

Find Sounds Fast

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

Objective:

Players will match the representation of sounds, digraphs or vowels 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 flash 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:

- 1 x FSF Sound Blend Mat and 3 x FSF Sounds Mats, the mats have brick outlines that correspond to the different representations on the flashcards.
- 3 x decks of 54 FSF cards – each deck has 27 red cards and 27 blue cards with various representations (letters and sounds).
- A set of 6 bricks per child.

Playing Boards / Mats:

- **FSF Sound Blends S1:** brick outlines represented either vertically or horizontally with sound blends, vowel sounds or consonants to match; various sizes and layouts.
- **FSF Sound Blends S2:** brick outlines represented either vertically or horizontally with sound blends, vowel sounds or consonants to match; various sizes and layouts.
- **FSF Sounds S1:** ordered horizontal rows of brick outlines with two letter phonetic sounds to match; more variations in sizes and layouts.
- **FSF Sounds S2:** ordered horizontal rows of brick outlines with two letter phonetic sounds to match; more variations in sizes and layouts.
- **FSF Sounds A1:** angled brick outlines with words using the sounds from previous mats to match; various sizes and layouts.
- **FSF Sounds A2:** angled brick outlines with words using the sounds from previous mats to match; various sizes and layouts.
- **FSF Sounds S3:** ordered horizontal rows of brick outlines with digraphs to match; more variations in sizes and layouts.
- **FSF Sounds S4:** ordered horizontal rows of brick outlines with digraphs 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 representation of sounds, diagraphs or vowels on it.
2. **Match the Representation:** The players must quickly find the matching two representations 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. FSF Sound Blends S1 and S2; FSF Sounds S1 and S2; FSF Sounds A1 and A2; FSF Sounds S3 and S4):** Combine two boards and all 54 cards of the corresponding deck of cards for more of a challenge.