

Find Me Fast Colour Stroop

This game challenges visual discrimination, working memory, cognitive interference, executive functioning and cognitive flexibility. It also encourages recognition and reading of colour words, quick thinking, and fine motor skills, all while being engaging and fun for young children.

Objective:

Players will match colour names on a flash card to the corresponding words and colours on their mats.

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

Materials Needed:

- 2 x FMF Colour Stroop mats. The mats have brick outlines containing colours and colour names which will correspond to the different words and instructions on the flashcards.
- 1 x deck of 54 FMF Colour Stroop Cards
 - A set of 20 flashcards with colour names (light blue, dark blue, purple, pink, red, orange, green, yellow). These are the blue cards.
 - A set of 34 flashcards with instructions to look for a specific colour name on a specific colour brick on the mat. (e.g. red on dark blue; orange on yellow...). These are the red cards.
- A set of 6 bricks per child.

Playing Boards / Mats:

- **FMF Col ST S1** – brick outlines, arranged either vertically or horizontally, contain colours and colour names on each brick; different orientations of the colour words and they correspond to the different instructions on the flashcards.
- **FMF Col ST S2** - brick outlines, some bricks contain solid colours and some contain colour names; each word has a different orientation and they correspond to the different colour names on the flashcards.
- **FMF Col ST Mix S1** - brick outlines, some contain solid colours only and some contain colour names on a coloured background and some have no background colour; different orientations of the colour words which correspond to the different colour names on the flashcards.
- **FMF Col ST Mix S2** - brick outlines, some contain solid colours only and some contain colour names on a coloured background and some have no background colour; different orientations of the colour words which correspond to the different colour names on the flashcards.

Setup:

1. This game can be played individually or with 2 – 6 players.
2. This game focuses on cognitive interference and will only be effective if the players are able to read and have colour knowledge.
3. This game is played with FMF Col St S2 first and will require initial preparation by playing with the BLUE cards first to grasp the instructions properly. The teacher will need to make sure the children understand each step:
 1. Before flipping each card the teacher will explain that when saying 'word' we refer to the name of the colour, and when we say 'colour' we refer to the colour of the ink the word is written in.
 2. Encourage understanding by playing a game by flipping each card and saying either 'word' or 'colour' right before flipping the card. The child will then focus on either the word on the card or the colour of the word it is written in. e.g. Word, flip and action the instruction, colour, flip and action the instruction. Make the game more fun by going quickly e.g. word. colour, word, word, colour.
 3. After a few rounds of this the children should understand these instructions and be able to continue with the game .
4. The mat is now introduced by placing it in the middle with the players around it, each with their Six Bricks.
5. 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 FMF Col ST S2 (this mat is played first to establish understanding):

1. **Flash the Card:** The teacher/dealer turns over a flashcard to the group of players. The card will have the name of a colour on it.
2. **Match the Name:** The players must quickly find the matching name/colour on the playing board.
3. **Place the Brick:** Once a player identifies the matching name/colour (which may appear quite different 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 mats.
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.

How to Play FMF Col ST S1 (this mat is played second as a progression from S2):

1. **Flash the Card:** The teacher/dealer shows a flashcard to the group of players. The card will have instructions to find a colour name on a colour brick outline, e.g. red on orange
2. **Match the Instruction:** The players must quickly find the matching solution on the playing board, e.g. the word red on top of an orange brick outline.
3. **Place the Brick:** Once a player identifies which brick outline it is, 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 mats.

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.

How to Play FMF Col ST Mix S1 and S2:

1. **Flash the Card:** The teacher/dealer turns over a flashcard to the group of players. The card will have the name of a colour on it.
2. **Match the Name:** The players must quickly find the matching name/colour on the playing board.
3. **Place the Brick:** Once a player identifies the matching name/colour (which may appear quite different 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 mats.
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.
5. **Two of the same** – If there are two outlines and therefore two opportunities to cover the same / similar blocks on different mats the children can create their own rule.

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. **Build It First FMF Col ST 1 :** Teacher/dealer flashes a card and the player must first build the represented image, (e.g. red on green) then find the matching outline on the playing board
3. **Match the Build:** Teacher/dealer builds the representation on the card (e.g. red on yellow) and shows the build to the players; players must find the corresponding image on the playing board (e.g. the word *red* written on a yellow brick outline).