**2.1 COURSE PLAN – THE JUNIOR  
3.1 COURSE PLAN – THE INSTRUCTOR  
4.4 COURSE PLAN – THE SCHOOL**

Bridge is a card game with a long history. From its beginnings, the game has been under constant development, and this development is still under way. This makes bridge a source of new knowledge and challenges, and even a world champion is still a learner. One fascinating thing with bridge is that it provides a possibility of learning new things every day.

Bridge has many aspects, where the most prominent ones are problem solving, logical reasoning, and cooperation. These are abilities that are useful not only at the bridge table, but for a large number of situations we meet in society, as individuals, pairs, and groups. Solving a bridge problem demands the right angle of attack. Bridge will teach the students to ask the right questions to themselves, and to solve hard problems. This is a skill they will bring with them to their life outside school and bridge. Good questions lead to good answers. Learning to ask good questions enables the students not only to participate in decisions, but to be the driving forces in decision processes.

Aim

The studies in bridge will aim to develop knowledge and skills in bridge, and those should be applicable to problems and challenges in everyday life. The teaching should give the student’s insights in how to take decision-making problems from the bridge table to other areas of life.

The studies should help to develop the knowledge of formulating and solving problems, and reflecting over and evaluating chosen strategies, methods, models, and results. The practical evaluation of results happens very fast in bridge, and the students will immediately know whether a problem was successfully solved or not. The students should also be given the opportunity of looking at everyday problems, and to formulate these with the help of bridge logic and philosophy.

The courses should develop the student’s experience with basic concepts and methods in bridge, and their usefulness. The students will also develop knowledge in using digital technology to investigate problems, and to play bridge. The studies should develop the student’s abilities to argue by logic, and to maintain logical reasoning also when away from the bridge table.

The studies should give the students a possibility to reflect over the impact of bridge in different circumstances, and also the limitations of the game. Bridge as a game and activity should strengthen the students’ abilities in other subjects. The training in drawing logical conclusions, understanding of mathematics, memory training, and cooperating with others should give valuable tools for problem solving outside of bridge.

By studying of bridge, the students will develop their abilities to:

* Formulate and solve problems using logic and to evaluate the chosen strategies
* Use and analyze bridge concepts and their interconnections
* Make and follow reasoning based on bridge
* Use bridge expressions to talk about, argument, and explain questions and solutions

Central Contents, for All Years

The studies will show that we as pairs are stronger than single individuals. By helping partner, we develop and become stronger together. This in combination with logical problem solving, will make it easier for individuals to understand general questions and problems, especially where individuals, pairs, and groups must be taken into consideration. A central message is that I will become we, not only at the bridge table.

Central Contents

Year 1-3

Bridge knowledge

* Be able to play Minibridge
* Understand basic concepts such as deal, bidding, opening lead, declarer, dummy, defenders, and tricks.

Problem solving

* Understand strategies for winning as many tricks as possible both as declarer and defenders
* Develop bridge strategies that can be used in everyday life

Cooperation

* Play together, learn and develop together
* Train to use cooperation to strengthen results

Card Game Play

* Select opening leads in notrump and trump
* Manage card combinations and problems as declarer

Bidding

* Be able to bid according to the rules of Minibridge

Central Contents

Year 4-6

Bridge knowledge

* Be able to play and draw conclusions about Minibridge
* Know basic concepts such as deal, bidding, opening lead, declarer, dummy, defender, and tricks
* Understand bridge concepts like opener, responder, vulnerability, and bonus

Card Game Play

* Be able to analyze and select opening leads against trump and notrump
* Be able to analyze card combinations and problems as declarer and defenders, and to evaluate and compare different alternatives

Bidding

* Bidding according to the rules of Minibridge and be able to draw conclusions from the biding, that are useful in the play of the cards
* Understand that the bidding in Minibridge and bridge are different

Cooperation

* Play together and develop by communication and discussion
* To strengthen the understanding of bridge as a pair game, and to help and support partner

Problem solving

* Develop strategies to win as many tricks as possible, both as declarer and defenders
* Understand bridge strategies that can be applied to everyday life situations, where there is a mix of mathematical and human decisions

Central Contents

Year 7-9

Bridge knowledge

* Be able to play and draw conclusions about Minibridge
* Use basic concepts in bridge in a natural way, deal, bidding, opening lead, declarer, dummy, defenders, tricks, establishment, finesse, opener, responder, vulnerability and bonus

Card Play

* Selecting opening lead based on cards and bidding
* Manage difficult card combinations and problems, where declarer must weigh different alternatives against each other
* Use and reason about signals

Bidding

* Bidding according to the rules of Minibridge and be able to draw conclusions from the bidding, that are useful in the play of the cards
* Understand how that function of bids depend on other bids

Cooperation

* Play and develop together by communication and discussion
* Understand that bridge is a pair game, by using signals

Problem solving

* Know more advanced strategies to win as many tricks as possible, both as declarer and defenders
* Develop bridge strategies that can be applied to non-bridge situations. To see the connections between bridge and everyday problems, where deduction is part of the solution