

Match Me Fast and Find Me Fast Colour Position

This game challenges visual discrimination and memory and the ability to distinguish between foreground and background. It encourages colour 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 two images on a flash card to the corresponding set of colour and position images on their playing board.

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

Materials Needed:

- 2 x MMF Col Pos Mats and 2 x FMF Col Pos Mats, the mats have brick outlines that correspond to the different representations on the flashcards.
- 1 x deck of 54 FMF Col Pos cards – 27 red cards and 27 blue cards with various representations (colour and shapes).
- A set of 6 bricks per child.

Playing Boards / Mats:

- **MMF Col Pos V1:** ordered rows of vertical outlines filled with colour images to match; (various sizes and layouts)
- **MMF Col Pos A1:** angled outlines filled with colour images to match; (various sizes and layouts)
- **MMF Col Pos H2:** ordered rows of horizontal partially-filled outlines with colour images on top to match; (various sizes and layouts)
- **MMF Col Pos A2:** angled partially-filled outlines with colour images on top to match; (various sizes and layouts).
- **FMF Col Pos S1:** ordered rows of vertical and horizontal outlines with colour images in various positions.
- **FMF Col Pos A1:** angled outlines with colour images in various positions, not all confined to the outline.
- **FMF Col Pos S2:** ordered rows of colour-filled outlines with colour images on top; different orientations.
- **FMF Col Pos A2:** angled outlines with various colour images; different orientations, not all confined to the outline.

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.
2. **Match the Representation:** The players must quickly find the matching colour and position representation on the playing board.
3. **Place the Brick:** Once a player identifies the matching representation (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. MMF Col Pos V1 + MMF Col Pos H2; MMF Col Pos A1 + A2; FMF Col Pos S1 + S2; FMF Col Pos A1 + A2):** Combine two boards and all 54 cards for more of a challenge.
4. **Build It First:** Teacher/Dealer flashes a card and the player must first build the represented image, then find the matching outline on the playing board (e.g. red heart on yellow triangle = build a red brick on top of a yellow brick).
5. **Match the Build:** Teacher/Dealer builds the representation on the card (e.g. a red brick on top of a yellow brick) and shows the build to the players; players must find the corresponding images on the playing board (a red heart on top of a yellow triangle).