

# Minibridge in the Classroom

## Start-Up Summary

- Minibridge is a team card game that “levels the classroom playing field” providing a differentiated activity for the whole class
- Sessions are great fun and intensely practical. Most of the time is spent learning to play Minibridge while “discovering” its educational potential
- The ideal introductory session is split into morning and afternoon
- The morning introduces the rules of the game to staff and pupils
- The afternoon session allows for free practice to embed the rules, practise the maths and show staff how to use the downloadable materials and software

### Maths

- Patterns and sequences
- Probability and certainty
- Working with unknown numbers (basic algebra)
- Adding/subtracting, single & two figure numbers

### Thinking Skills

- Working memory
- Handle key data
- Problem solving
- Focus and concentration
- Apply strategic reasoning
- Deductive and inferential logic

### English Language and Communication

- Justify actions
- Ask relevant questions
- Challenge others appropriately
- Contribute effectively to group discussion
- Listen and respond appropriately to others
- Explain a problem or a solution to a problem

### Social and Emotional Aspects of Learning

- Negotiate
- Take turns
- Handle pressure
- Comply with rules
- Cope with competition
- Cooperate with a partner
- Respect others' boundaries
- Show patience and tolerance
- Cope with winning and losing
- Trust partner's decisions and actions
- Sit still and allow others time and space
- Resolve conflict with partner or opponents

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- A 12-Month Licence for multi-site use of the **Teacher's inter-active software programme** is included in the start-up cost
  - For further details or to book a Staff/Pupil Training Session in your school or cluster of schools please contact:

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