

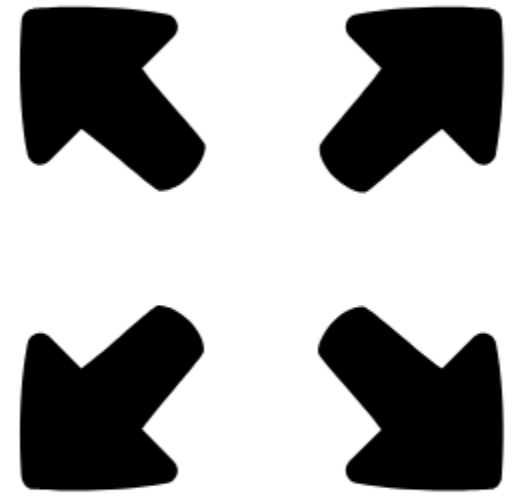
ACCESSIBLE



SUSTAINABLE



PRINTABLE



SCALABLE

LESSON KIT

**MAKE YOUR JOB A JOY BY TEACHING PEOPLE HOW TO
PLAY THIS COMPLEX GAME USING THIS LESSON KIT.**

**THE METHODOLOGY AND TOOLS USED IN THIS LESSON KIT
HAVE BEEN PROVEN TO REDUCE OVERWHELM AND
SHORTEN THE LEARNING CURVE FOR MOST STUDENTS.**



Your Name

MAH JONGG INSTRUCTOR

2222

4444 Dots

6666

88

Suit 1

Suit 3

666 Cracks

Suit 1

22 BARRIS

American Mah Jongg
MOCK C

YEAR

Catalog of Modeling

Block Modeling 5-1

Block Modeling 5-1

Block Modeling 5-1

Block Modeling 5-1

Block Modeling 5-1

Block Modeling 5-1

Block Modeling 5-1



Lesson Kit Instructions

Lesson Kit

g materials:

Purpose

This pouch is quite a bit bigger than the lesson kit contents intentionally to give you extra space for your own materials.

These instructions explain how to use the contents to teach mah jongg fundamentals and core strategies.

These lesson plans relate to the modeling strips and handouts.

These sleeves contain tools used in modeling exercises. They tools are numbered to coincide with lesson plan.

There are enough handouts to teach up to eight students. A link is provided below to the handouts.

Materials are included in each document.

Be brief. You should have acquired relevant background questions and you should have at least one question.

Use multiple sessions. Segment the plan to fit your schedule. If the game, we recommend covering the plan in multiple sessions. Following are some examples.

(Step 10-11): read Core Strategy and handouts. Illustrations are available on YouTube.

NEW BRAND

BASIC TRAINING SETUP

1. Place the lesson materials on a table nearby.
2. Place the player's racks on the table as normal. Play open handed using the tops of the racks for the lesson so the students can benefit from group instruction.

side up in the center of the table. Each suit should be placed in the corners of this layout.

numbered 1 through 9 (four of each)

Cracks

Dots

Bamboos (known as "Bams")

Characters (known as "Cracks")

Three Dragons (four of each)

Winds

White (known as "Soup"), Green, and Red

Flowers (eight total)

Winds

Winds

Winds

Winds

Winds

Winds

Winds

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Winds

Winds



Kit

and the rest of the text is intended for the student to write in their own words but follow the steps precisely.

Briefly share about your background (i.e., how you learned how to play, experience playing the game, why you teach)

Briefly share the history of the game:

Mahjong roughly translates to "chattering sparrow"; some say that the sound of the tiles clacking together when mixed sounds like these clever birds.

It's known as "the game of a hundred intelligences."

Origins of the game are debatable, but the earliest archeological evidence dates to the 1880's

The game gained popularity in the 1900's throughout Asia and was eventually brought to European countries in 1920.

In 1923, the game was brought to the US by Joseph Babcock who simplified the game and standardized the rules for Americans.

In 1937, the National Mah Jongg League was established with a completely new way to play. Explain the symbolism of the tiles.

Let's start by talking about the tiles: just like a deck of cards, there are four suits with four of each tile.

Three of the suits are numbered 1-9

The dots represent copper coins.

The bamboos, also called "bams", represent strings that tie 100 coins together.

The characters, also called "cracks", represent 100 strings of 100 coins or 10,000

same day. Use the buddy system as needed. Break out into separate tables for play with modeling exercises using the buddy system if

to introduce themselves then have them

you modify the lesson plan based on the student's ready for playing in a tournament, talk to them but do not do these as exercises. If you have hands-on exercises with these skill

members of the group as described in the lesson plan, pick by pick.

with coaching for:

begin with an open game focused on style.

then play an open game focused on

it then play an open game focused on

EGIN GAME before the Charleston.

King from the 2nd and 3rd wall. Read the 4th wall.

NEW BRAND
Basic Training Reference

NEW BRAND
Advanced Training Reference

NEW BRAND

This card is intended to be used for American Mah Jongg lessons.

Resale is prohibited.



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American Mah Jongg MOCK CARD

2222 4444 6666 88 (Any 2 suits)
22 44 666 888 DDDD (Any 3 suits)
FFFF 22 44 666 888 (Any 1 suit)
FF 22 44 6666 8888 (Any 3 suits)
FF 222 44 66 888 DD (Any 2 suits)
222 44 66 888 NEWS (Any 1 suit)

LIKE NUMBERS

FF 1111 1111 1111 (Any 3 suits, any like #s)
FF 1111 1111 NEWS (Any 2 suits, any like #s)

ADDITION

FFFF 2222 + 8888 = 10 or FFFF 2222 + 8888 = 10
FFFF 3333 + 7777 = 10 or FFFF 3333 + 7777 = 10
FFFF 6666 + 4444 = 10 or FFFF 6666 + 4444 = 10
FFFF 9999 + 1111 = 10 or FFFF 9999 + 1111 = 10

X 30
X 30
C 30

X 25
C 30

X 25
X 25
X 25
X 25

FF 11 22 33 4444 5555 (Any 3 suits)
11 22 33 4444 5555 (Any 1 suit, any 3 con #s)
1111 22 3333 NEWS (Any 1 suit, any 3 con #s)

13579
11 333 5555 777 99 (Any 1 Suit)
111 3333 333 5555 or 555 7777 777 9999 (Any 2 suits)
FF 1111 3333 5555 or FF 5555 7777 9999 (Any 1 suit)
111 333 555 777 99 (Any 3 suits)
FF 111 333 555 DDD or FF 555 777 999 DDD (Any 2 suits)
FFFF 11 33 55 DDDD or FFFF 55 77 99 DDDD (Any 1 suit)
1111 33 5555 NEWS or 5555 77 9999 NEWS (Any 1 suit)

X 25
X 25
X 25
X 25
X 25
X 30
C 30

NN EE WW SS 11 11 11 (Any 3 suits)
FF 22 44 66 88 DD DD (Any 3 suits)
FF 11 33 55 77 99 DD (Any 1 suit)
11 22 33 44 55 66 77 (Any one suit, any 7 con #s)
33 66 99 33 66 99 DD (Any 3 suits)
FF YYYY YYYY NEWS (Any 2 suits)

5
25
25
30
30
50
C 50
C 50
C 50
C 50
C 75





Block Modeling 5-1
 1144 Dots 6666 88

Block Modeling 5-1
 1144 Bams 7777 888 99

Block Modeling 5-1
 1144 Cracks 6666 9999

Block Modeling 5-1
 11 333 Dots 555 777 99

Block Modeling 5-2
 Suit 1 Bams 333
 Suit 2 Cracks 4444
 Suit 3 Dots 5555

Block Modeling 5-2
 Suit 1 Cracks 333
 Suit 2 Bams 4444
 Suit 3 Dots 8888

Block Modeling 5-2
 Suit 1 Dots 333
 Suit 2 Cracks 4444
 Suit 3 Bams 9999

Block Modeling 5-2
 Suit 1 Cracks 111 333
 Suit 2 Dots 555 777
 Suit 3 Bams 99

Block Modeling 5-3
 11 Bams 33 55 DDDD

Block Modeling 5-3
 11 Cracks 555 666 DDD

Block Modeling 5-3
 11 Cracks 6666 9999 DD

Block Modeling 5-3
 FF 1111 Dots 9999 DDDD

Block Modeling 5-1
 1144 Dots 6666 88

Block Modeling 5-1
 1144 Bams 7777 888 99

Block Modeling 5-1
 1144 Cracks 6666 9999

Block Modeling 5-1
 11 333 Dots 55 777 99

Block Modeling 5-3
 11 Bams 33 55 DDDD

Block Modeling 5-3
 11 Cracks 555 666 DDD

Block Modeling 5-3
 11 Cracks 6666 9999 DD

Block Modeling 5-3
 FF 1111 Dots 99

Block Modeling 5-2
 Suit 1 Bams 333 Suit 2 Cracks 4444 Suit 3 Dots 5555

Block Modeling 5-2
 Suit 1 Cracks 333 Suit 2 Bams 4444 Suit 3 Dots 8888

Block Modeling 5-2
 Suit 1 Dots 111 Suit 2 Cracks 4444 Suit 3 Bams 9999

Block Modeling 5-2
 Suit 1 Cracks 111 333 Suit 2 Dots 555 777 Suit 3 Bams 99

Block Modeling 5-4
 Suit 1 Bams 333 Suit 2 Cracks 888 Suit 3 Dots DDDD

Block Modeling 5-4
 Suit 1 Cracks 333 Suit 2 Cracks 4444 Suit 3 Bams DD

Block Modeling 5-4
 Suit 1 Cracks 333 Suit 2 Dots 444 Suit 3 Bams DD

Block Modeling 5-4
 Suit 1 Dots 77777 Suit 2 Bams 77777 Suit 3 Cracks DDDD

Block Modeling 5-1
Dots 6666 88

Block Modeling 5-1
Bams 7777 888 99

Block Modeling 5-1
Cracks 6666 9999

Block Modeling 5-1
Dots 777 99

Block Modeling 5-3
Bams 11 33 55 DDDD

Block Modeling 5-3
Cracks 555 666 DDD

Block Modeling 5-3
Cracks 6666 9999 DD

Block Modeling 5-3
Dots 1111 99

Block Modeling 5-5
Suit 1 Dots VYYY Suit 2 Bams YYYY NEWS

Block Modeling 5-5
Suit 1 Rams Suit 2 Dots nDDD NEWS

Block Modeling 5-2
Suit 1 Bams Suit 2 Cracks 4444 Suit 3 Dots 8888

Block Modeling 5-2
Suit 1 Cracks Suit 2 Bams Suit 3 Bams 9999

Block Modeling 5-2
Suit 1 Dots Suit 2 Cracks 6666 Suit 3 Bams 99

Block Modeling 5-2
Suit 1 Cracks 111 333 Suit 2 Dots 555 777

Block Modeling 5-4
Suit 1 Bams Suit 2 Cracks 888 Suit 3 Dots DDDD

Block Modeling 5-4
Suit 1 Dots Suit 2 Cracks 6666 Suit 3 Bams DD

Block Modeling 5-4
Suit 1 Cracks 333 444 Suit 2 Dots Suit 3 Bams DD

Block Modeling 5-4
Suit 1 Dots 77777 Suit 2 Bams 77777 Suit 3 Cracks DDDD

Block Modeling 5-5
Suit 1 Dots YYYY Suit 2 Bams GG WWWW

Block Modeling 5-5
Suit 1 Cracks YYYY Suit 2 Dots RR SSSS

Category Modeling
YEAR

Category Modeling
2 4 6 8

Category Modeling
LIKE NUMBERS

Category Modeling
MATI

Category Modeling
QUINTS

Category Modeling
CONSECUTIVE RUN

Category Modeling
1 3 5 7 9

Category Modeling
WINDS - DRAGONS

Category Modeling
3 6 9

Category Modeling
SINGLES AND PAIRS

NEW BRAND

ic Training

- 1 Background
- 2 History
- 3 Tile Symbolization
- 4 Block Modeling
- 5 Suit Modeling
 - 5-1 One Suit
 - 5-2 Mixed Suits
 - 5-3 One Suit with Corresponding Dragons
 - 5-4 Mixed Suits with Opposite Dragons
 - 5-5 NEWS, Year, Singles, and Pairs
- 6 Player Reference
- 7 Category Modeling
- 8 Random Modeling
- 9 Charleston
- 10 Setup
- 11 Play with coaching
- 12 Core Strategy
- 13 Variations

NEW BRAND

ic Training

- 1 Background
- 2 History
- 3 Tile Symbolization
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- 10 Setup
- 11 Play with coaching
- 12 Core Strategy
- 13 Variations

NEW BRAND

iced Training

- 1 Introduction/Survey
 - 1-1 How long have you been playing?
 - 1-2 What is your biggest pain-point?
- 2 Skill Builders
 - 2-1 Charleston Modeling
 - 2-2 Charleston Chain Reaction
 - 2-3 Charleston Sprints
 - 2-4 Charleston Force
- 3 Strategy
 - 3-1 Style
 - 3-2 Tile Efficiency
 - 3-3 Core Strategy
- 4 Play with Coaching

NEW BRAND

ic Training

- 1 Background
- 2 History
- 3 Tile Symbolization
- 4 Block Modeling
- 5 Suit Modeling
 - 5-1 One Suit
 - 5-2 Mixed Suits
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- 13 Variations



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NEW BRAND

The dialog to students is in **red** and the rest of the text is intended for the instructor. You are welcome to use your own words but follow the steps precisely.

Lesson, steps 1-5

- 1 Background

Briefly share about your background (i.e., how you learned how to play, experience playing the game, why you teach)
- 2 History

Briefly share the history of the game:

 - › Mahjong roughly translates to "chattering sparrow"; some say that the sound of the tiles clacking together when mixed sounds like these clever birds.
 - › It's known as "the game of a hundred intelligences."
 - › Origins of the game are debatable, but the earliest archeological evidence dates to the 1880's
 - › The game gained popularity in the 1900's throughout Asia and was eventually brought to European countries in 1920.
 - › In 1923, the game was brought to the US by Joseph Babcock who simplified the game and standardized the rules for Americans.
 - › In 1937, the National Mah Jongg League was established with a completely new way to play.

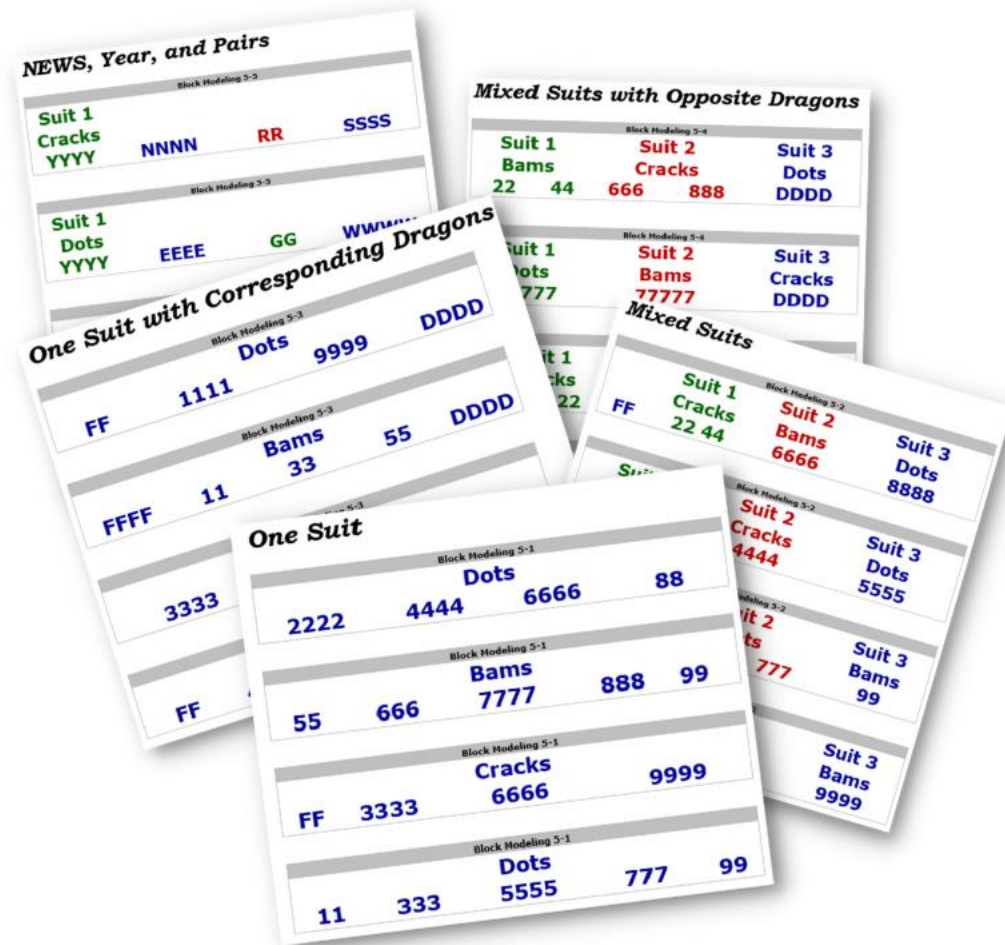
Explain the symbolism of the tiles.

 - › Let's start by talking about the tiles: just like a deck of cards, there are four suits with four of each tile.
 - › Three of the suits are numbered 1-9
 - › The dots represent copper coins.
 - › The bamboos, also called "bams", represent strings that tie 100 coins together.
 - › The characters, also called "cracks", represent 100 strings of 100 coins or 10,000
- 3 Tile Symbolism

NEW BRAND

ic Training

- 1 Background
- 2 History
- 3 Tile Symbolization
- 4 Block Modeling
- 5 Suit Modeling
 - 5-1 One Suit
 - 5-2 Mixed Suits
 - 5-3 One Suit with Corresponding Dragons
 - 5-4 Mixed Suits with Opposite Dragons
 - 5-5 NEWS, Year, Singles, and Pairs
- 6 Player Reference
- 7 Category Modeling
- 8 Random Modeling
- 9 Charleston
- 10 Setup
- 11 Play with coaching
- 12 Core Strategy
- 13 Variations



LESSON KIT

NEW BRAND

Lesson Kit Instructions

NEWS, Year, and Pairs

Suit 1
Cracks
YYYY NNNN

Suit 1
Dots
YYYY EFFF

Mixed Suits with Opposite Dragons

Suit 1
Bams
22 44

Suit 2
Cracks
66 88

Suit 3
Dots
DDDD

One Suit with Corresponding Dragons

Suit 1
Dots
1111 FF

One Suit

Suit 1
Dots
2222 4444 6666 88

Suit 1
Bams
55 666 7777 888 99

Suit 1
Cracks
3333 6666 9999

Suit 1
Dots
11 333 5555 777 99

Category Modeling
YEAR

Category Modeling
2 4 6 8

Category Modeling
LIKE NUMBERS

Category Modeling
MATH PLAY

Category Modeling
QUINTS

NEW BRAND

- History
- Tile Symbolization
- Block Modeling
- Suit Modeling
- 5-1 One Suit
- 5-2 Mixed Suits
- 5-3 One Suit with Corresponding Dragons
- 5-4 Mixed Suits with Opposite Dragons
- 5-5 NEWS, Year, Singles, and Pairs
- Player Reference
- Category Modeling
- Random Modeling
- Charleston
- Setup
- Play with coaching
- Core Strategy
- Variations

NEW BRAND

Advanced Training Reference

NEW BRAND

Basic Training Reference

NEW BRAND

American Mah Jongg
MOCK CARD



LESSON KIT

NEW BRAND
Lesson Kit Instructions

NEW BRAND
Advanced Training Reference

LIGHTEN YOUR
WORKLOAD
&
DELIGHT YOUR
STUDENTS

NEW BRAND
Basic Training Reference

NEW BRAND
American Mah Jongg
MOCK CARD

NEWS, Year, and Pairs
Block Modeling 5-1
Suit 1 Cracks YYY NNNN
Suit 1 Bams. 22 4

One Suit with Corresponding
Block Modeling 5-3
Dots 9999
1111

One Suit
Block Modeling 5-1
Dots 2222 4444 6666 88
Block Modeling 5-1
Bams 55 666 7777 888 99
Block Modeling 5-1
Cracks 3333 6666 9999
Block Modeling 5-1
Dots 11 333 5555 777 99

NEW BRAND
History
1 The Symbolization
2 Block Modeling
3 Suit Modeling
4 5-1 One Suit
5 5-2 Mixed Suits
6 5-3 One Suit with Corresponding Dragons
7 5-4 Mixed Suits with Opposite Dragons
8 5-5 NEWS, Year, Singles, and Pairs
9 Player Reference
10 Category Modeling
11 Random Modeling
12 Charleston
13 Setup
14 Play with coaching
15 Core Strategy
16 Variations

NEW BRAND
1-1 How long have you been playing?
2-2 What is your biggest pain-point?
3 Builders
4 Charleston Modeling
5 Charleston Chain Reaction
6 Charleston Sprints
7 Charleston Force
8 Efficiency
9 Strategy
10 Training



LESSON KIT

NEW BRAND
Advanced Training Reference

NEW BRAND
Lesson Kit Instructions

LIGHTEN YOUR
WORKLOAD
&
DELIGHT YOUR
STUDENTS

INCLUDES
ACCESS TO
DIGITAL
CONTENTS

NEW BRAND
Basic Training Reference

NEW BRAND
American Mah Jongg
MOCK CARD

NEWS, Year, and Pairs

Suit 1 Cracks YYYY	NNNN	Suit 1 Bams. 22	4
Suit 1 Dots YYYY	EEEE		

One Suit with Corresponding

Block Modeling 5-3	Dots	9999	
FF	1111		

One Suit

Block Modeling 5-1	Dots	88	
2222	4444	6666	
Block Modeling 5-1	Bams	888	99
55	666	7777	
Block Modeling 5-1	Cracks	9999	
3333	6666		
Block Modeling 5-1	Dots	777	99
11	333	5555	

NEW BRAND Training

History

- 1 The Symbolization
- 2 Block Modeling
- 3 Suit Modeling
- 4 5-1 One Suit
- 5 5-2 Mixed Suits
- 5-3 One Suit with Corresponding Dragons
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BONUS #1 \$100 Value
1-hour coaching session that will
get you started on the right foot

BONUS #1 \$100 Value

**1-hour coaching session that will
get you started on the right foot**

BONUS #2 \$299 value

**Access to 3 hours of video lessons
demonstrating how to use
the methodologies and tools
that reduce students' overwhelm
and shorten their learning curve**

BONUS #1 \$100 Value

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BONUS #2 \$299 value

**Access to 3 hours of video lessons
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BONUS #3 priceless

**Access to reproducibles
that will make your offering
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\$399

TOTAL VALUE



YOU PAY

\$127

Michele Frizzell

