

# Find Me Fast Mixed Intro

*This game challenges visual discrimination and memory, and encourages recognition of colours, dot number patterns, numerals, number names, shapes, colour names & shape names as well as quick thinking, and fine motor skills, all while being engaging and fun for young children.*

## Objective:

Players will match the representation on a flash card to the corresponding set of images on brick outlines on their playing board.

The goal is to be the first player to use up all their Six Bricks by correctly matching the flashed 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:

- 2 x FMF Mix Mats, the mats have brick outlines that correspond to the different representations on the flashcards.
- 1 x deck of 54 FMF Mix cards – 27 red cards and 27 blue cards with various representations corresponding to the mats (e.g. colours, number dots, shapes, numerals, number names, colour names & shape names).
- A set of 6 bricks per child.

## Playing Boards / Mats:

- **FMF Mixed Mat S1:** ordered rows of vertical and horizontal outlines filled with simple representations (colours, dots, numerals, shapes).
- **FMF Mixed Mat A1:** angled outlines filled representations, different orientations where some images are not confined to the outlines (colours, dots, numerals, shapes, number names).
- **FMF Mixed Mat S2:** straight rows of vertical and horizontal outlines, same orientations, but increases the difficulty by adding more representations (colours, dots, numerals, shapes, number names)
- **FMF Mixed Mat A2:** angled outline representations, increased in difficulty by adding more representations and changing orientation (colours, dots, numerals, shapes, number names)

## 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 card will have a mix of colours, dot patterns, shapes, numerals, number names, colour names or shape names on it.
2. **Match the Representation:** The players must quickly find the matching representation 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. FMF Mixed Mat S1 + S2; FMF Mixed Mat A1 + A2):** Combine two boards and all cards for more of a challenge.