

# Lesson 1: Tricks

## General

The kids are coming for the first time. They are excited about what will come their way. You should be cheerful, chatty and welcome each and every one of them in the first few minutes.

Learn names. Tip if many people come: Explain that there are so many that you need a small aide-memoire in the beginning. Feel free to hand out sticky notes that everyone can write their name on and stick on their sweater.

## Plan for the day

1. Set a light mood. Key concepts (ideally taught in an initial taster session so a reminder in lesson 1 or introduced today): Suits, North-South, East-West, partner, play, honours, small cards, longest suit, follow suit, tricks. Who leads to the next trick?
2. Today's topic: Rules for tricks, without trumps. [Video link](#) (2:36 min). NB! Check that the video is ready in advance. Check the sound beforehand.
3. Discuss today's topic (3 mins) What? Tricks and taking of tricks. Partnership. How? The highest card of the led suit wins. Advanced: Remembering what partner played. Engage students—let them respond and talk. Be open: Even weird answers can have a creative thought behind it.
4. Divide into tables of 4. The first time, you can either divide into groups based on their teacher's suggestion, or ask them to sit where they want. Observe how the process goes. Is anyone left out? Someone that the children argue about playing with?
5. Play the boards for the lesson. The dealer leads. The dealer has been given a sequence. Let them experience how it goes if they play a big/small one in the suit. The goal of the lesson is to explore and learn. Number the tables.
6. Results. Let North write the result (number of tricks NS and EW) on a piece of paper for board 1, East for board 2 etc (or provide a scoreslip like the example below). Add a table card with the table number on it, or write a small note with the table number and give it to them.
10. Timing. Everyone should be kept active until the finish. If someone doesn't make it through a whole game, let them take a little exercise. Extra board if anyone is finished early.
11. Wrap up and summarise the lesson.

## Tip of the day for assistants

Remember the joy of playing! The students must learn, but one thing at a time. Today, the theme is play without trumps, and the goal is for them to get involved and explore. Let everything go unnoticed: let them keep aces to the end, underlead sequences and not win tricks as the last player. Do not give advice on what is wise (unless you get specific questions that you can answer briefly and simply).

Be aware: avoid bridge terms that have not been reviewed (e.g. queen doubleton, onside, duck).

## Ending

Make sure you have a good summing up. Tell them you are looking forward to seeing them again next week. Then we will introduce a super suit that beats everything! Thank you for today.

## Various

This is what a scoreslip for the board can look like:

	Table 1		Table 2		Table 3		Table 4	
Board no	NS	EW	NS	EW	NS	EW	NS	EW
1								
2								
3								
...								

The above can also be written by you on the blackboard/whiteboard. You can ask each table how many tricks were made. This helps introduce a fun competitive element between the tables and pairs.