

# Find4Fast

*This game challenges visual discrimination and memory, and encourages number and shape recognition, quick thinking, and fine motor skills, all while being engaging and fun for young children.*

## Objective:

Players will match the representation of shapes, number dots, numerals and number names on a flash card to the corresponding set of images on their playing board. The images on the cards will vary in size and position to the images on the playing boards.

The goal is to be the first player to use up all their Six Bricks by correctly matching the flashed cards to the same set of images on the brick outlines on the board. The first player to correctly use all Six Bricks wins the round.

## Materials Needed:

- 2 x M4F Mats and 2 x F4F Mats with brick outlines that correspond to the different representations on the flashcards.
- 1 x deck 54 Find 4 Fast cards – 27 red cards and 27 blue cards with various representations (shapes, number dots, numerals and number names).
- A set of 6 bricks per child.

## Playing Boards:

- **M4F V1:** ordered vertical rows of brick outlines with number dots, shapes, numerals and number names to match; various sizes and layouts.
- **M4F A1:** angled brick outlines with number dots, shapes, numerals and number names to match; various sizes and layouts.
- **M4F H2:** ordered horizontal rows of brick outlines with number dots, shapes, numerals and number names to match; more variations in sizes and layouts.
- **M4F A2:** angled brick outlines with number dots, shapes, numerals and number names to match; more variations in sizes and layouts.
- **F4F S1:** ordered rows of brick outlines with number dots, shapes, numerals and number names to match; various sizes and layouts.
- **F4F A1:** angled brick outlines with number dots, shapes, numerals and number names to match; various sizes and layouts.
- **F4F S2:** ordered rows of brick outlines with number dots, shapes, numerals and number names to match; more variations in sizes and layouts.
- **F4F A2:** angled brick outlines with number dots, shapes, numerals and number names to match; more variations in sizes and layouts.

### Setup:

1. This game can be played individually or with 2 – 6 players.
2. The playing board is placed in the middle with the players around it, each with their Six Bricks.
3. Each time a round is played, the players should shift their position, or they remain in place and the position of the board is changed so that the players perspective is different for each round.

### How to Play:

1. **Flash the Card:** The teacher/dealer shows a flashcard to the group of players. The cards will have a mix of any **four** representations of number dot patterns, shapes, numerals and number names on it.
2. **Match the Representation:** The players must quickly find the matching **four** representations on the playing board.
3. **Place the Brick:** Once a player identifies the matching **four** representations (which may appear quite different in size or layout to the matching card), they cover that specific outline on their board with one of their bricks.
4. **Continue Playing:** The game continues with the teacher/dealer flashing new cards, and the players matching and covering the corresponding outlines on their boards.
5. **Winning the Round:** The first player to correctly cover six outlines on their board with bricks wins the round.
6. **Rounds:** Players can decide before they start how many rounds should be played.

### Game Rules:

1. **No Moving Bricks:** Once a brick is placed on an outline, it cannot be moved unless the teacher/dealer confirms a mistake was made.
2. **One Brick Per Card:** Players can only place one brick per card flashed by the teacher/dealer. They must wait for the next card to place another brick.
3. **Call Out for Mistakes:** If a player places a brick on an incorrect outline, they must call out "Oops!" The teacher/dealer will verify and instruct the player to remove the brick.
4. **Winning Multiple Rounds:** The game can be played over several rounds. The player who wins the most rounds becomes the overall winner.

### Variations:

1. **Timed Rounds:** Set a timer for each round. The player who has used the most bricks by the end of the time wins.
2. **Team Play:** Pair up players with two sets of Six Bricks between them; they need to link inside arms, and they take turns to use their outside hands to cover the outlines. The team that uses up all 12 bricks first, wins.
3. **Combo (e.g. M4F V1 + H2; M4F A1+ A2; F4F S1 + S2; F4F A1 + A2):** Combine two boards and all 54 cards for more of a challenge.