

Lesson 6: Setting up a suit

General

Be aware if someone does not come: Are they sick? Or was it too difficult last time? Note and follow-up with those who do not come.

Plan for the day

1. Set the mood: How do they think it was last time? Was it difficult with a dummy? Fun?
2. Repeat terms: Declarer. Card play. (Who?) Dummy. What can dummy do? What does the declarer say when dummy is put down?
3. Today's theme: Setting up a suit. [Video link](#) (3:12 mins). Press pause in the video at 0:47 as she counts the number of safe tricks and make sure that all understand that you have to see the dummy and the declarer's cards together when you count safe tricks. Using the demonstration deck, stop at 2:00 and show which cards are left (this is not so visible in the video)
4. Discuss today's topic (3 mins). What? Safe tricks. Setting up a suit = Knock out the opponent's high card. How? Playing one of their own (semi-)high cards. Why? Win tricks with lower cards later in the game, when they are the highest remaining in the suit. Engage students - let them respond and talk. Advanced: Save safe tricks (aces) until honours are played (why?).
5. Divide into tables of 4. Think about: How did it go last time? Will we try a different technique to split into groups this time? For example, giving children a number 1-3 (if there are 3 tables), then all the ones together at table 1, all the twos at table 2, etc.
6. Play the hands for Lesson 6. Number the tables. Let North write the result (number of tricks NS and EW) on the score slip on board 1, East on board 2 etc. See template on the table in lesson 1.
7. Beware: Everyone leaves their cards on the table until they agree on the number of tricks.
8. Extra tasks (if someone finishes early): eg. extra boards or FunBridge.
9. Wrap up and summarise the session. Remind them of the rules for tidying up. Everyone clears up their own chair/table?

Tip of the day for assistants

Confidence provides good conditions for learning. What do we do to make the kids feel confident during the game? Observe, and think through afterwards what went well/badly.

Ending

Make sure you have a good summing up. Thank you for today.