

Find Words 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 sight words, three letter phonetic words as well as words using diagraphs and phonemes 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:

- 4 x FWF Words Mats and 1 x FWF Picture Mats, the mats have brick outlines that correspond to the different representations on the flashcards.
- 3 x decks of 54 FWF cards – each deck has 27 red cards and 27 blue cards with various representations.
- A set of 6 bricks per child.

Playing Boards / Mats:

- **FWF Words S1:** brick outlines represented either vertically or horizontally with words to match; various sizes and layouts.
- **FWF Words S2:** brick outlines represented horizontally with words to match; various sizes and layouts.
- **FWF Words A1:** angled brick outlines with words to match; more variations in sizes and layouts.
- **FWF Words A2:** angled brick outlines with words to match; more variations in sizes and layouts.
- **FWF Words S3:** ordered vertical and horizontal brick outlines with words for creating sentences; various sizes and layouts.
- **FWF Words S4:** ordered vertical and horizontal brick outlines with words for creating sentences; various sizes and layouts.
- **FWF Words A3:** angled brick outlines with words to create sentences; more variations in sizes and layouts.
- **FWF Words A4:** angled brick outlines with words to create sentences; more variations in sizes and layouts.
- **FWF Pictures S1:** ordered vertical and horizontal rows of brick outlines with words to match; more variations in sizes and layouts.
- **FWF Pictures S2:** ordered vertical and horizontal rows of brick outlines with words 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 sight words, three letter phonetic words, diagraphs and phonemes (depending on the game being played) on it.
2. **Match the Representation:** The players must quickly find the matching 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. FWF Words S1 and S2; FWF Words S3 and S4; FWF Words A1 and A2; FWF Words S3 and S4):** Combine two boards and all 54 cards of the corresponding deck of cards for more of a challenge.