SPEED COLORS FOR SCHOOLS

A game by Erwan Morin
Publisher: Red Cat Games

2 - 4 students
15 min

KEY SKILLS

Dexterity
Spatial visualization
Visual discrimination
Memorization

DEVELOP INTELLIGENCE

- interpersonal
- intrapersonal
- visual/spatial

METHODS

- recognizing colors
- using a scripting tool

OBJECTIVES

Students will be able to quickly color a black-and-white image by memory, with the **correctly placed colors according to the memorized model.**

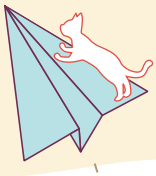
DESCRIPTION

In this game, players must correctly color the images by memorizing the colors on the back of the cards.

KIDS PARTICIPATION

- from 5 to 8 years: independent play, teacher assistance (if needed)
- from 8 to 10 years: independent play
- from 10 years: independent play

SKILLS



TRANSVERSAL COMPETENCES:

- Following instructions
- Communicating the information, its approach, its results and having a controlled argument with other students
- Memorizing and appropriating information
- Using information: reinvesting knowledge and know-hows
- Choosing the most favorable working hypothesis
- Assessing oneself, adjusting one's behavior

USE OF LANGUAGE:

- Orienting one's reading according to the communication situation:
  - Adopting reading speed conducive to information processing

MATHEMATICAL SKILLS

- Counting
- Situating oneself and locating objects
- Organizing processes according to criteria

ARTISTIC SKILLS

- Identifying and naming colors
- Coloring the pictures carefully, avoiding crossing the contourlines

DEBATES AND REASONING

- Constructing logical reasoning
- Reinforcing self-esteem

PLAYING THE GAME

1. Place the box lid in the center of the table, then place the markers in the box lid.

   Place the cards in the center of the table «black-and-white» side up.

2. The game is played simultaniously over **4 rounds.** There are 3 phases in each round:

   A. **Memorize the card**

   Each student takes a card black-and-white side up and places it in front of them. One of the students gives the signal to look at the cards' colored side. Then the students must memorize the colors and their locations as precisely as possible.

   B. **Color the card**

   As soon as a player is ready, they flip their card to the black-and-white side and start coloring **according what they have memorized.**

When coloring, students have to:

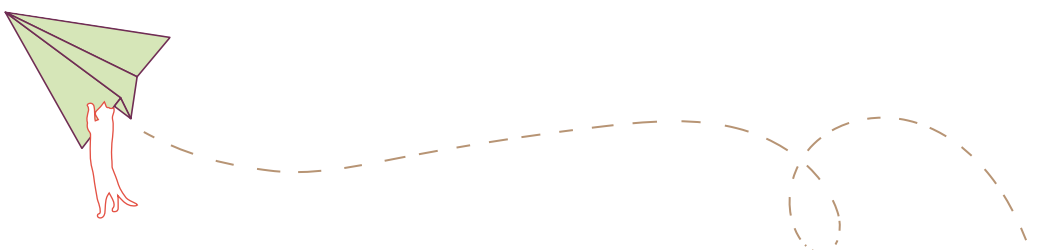
- Only take one marker at a time,
- Put the cap back on the marker before returning it,
- Return the used marker down before taking the next one,
- Use each marker only once per round
- Refrain from erasing the colors from the card before points are counted

   C. **Count the points (check the game rules for help)**

3. Then comes the next round.

   Before each new round, **players swap the caps of 2 random markers.** Before the last round, all the caps are therefore mixed up.

The winner is the student who has scored the most points.



DIFFERENT WAYS TO PLAY

A. For students who have difficulty managing the speed of the game: suggest everyone play at **their own pace** first. Then, use an hourglass which allows you to have the same time for everybody.

B. For students who have difficulty with memory tasks, try playing without swapping the caps of the markers during rounds 2, 3 and 4.

C. Offer the students to play in the "team" mode. All students are in charge of memorizing the card and one child colors the areas with the help of his teammates.

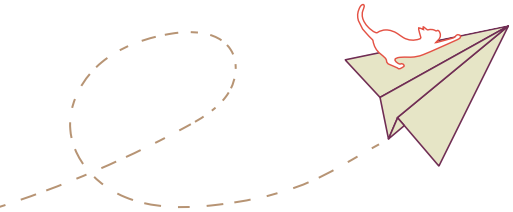
D. For advanced students, propose counting the points on the “flowers” side of the scoring cards following the expert mode rules. (This allows everyone to adapt the level of their skills in the game)

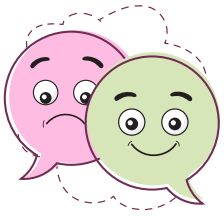
E. The game can be used as part of an art project: students create pictures to color based on a theme discussed in class.

F. The game can be used to memorize the names of colors and objects on the image cards when learning a foreign language.

ABOUT THE GAME

- Artistic: students learn the names of colors, as well as to respect the contour lines
- Native language: students practice reading the names of colors
- Foreign languages: students learn the names of colors and objects on the image cards.
- Executive functions assessment: student employ memory and control over impulsivity





EXPERIENCES IN THE CLASSROOM

When preparing your activity, make sure to consider potential barriers. We have found that students may have difficulties with:

- Understanding the rules of the point distribution
  - ➔ check with the game rules
- Memorizing the color of the markers when the caps are swapped and the markers are mixed.
  - ➔ propose to make a reminder
- Memorizing the colors on the original images and coloring the areas on the black-and-white side
  - ➔ as an adult, select the cards that seem easier to deal with (in advance)
- Flipping the card in the right direction to keep the orientation of the image the same
  - ➔ place the deck vertically, then take a card and turn it over to the right. When a student turns the card over, it will feel like turning a book page.

!! Make sure to consider the needs of colorblind students, if there are any in the class!!

RESOURCES

Game Rules

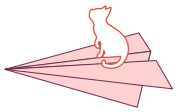
Watch the rules in 5 minutes

Discover the expansion -

Speed Colors
Booster pack №1

- 6 markers
- 12 cards

OBSERVATION CHART



Below is a list of skills that you can observe and/or assess with your students during the activity. Feel free to select the most relevant criteria in your practice, or to add new ones.

NAMES →							
Memorizes the locations of colors							
Plays fast							
Identifies and names the colors correctly							
Colors the areas accurately							
Memorizes the colors of the markers with mixed up caps							
Flips the cards over following the correct orientation							
Understands how to count the points							
Follows the rules							
Plays fairly							

SELF ASSESSMENT FORM

Name: _____

By playing this game...

Self-assessment criteria	
I am able to memorize the location of the colors.	
I am able to play fast.	
I am able to identify and name the colors.	
I am able to color the spaces accurately.	
I am able to memorize the colors of the markers with mixed up caps.	
I am able to count my points.	
I understand and follow the game rules.	
I am able play fairly.	

ADDITIONAL MATERIALS

Materials to be cut and laminated in order to help students learn the game rules and understand how to count points.

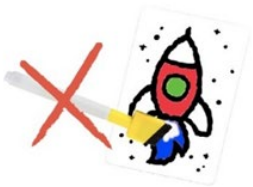
Coloring rules

Do not look at the colored side during the round

Use only one color per one space

Take only one marker at a time

Each color should be used only once per round

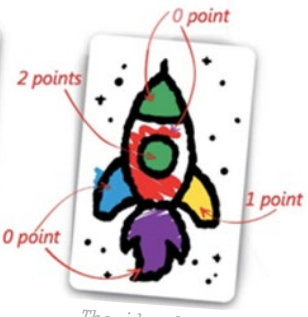


Do not erase a colored area before the end of the round

Put the marker back in the box before taking another one

Count the points

The original side



The side colored by players

2 points:
correct color,
acurate drawing

1 point:
incorrect color,
accurate drawing

0 points:
inaccurate drawing,
no color or a color used twice