

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

FLF: L1 & L2 / C1 & C2 / SL1 & SC2

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

Materials needed

- 3 sets of 54 flashcards with: *various sounds combinations*
- 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 sound & letter recognition, quick thinking, and fine motor skills, all while being engaging and fun.

FMF SOUNDS

Playing Boards Set 1

ed	ub	ut	un	ot
ar	ag	ip	et	ug
in	at	on	en	
eg	it	ap	ou	ay
im	ad	og	an	
id	ig	am	ob	es

Find Sound Fast
Sounds
Straight Board 1

FSF Sounds S1

ng	gr	gl	tr	dr
cl	sc	fr	sp	fl
ock	ing	sw	wh	
pl	ck	pr	st	all
sk	br	qu	sm	
sl	nd	bl	cr	op

Find Sound Fast
Sounds
Straight Board 2

FSF Sounds S2

ph	ow	oa	wr	or
gn	ie	ee	gh	oi
sh	ir	oo	kn	
th	ight	ea	est	ur
ai	ou	eigh	ch	
aw	all	ue	oe	ly

Find Sound Fast
Sounds
Straight Board 3

FSF Sounds S3

Playing Boards Set 2

pig	jam	can	rat	bag	pet	fun	nest
lap	nut	fog	kisses	box	job		
lip	con	pay	rim	cup	pel	bed	
lid	wim	hot	jar	jar	jar	jar	

Find Sound Fast
Sounds
Angle Board 1

FSF Sounds A1

clip	quit	slip	flip	when	bran
king	dow	trip	brag	small	swims
grow	star	frog	scan	glass	spit
slid	skip	crab	song	prop	blob

Find Sound Fast
Sounds
Angle Board 2

FSF Sounds A2

ph	es	ck	qu	ip
gn	wh	ed	gh	ig
sh	fr	sc	kn	
th	ight	ar	est	ock
ot	gl	eigh	ou	
cl	ay	fl	ld	ub

Find Sound Fast
Sounds
Straight Board 4

FSF Sounds S4

HOW TO PLAY

1

Flash the Card: The teacher/dealer shows a flashcard to the group of players. The cards will have: sounds, diagraphs and blends

2

Match the Representation: The players must quickly find the matching or linking sound 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

Start with Set 1 (Light Blue), and progress to Set 2 (Green).

