



Introducing Bridge and the School Bridge League

How Bridge Can Benefit Students

School Bridge League Educational Curriculum

Meeting State Standards

The lessons found on the website and included in the "Bridge in a Box" are correlated to academic curriculum standards for all states and provinces. For the most part, the lessons address standards in Math, Language arts and Social Studies.

To access the standards for a specific state:

1. Visit our curriculum website at www.LearningToGive.org.
2. Select "Lesson Search" from the top menu on the Homepage.
3. Select "Keyword Search"
4. On the Keyword Search tab, select "All" for all grade spans, then select the letter span "A-B"
5. Scroll to "Bridge LEAGUE" in the alphabetical list and select a lesson.
6. Once you have called up the lesson, scroll to the bottom and look for "State Standards". Choose a state and click on "View Standards." All of the state academic standards that apply to that particular lesson and grade span will appear.

Meeting NCLB Requirements

The Bridge lesson have also been designed to meet the character education traits as outlined in the government mandated public school requirements of No Child Left Behind – Title V. These Character Education Traits are listed as: Caring, Civic Virtue and Citizenship, Justice and Fairness, Respect, Responsibility, Trustworthiness and Giving.

Innovative Teaching Strategies

School Bridge League curriculum is designed to use highly successful instructional strategies, including:

- 1) Co-operative Learning
- 2) Addressing Multiple Intelligences such as Visual/Spatial Intelligence, Interpersonal Intelligence, Bodily/Kinesthetic Intelligence, and Logical/Mathematical Intelligence
- 3) Service Learning

The Game of Bridge

Bridge is a game full of strategy and tactics. It's part science, part math, part logic, part reason. Bridge embodies cooperation, logic, problem-solving and has even been linked to higher test scores among children (see accompanying study for supporting documentation). Bridge is also a partnership game. Trust, communication and patience are the essential attributes of winning at bridge.

Mental and Social Skills

- Partnership
- Teamwork
- Communication
- Logic
- Inferential Reasoning
- Problem Solving
- Social Interaction

Mathematical Applications

- Numbers and Operations
- Data Analysis
- Probability
- Algebra
- Problem Solving
- Reasoning and Proof

MATHEMATICAL APPLICATIONS OF BRIDGE

Duplicate Bridge is a game of mathematics. The game is a vehicle for introducing concepts such as probability, percentages, data analysis, reasoning and proof, assessing value and applying this assessment to problem solving, and practicing inferential reasoning skills.

Numbers and Operations: Students incorporate multiple evaluation methods to assess the value of their hand as well as their partner's and how to weigh these values.

Data Analysis and Probability: Students confront situations in each hand (game) which require them to assess the probability of certain outcomes and make decisions accordingly.

Algebra: Players reason from the communication skills learned in the bidding (auction), the value of their hand (a), plus the value of their partner's hand (b), must equal a specific total (c). Therefore, decisions are then made to achieve their goals.

Problem Solving: Each hand (game) amounts to a set of problems that must be evaluated and re-evaluated in the span of a few minutes

Reasoning and Proof: Based upon communications skills learned during the teaching process, students reason that they can achieve a stated goal (contract), which they set out to prove. Flaws in the proof result in scoring adjustments

Communications: Students are taught the 'language' of bridge which they use to communicate the value of their cards, formulate a goal (contract) and set out to prove.