

# 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

**MMF: V1 & H2 / A1 & A2**  
**FMF: S1 & S2 / A1 & A2**

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

# Materials needed

- A set of 54 flashcards with a mix of any **two** representations:  
*number dot patterns, shapes, numerals & number names*
- 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

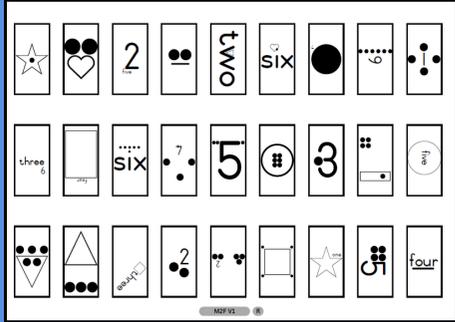
A fast-paced matching game for curious minds



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

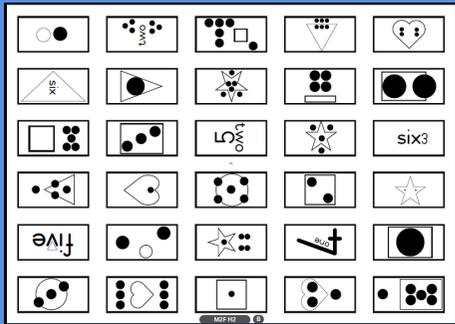
# FIND2FAST

# Playing Boards Set 1



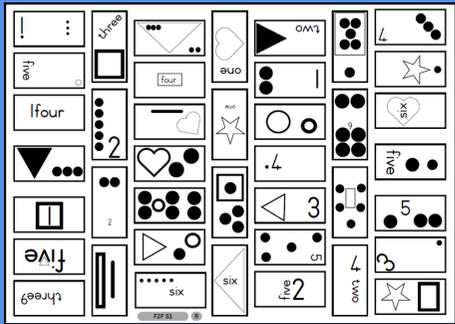
Match **Two Fast**  
Vertical Board 1

**M2F V1**



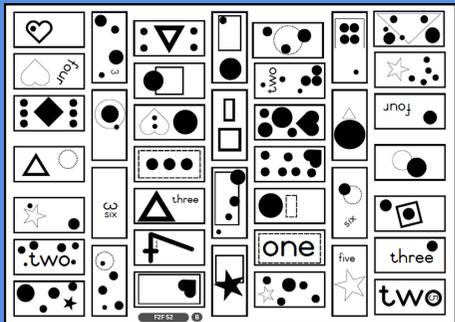
Match **Two Fast**  
Horizontal Board 2

**M2F H2**



Find **Two Fast**  
Straight Board 1

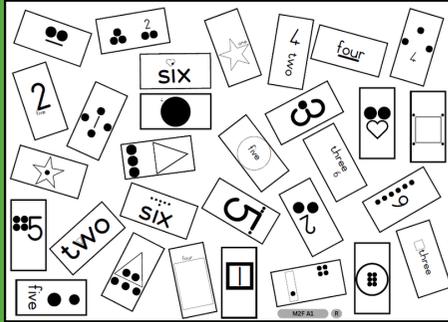
**F2F S1**



Find **Two Fast**  
Straight Board 2

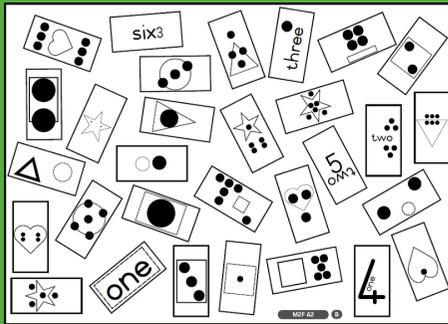
**F2F S2**

# Playing Boards Set 2



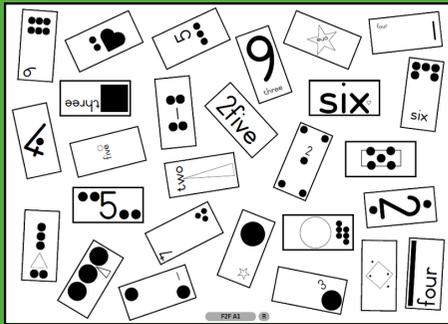
Match **Two Fast**  
Angle Board 1

**M2F A1**



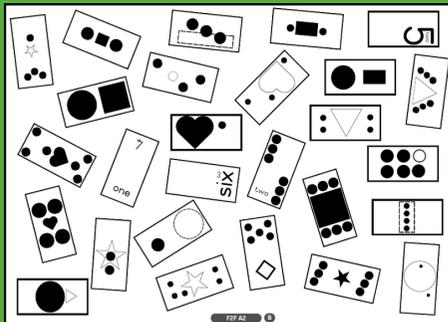
Match **Two Fast**  
Angle Board 2

**M2F A2**



Find **Two Fast**  
Angle Board 1

**F2F A1**



Find **Two Fast**  
Angle Board 2

**F2F A2**

# 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 **two** representations of number dot patterns, shapes, numerals & number names

**2** **Match the Representation:** The players must quickly find the matching **two** representations on the playing board.  
**M2F** - Will exactly match the card  
**F2F** - Will include all the elements from the card, but they may differ in size and placement

**3** **Place the Brick:** Once a player identifies the matching **two** 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**  
Start with Set 1 (Light Blue), and progress to Set 2 (Green).

