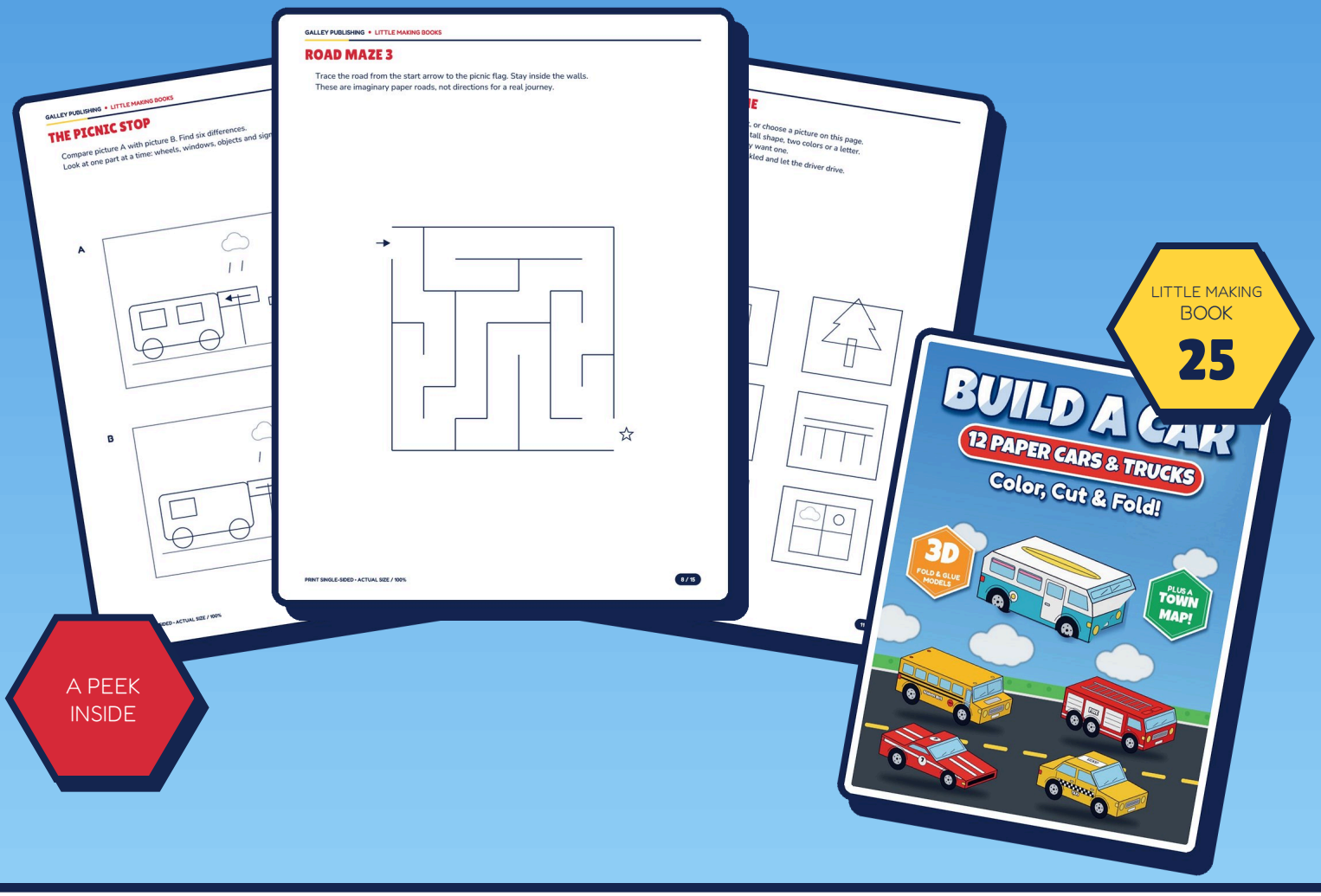
ROAD TRIP ACTIVITY PACK

A PAPER VAN, THREE MAZES, TWO PICTURE PUZZLES AND PASSENGER I-SPY



GALLEY PUBLISHING

PRINTABLE ACTIVITY BOOKLET

GALLEY
PUBLISHING

ROAD TRIP ACTIVITY PACK

by William L. L. Williams V

Before we begin

Print one side of US Letter paper at Actual Size or 100%. The test square should measure one inch.

Gather paper, crayons, a ruler, a glue stick and tape. A grown-up helps with scissors and tricky folds. Read the extra supply notes before starting. Make all cut-and-fold parts at a table before travel. Do not involve the driver in games while driving. You may print copies for your own home or classroom. Please share copies only as permitted above. No child account is needed.

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Author, director and creative artist: William L. L. Williams V.

Creative process and AI disclosure: Created under the vision and direction of William L. L. Williams V with assistance from AI tools to speed up publication. The crafts are based on real designs made at home and were put together by the author. AI tools helped with some of the text and artwork in each book and printable pamphlet.

Published November 2026

1 INCH

Measure this square before using templates.

OUTSIDE CUT EDGE

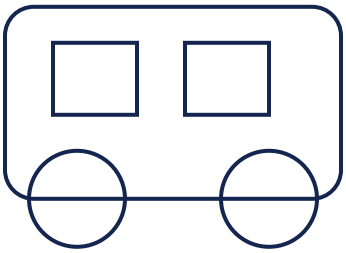
FOLD

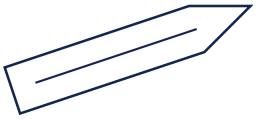
Keep drawn details inside each piece unless an activity says otherwise.

PACK A LITTLE PAPER TRIP

Make the van at a table before you travel. Save the pencil puzzles for a safe seated place chosen by a grown-up.
During a car journey, the driver concentrates on driving.
Passengers can play the spoken I-spy game without changing seats or opening windows.
You can also enjoy every page at home.

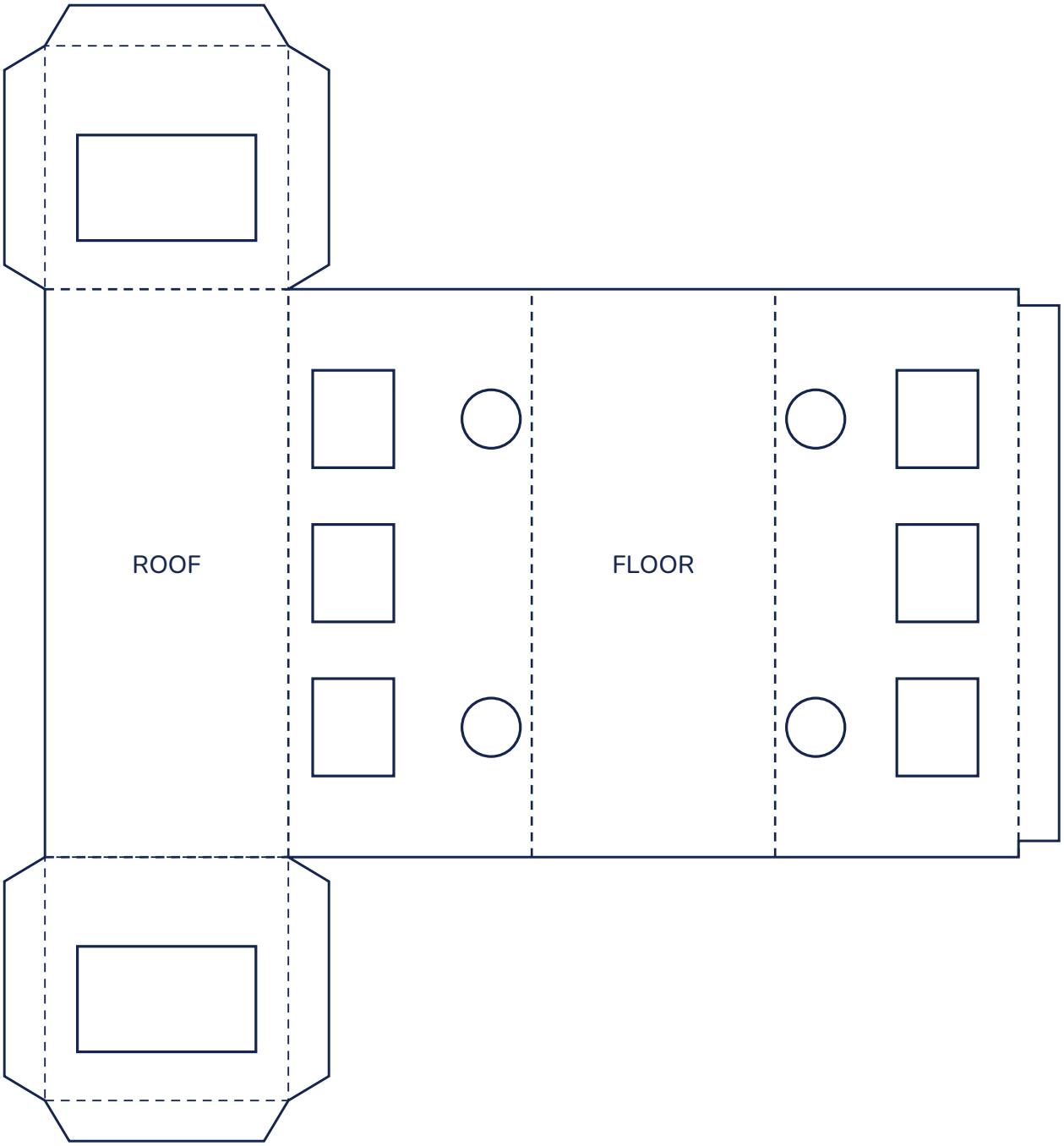






THE LITTLE TRAVEL VAN

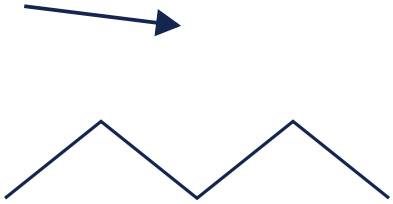
Color the van before cutting. A grown-up helps cut the outside line and crease every dashed fold. Keep the corner tabs attached. The wheels are pictures; this model will stand, not roll.



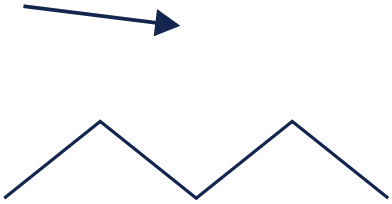
FOLD THE VAN

Start PRINTED SIDE DOWN. Fold the side and floor panels around the roof so all pictures face OUT. Glue the narrow joining tab inside the opposite body edge.
Fold each end panel across its opening. Tuck its three tabs inside and glue. Leave the last end open until you have pressed the other joins from inside.
Let it dry on its flat floor.

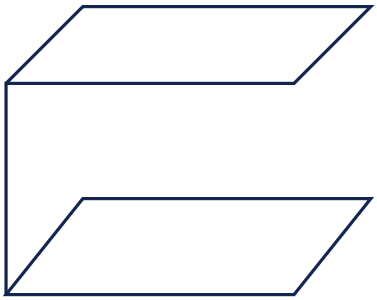
1. Fold long panels



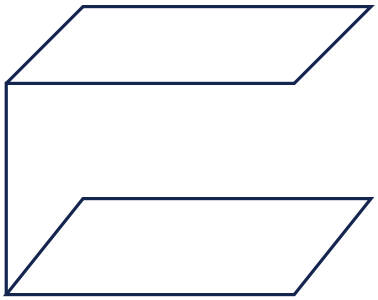
2. Wrap a square tube



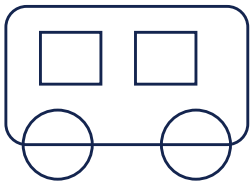
3. Glue side tab inside



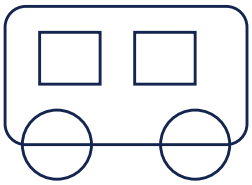
4. Fold end tabs inward



5. Close one end, then next

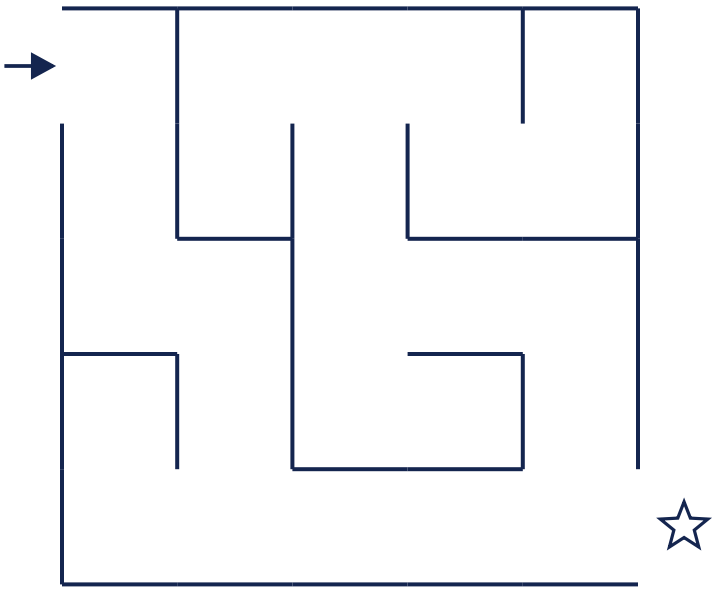


6. Dry on the flat floor



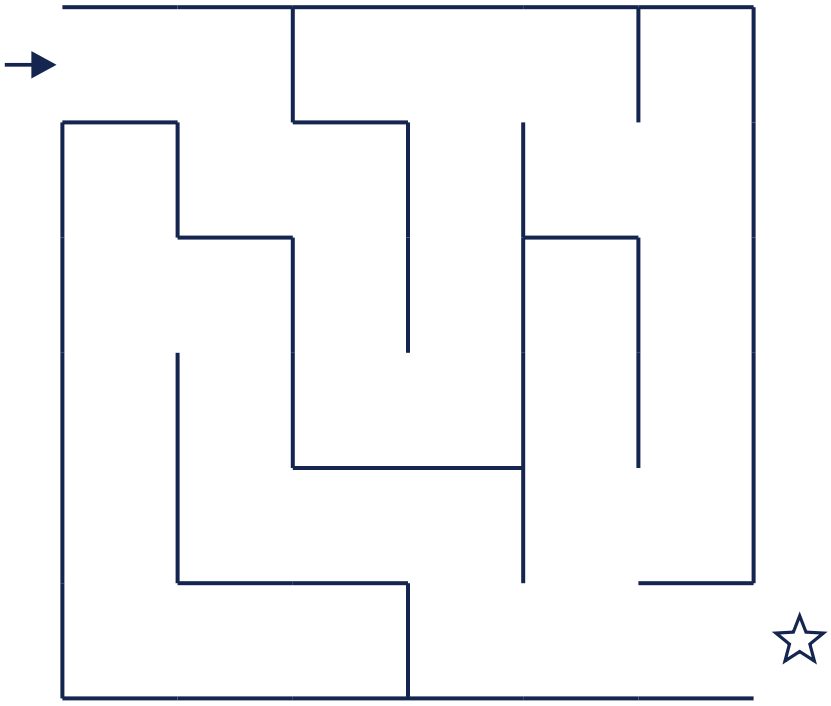
ROAD MAZE 1

Trace the road from the start arrow to the picnic flag. Stay inside the walls.
These are imaginary paper roads, not directions for a real journey.



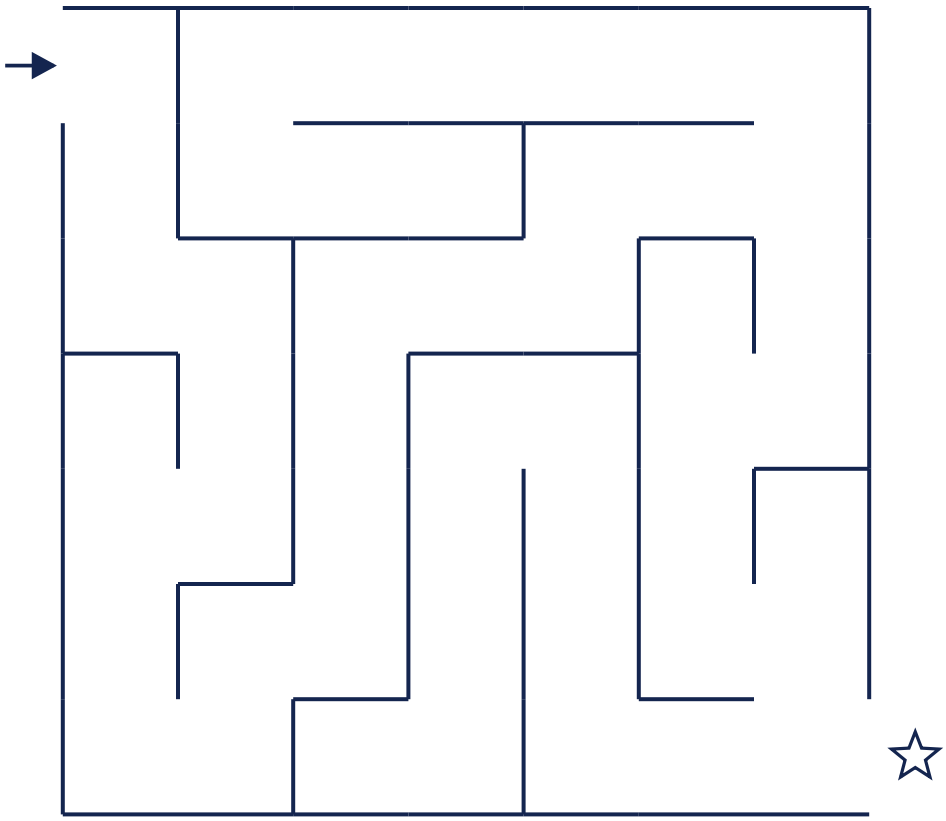
ROAD MAZE 2

Trace the road from the start arrow to the picnic flag. Stay inside the walls.
These are imaginary paper roads, not directions for a real journey.



ROAD MAZE 3

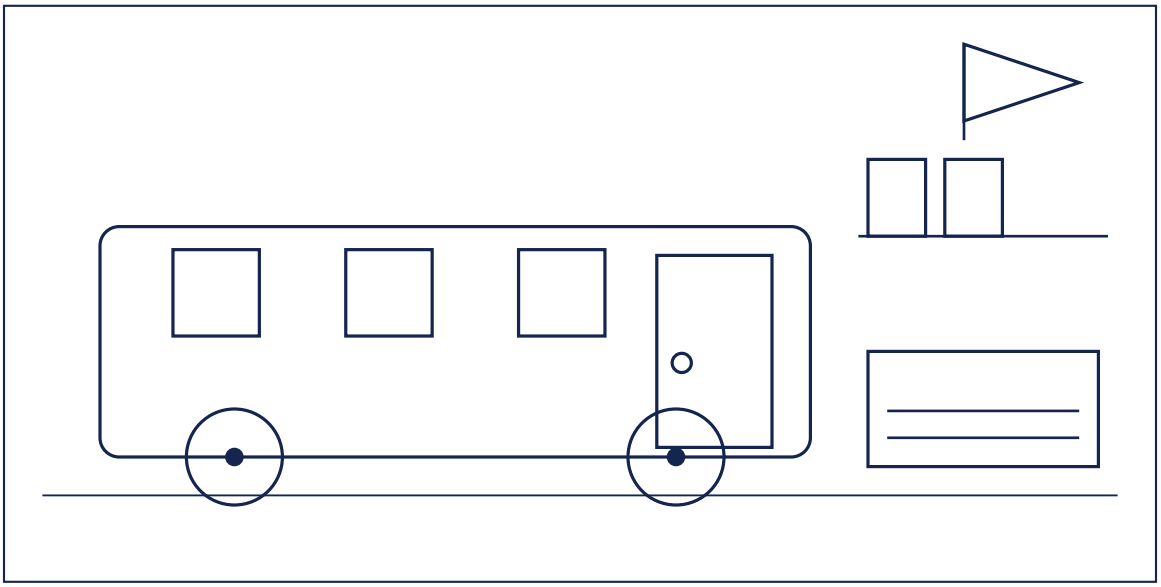
Trace the road from the start arrow to the picnic flag. Stay inside the walls.
These are imaginary paper roads, not directions for a real journey.



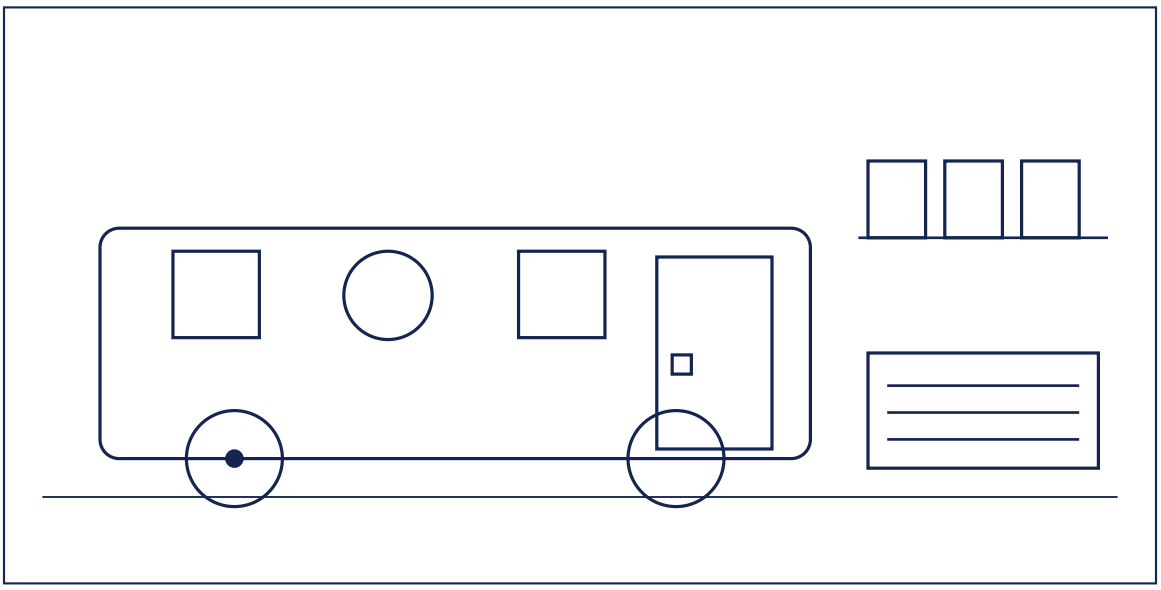
THE TOY GARAGE

Compare picture A with picture B. Find six differences.
Look at one part at a time: wheels, windows, objects and signs.

A



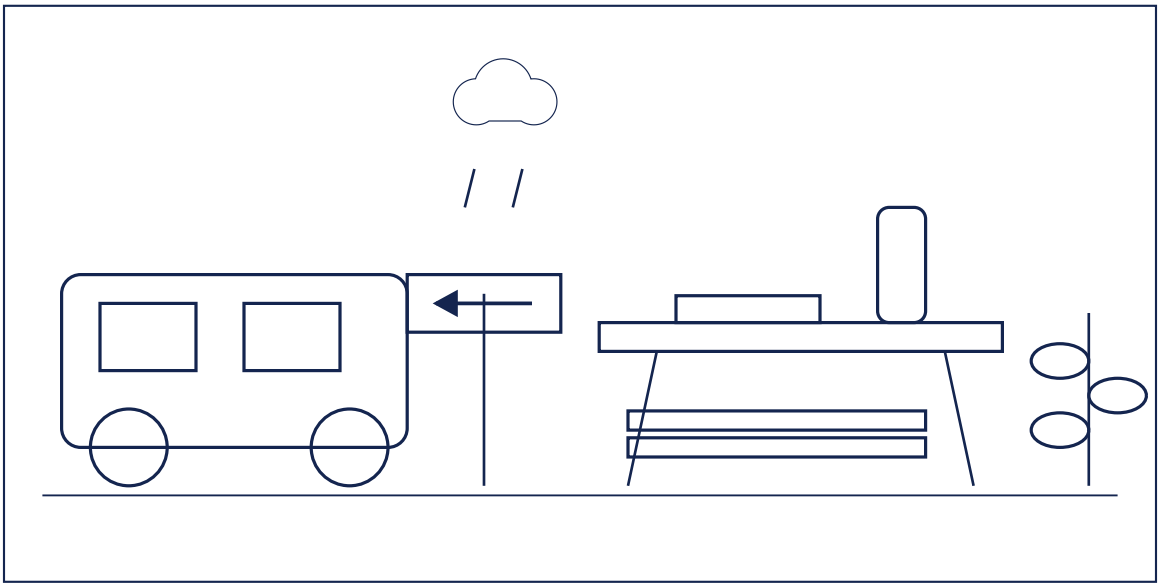
B



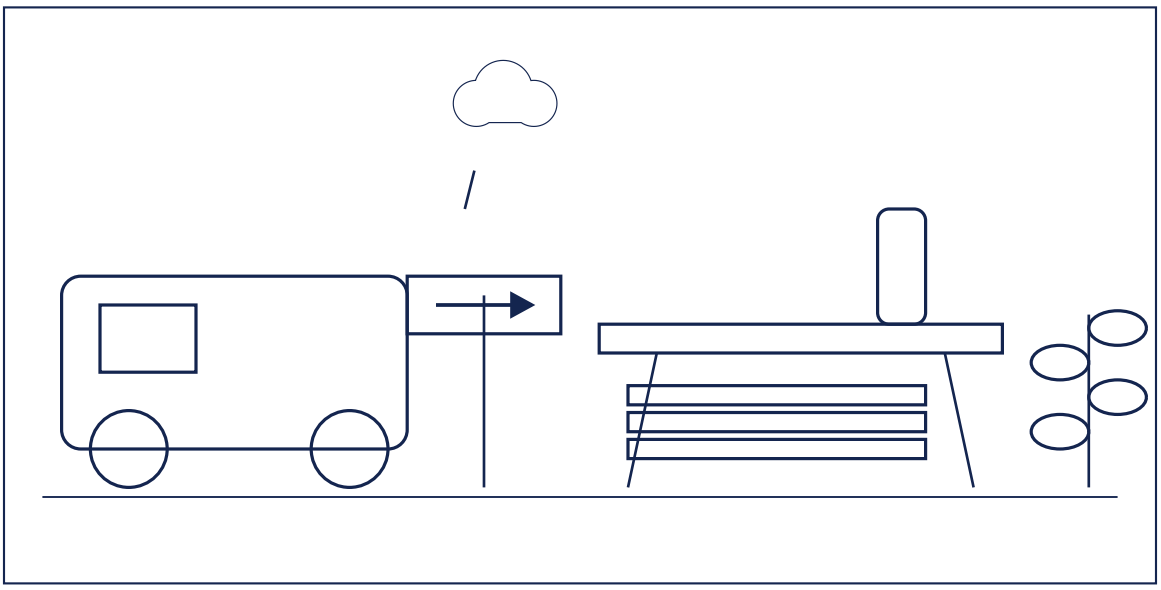
THE PICNIC STOP

Compare picture A with picture B. Find six differences.
Look at one part at a time: wheels, windows, objects and signs.

A

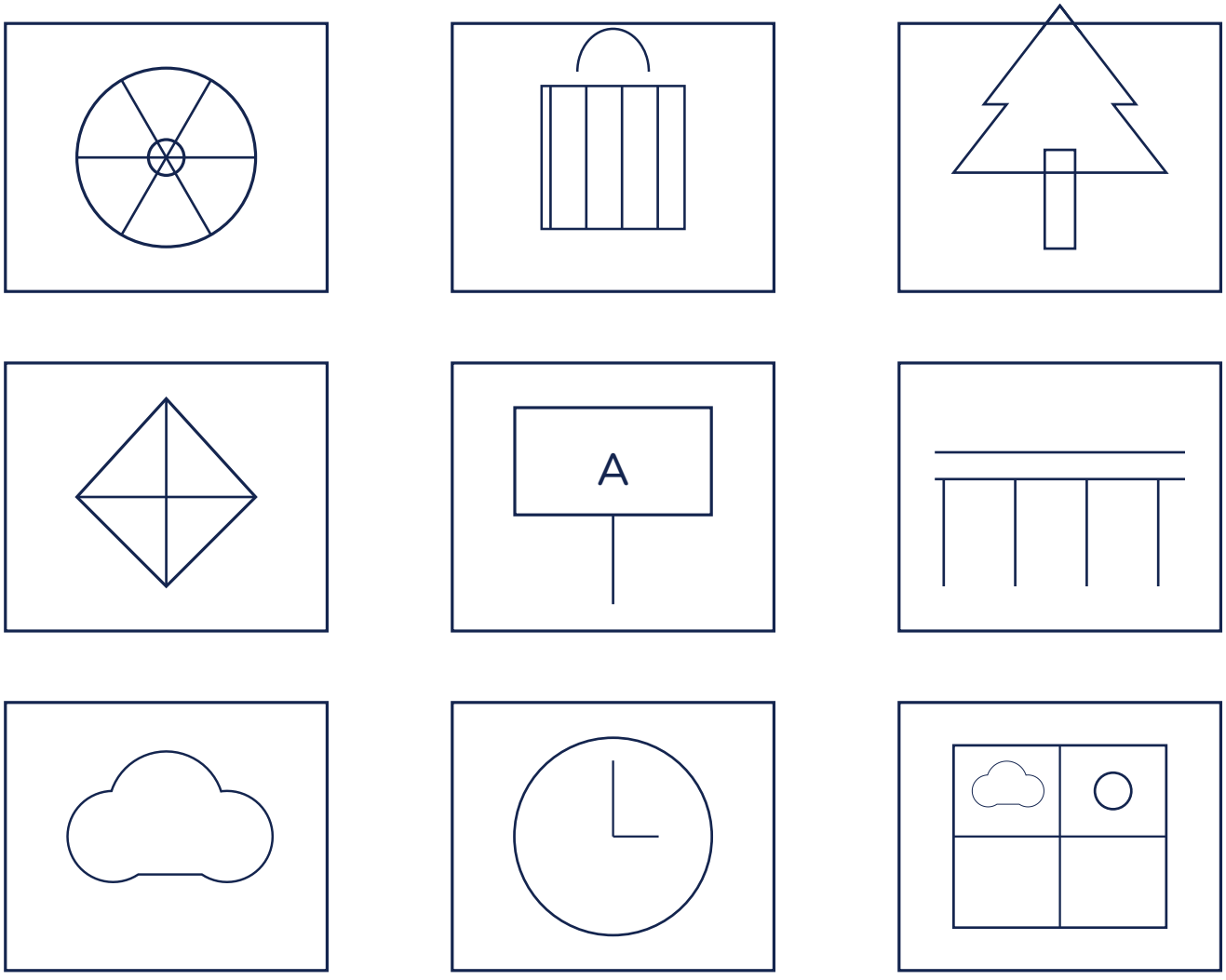


B



A PASSENGER'S I–SPY GAME

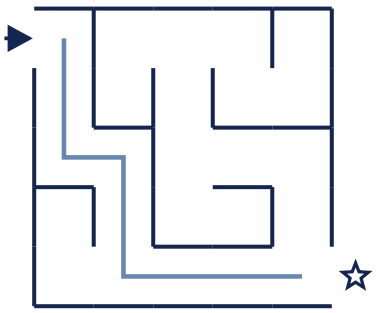
Choose something visible from your own seat, or choose a picture on this page.
Say: I spy something with... a circle, a stripe, a tall shape, two colors or a letter.
Let another passenger guess. Give a hint if they want one.
Skip anything that passes too quickly. Stay buckled and let the driver drive.



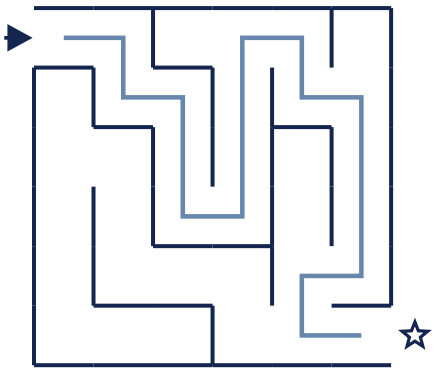
GROWN-UP MAZE ANSWERS

These are the three checked routes. A wrong turn is a chance to back up and try another path.

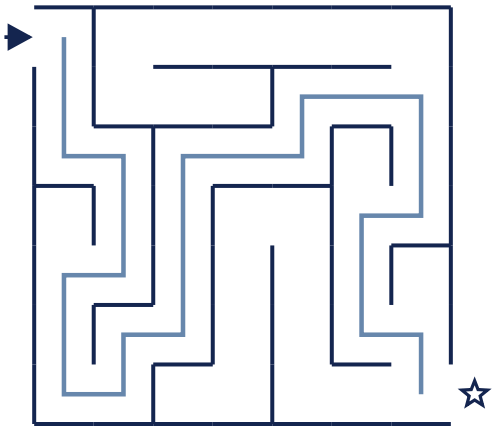
MAZE 1



MAZE 2



MAZE 3



PICTURE ANSWERS AND TRIP MEMORIES

Toy garage: Six changes: rear wheel center, middle window shape, door handle shape, shelf box count, pennant, mat stripe count.
Picnic stop: Six changes: car window count, missing book, leaf count, rain-line count, arrow direction, bench slat count.
Draw one thing you enjoyed noticing. You do not need to write a real place or anyone's name.

DRAW HERE

ANOTHER WAY TO PLAY

Try the activity in a different way. Choose one idea below, then draw or tell what happened.

1 PLAY WITH THE PAGE
Use the I-spy pictures when the real view passes too quickly.

2 BUILD BEFORE TRAVEL
Make the van at a table. Save the flat puzzles for a seated passenger.

3 DRAW A PRETEND STOP
Give your paper van a new imaginary destination.

Keep the making at your own pace.

MAKE IT YOUR OWN

Choose one idea from this booklet. Draw a change you would like to try. Tell a grown-up what you will keep the same and what you will change.

MY NEXT IDEA

Galley Publishing makes books for drawing, building, thinking, and playing together. Author, director, and creative artist: William L. L. Williams V. With assistance from AI tools.