



Class Title: Orange/ Red Chess (Ages 11-16)

Teacher Name: Priscila Dolack

Class Day: Friday

Class Size: 14

Class Supply Fee: \$20

Class Fee: \$96

Ages or color group served: Orange/ Red Ages 11-16

What level is this class: Level 2

Prerequisites: Basic knowledge of chess rules and tactics.

Graduation Requirements: NA

Homework Requirements: NA

Class Description:

Welcome to Chess Club, where strategy, critical thinking, and fun come together! This club is designed for both beginners and experienced players who want to improve their chess skills in a relaxed and enjoyable environment. Whether you're just learning the basics of how the pieces move or you're looking to sharpen your tactics and strategies, Chess Club provides a supportive space for everyone to learn from each other.

Throughout the club, we will explore the fundamentals of chess, including piece movement, special moves like castling and en passant, and the importance of controlling the center.

The best part? This club is all about having fun, not competition! Each week, students will play friendly games, share ideas, and learn from each other's experiences, all while enjoying the game in a non-competitive environment.

By the end of the club, students will have a stronger grasp of chess, improved critical thinking and decision-making skills, and a deeper appreciation for learning from their peers in a supportive, fun setting!



Week 1:

Review of Basic Moves and Setup

Objective: Refresh on the basic rules of chess, piece movement, and initial setup.

Key Concepts: Proper piece setup, basic movement for pawns, rooks, knights, bishops, queens, and kings.

Review the movement and placement of pieces in an actual game scenario. Discuss basic opening principles (control the center, develop pieces, and safeguard the king).

Week 2:

Castling

Objective: Learn the castling move for both the king and rook.

Key Concepts: Castling is a special move where the king moves two squares towards a rook, and the rook jumps over the king to the other side.

Conditions for Castling: The king and rook must not have moved previously, and the squares between them must be clear.

Practice castling both kingside and queenside in various game scenarios.

Week 3:

En Passant

Objective: Learn the special pawn capture move, en passant.

Key Concepts: When a pawn advances two squares from its starting position and lands beside an opponent's pawn, the opponent may capture the pawn as if it only moved one square.

Practice en passant captures in a controlled game setting with students playing as both white and black pieces.

Week 4:

Pawn Promotion

Objective: Understand how pawns can be promoted to other pieces.

Key Concepts: Pawns reaching the opponent's back rank (the 8th rank for white, the 1st rank for black) can be promoted to a queen, rook, bishop, or knight.



Practice pawn promotion by setting up various pawn scenarios where students can choose their promoted piece and discuss the strategic implications.

Week 5:

Check and Checkmate

Objective: Reinforce the concepts of check and checkmate.

Key Concepts: A king is in check when it is under direct threat of capture. Checkmate happens when the king is in check, and there are no legal moves to escape.

Set up check and checkmate puzzles for students to solve. Discuss common checkmate patterns, including back rank mate and basic checkmate with a king and queen.

Week 6:

Stalemate and Draws

Objective: Learn how stalemate and draws occur in chess.

Key Concepts: Stalemate happens when a player has no legal moves, but their king is not in check. Draws can also occur due to insufficient material or threefold repetition.

Practice creating stalemate positions, and review draw conditions by setting up scenarios for students to analyze.

Week 7:

The Power of the Queen

Objective: Deep dive into the queen's movement and its strategic value.

Key Concepts: The queen can move horizontally, vertically, or diagonally for any number of squares, making it the most powerful piece on the board.

Practice queen movement through tactical puzzles. Discuss how to use the queen effectively in both attack and defense.

Week 8:

The Knight's Unusual Movement

Objective: Master the knight's unique movement and its strategic application.

Key Concepts: The knight moves in an L-shape and can jump over other pieces. Learn the knight's value in controlling squares and forks.



Solve knight's path puzzles and practice utilizing the knight in combination with other pieces to create forks and double attacks.

Week 9:

Advanced Tactics – Pins, Skewers, and Forks

Objective: Learn advanced tactical motifs like pins, skewers, and forks.

Key Concepts: A pin occurs when a piece is unable to move without exposing a more valuable piece to attack. A skewer is when a more valuable piece is attacked and forced to move, exposing a weaker piece. A fork involves attacking two pieces simultaneously.

Work through tactical exercises where students will identify and practice executing pins, skewers, and forks in real game scenarios.

Week 10:

The Rook's Power in the Endgame

Objective: Learn how to utilize the rook in the endgame.

Key Concepts: Rooks are powerful in the endgame, especially in controlling open files and cutting off the opposing king's mobility.

Practice endgame scenarios using rooks, focusing on how to checkmate with a king and rook vs. a lone king, as well as how to convert an advantage into victory.

Week 11:

The Bishop Pair

Objective: Understand the strategic value of having both bishops.

Key Concepts: The bishop pair (two bishops) can cover both color complexes (light and dark squares) and create powerful attacks when used correctly.

Set up middle-game scenarios where students must use the bishop pair to control key squares and attack the opposing position.

Week 12:

Review and Mini Tournament

Objective: Review all moves and concepts learned, and apply them in a mini-tournament.

Key Concepts: All pieces' movements, castling, en passant, pawn promotion, tactical motifs, and endgame strategies.



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Activity: Play a friendly mini-tournament where students use everything they've learned over the past 12 weeks. Emphasize fun, learning, and applying strategies rather than competition.