

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

FMF: S1 & S2 / A1 & A2

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

Materials needed

- A set of 34 & 20 flashcards with: *colours names on colour blocks*
- On the playing boards:
 - Mat Name** is for red cards
 - Mat Name** 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 recognition & reading of colour name, quick thinking, and fine motor skills, all while being engaging and fun

FMF COL ST

