

Rules

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

Variations

- **Timed Rounds:** Set a timer for each round. The player who has used the most bricks by the end of the time wins.
- **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.

Ramp Up

**FWF: S1 & S2 / A1 & A2 / S3 & S4 /
A3 & A4 / S1 & S2**

Combine two boards as above and all 54 cards for more of a challenge.

Materials needed

- 3 sets of 54 flashcards with : *words and pictures*
- On the playing boards:
 - **Mat Name** **R** is **for red** cards
 - **Mat Name** **B** is **for blue** cards
- A playing board with brick outlines that correspond to the different representations on the flashcards.
- A set of Six bricks per child.

Setup

- This game can be played individually or with 2 – 6 players.
- The playing board is placed in the middle with the players around it, each with their Six Bricks.
- 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.



FINDMEFAST

A fast-paced matching game for curious minds



This game challenges visual discrimination and memory, and encourages word recognition, quick thinking, and fine motor skills, all while being engaging and fun.

FMF WORDS

Playing Boards Set 1

run	at	was	we	sat	in	tub
old		bed		the		dog
ant	go	are		my	me	mud
she		sad	is	see		you
the	I	do	to	sun	he	tin
and	on	mat	a	saw		man
cat		fat		can	top	vet

Find **Word Fast** Words
Straight Board 1

FWF Words S1

book	best	right	live	have
when	down	work	pull	buzz
some	gave	very	cold	write
read	snail	strong	sea	your
they	its	those	jump	coat
any	said	wash	fast	what
here	sleep	been	off	both

Find **Word Fast** Words
Straight Board 2

FWF Words S2

why	of	dried	was	right	were	their
mother		should		again		want
little	before	because	once	always	table	how
love		there	who	father		fuss
also	put	so		come	other	after
pinom	every	could		cover	back	found
does	upon					

Find **Word Fast** Words
Straight Board 3

FWF Words S3

two	one	friend	small	light	use	seven
circle		angle		not		first
green	flower	rectangle	today	square	table	lift
top		three		triangle		yellow
bricks	red	ten		game	orange	school
thin	together	blue		five	six	flour
tricky		tilt		cover		show

Find **Word Fast** Words
Straight Board 4

FWF Words S4

b	rat	run	red	mom	cup	qm
of		bed		chair		con
ant	stop	mud	eye	frog	egg	trump
fish		on		is		pig
s	bear	bat	fire	sun	mat	tin
boy		girl	sad	saw		under
cat		foot		ear	I	top

Find **Word Fast** Pictures
Straight Board 1

FWF Pictures S1

Playing Boards Set 2

is	ays	sad	can	sat	peg
tub		me		out	
sun	you	see		we	in
uns	yet	mat		cat	was
old		mud		the	and
		tin		fat	he
		on		top	

Find **Word Fast** Words
Angle Board 1

FWF Words A1

wash	here	best	coat	right	pull
		work		heat	down
gave		fun	poor	sleep	
bus		off	what	fast	when
bat		buzz		said	snail
cold	top	write	jump	those	bus
		your			

Find **Word Fast** Words
Angle Board 2

FWF Words A2

were	fun	dried	and	there	their
should		does		goes	right
many	around	pinom		little	
father		come	so	other	found
show	where	you	cover		could
which		after	fuss	because	before
					who

Find **Word Fast** Words
Angle Board 3

FWF Words A3

flour	friend	three	flower
circle	light	twist	rectangle
square	yellow	green	angle
heart	blue	show	bricks
cover	together	five	four
flip	small	nine	don't
seven			triangle

Find **Word Fast** Words
Angle Board 4

FWF Words A4

book	sock	bell	rain	pot
sleep	toop	shoe	esou	fork
bee	hat	hand	coly	bird
teeth	snail	cake	sea	snake
fight	baby	flower	jump	coat
upd	bite	shirt	sk	right
live	xog	pull	train	tree

Find **Word Fast** Pictures
Straight Board 2

FWF Pictures S2

HOW TO PLAY

1

Flash the Card: The teacher/dealer shows a flashcard to the group of players.
The cards will have:
words and pictures

2

Match the Representation: The players must quickly find the word on the playing board.

3

Place the Brick: Once a player identifies the matching representations, 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.

Suggestion

Use the FWF mats to make **sentences**.
Work **individually** or in **pairs** to make the sentence as **long** as possible

