chocolate at all costs as it will probably melt and cause a mess.

## **Teddies and blankets**

If your journey is overnight make sure you bring a blanket and your kiddie's favourite teddy. You will have a better chance of them settling down and having a snooze if they have a few home comforts with them.



## Portable DVD player

A portable DVD player is great for any occasion that involves kids sitting around for long periods of time. Let your little one choose their favourite DVD to bring and if possible invest in a new movie, but don't show it to them until the journey has started. If a DVD player is out of your price range, a few CDs with your youngster's favourite songs or even a book on CD would make a great substitute. Don't forget the batteries.

You can store a few of these items in your car so you will have an emergency supply of entertainment for when you unexpectedly get stuck on a long journey, Road trips are only fun if the smallest members of the family are occupied and not allowed to become bored.



# 10 GAMES TO PLAY WHILE TRAVELLING WITH KIDS

A long trip with your restless little ones can be a challenge to say the least.

To get your trip off to a great start for both you and the kids, try these simple travel games that will not only keep them entertained, but have their little minds ticking over for the rest of the journey.

## 1. I Spy

This easy-to-learn game is perfect for preschoolers, and can keep them entertained for a surprisingly long time. The directions are simple: One person spies something and recites the line, ending in a clue. Everyone else takes turns trying to guess the mystery item.

## 2. Road Trip Bingo

This fun game combines bingo with a scavenger hunt. Give each child a flat surface, such as a clipboard or hardcover book, to put on his or her lap. Each player gets a bingo card - which they can help you make at home before you set off - and a crayon. When a player spies an item on his card, he or she ticks it off. Just like in bingo, the first player to cover all the squares in a straight line wins.

## 3. X and Os

All you need are two players and a pencil to play this popular standby. Player One places an X on the grid, Player Two plots an O. They continue to take turns until one player has three across.

## 4. I'm Going on a Picnic

This alphabet-based memory game is great for kids aged five and up. You don't need a game board or any materials. The game can be played with as few as two players, but it's more fun when the whole family joins in. The first player says "I'm going on a picnic and I'm bringing..." followed by something that begins with A, such as apples. The second player repeats what the first person said, but adds something that begins with B. So she might say "I'm going on a picnic and I'm bringing apples and bananas." And so on with C, D, and the rest of the alphabet. If someone forgets an item, they're out. The last player to be able to recite all the items on the list wins.

## **5. 20 Questions**

This easy-peasy game is great for younger kids, thanks to its straightforward rules. Player One thinks of a person, place or thing. Everyone else takes turns asking questions that can be answered with a simple yes or no. After each answer, the questioner gets one guess. Play continues until a player guesses correctly.

## **6. Name That Tune**

Here's a game that's great for those who like to sing or hum a tune. One player thinks of a song that everybody knows and hums its first few notes. The other players try to guess the name of the song. If they can't guess, the first player keeps humming more notes in the song until someone comes up with the right answer. There are no winners or losers in this game; it ends when everyone gets tired of it.

## **7. The Preacher's Cat**

Here's another alphabet-based memory game for school-age kids. The game centres around a sentence in which only two words change. To play, each player constructs the same sentence around a letter of the alphabet. Starting with A, the first player might say "The preacher's cat is a lovely cat named Amy." The second player replaces the two underlined words with others starting with A, such as, "The preacher's cat is an adorable cat named Albert." If a player can't think of a new word, or if he or she repeats a word, they're out. The play continues with B, C, D, and so on, until there is one remaining player.

## **8. Spot the Car**

For families with tween and teen car fans, this scavenger hunt should keep them occupied for the whole journey. Get them to jot down, and shout out every new model of car they spot. The player with the most models at the end of the journey, wins. There can be bonus marks for the most recent year, and make.

## **9. I'm Thinking of an Animal**

One player thinks of an animal. The other tries to guess which animal it is by asking no more than ten "yes" or "no" questions. If he guesses correctly in ten questions or fewer, he gets to think of the next animal. If not, the first player reveals the answer and then thinks of another animal. No one really wins, and the game is over when the children don't want to play anymore.

## **10. Impressions**

Players take turns imitating people known to all the other participants. These can be famous actors, television characters, or even the loud next-door neighbour. The players can't say whom they're mimicking or give hints; they rely only on their acting ability. The first person to guess who's being imitated gets a point. The first person to get however many points the group decides is the goal, wins.



The new  
**BMW 2 Series**  
Gran Tourer



The Ultimate  
Driving Machine

