

## Chess: Intelligence and Logic Course. Module 1

**Learning goals** are to master the basic rules of the chess game, to develop logical thinking, creativity, concentration and analytical skills.

### Course Syllabus:

#### Day one

##### Introduction to the chessboard

- Chess board coordinates.
- Horizontals, verticals, and diagonals.
- Introduction to names of fields, flanks.

**Learning outcome:** learned how to navigate the chessboard.

**Practical task:** find a field on the board by its name (a1, d3, f7, etc.).

#### Day two

##### Chess pieces and their functions

- How do the chess pieces move?
- Functions and main tasks of chess pieces.
- Piece value, explanation of the terms: "win exchange", "two-bishop advantage".
- Capturing chess piece, castling.

**Learning outcome:** learned how to arrange the chess pieces, studied the movements of the pieces on the board.

**Practical task:** set up the board and complete the task - move the piece from its initial position to a certain field.

#### Day three

##### Checkmate. Check. Stalemate

- Getting to know checkmate, check, and stalemate.
- Practice of the game: checkmate with a rook, checkmate with a queen.

**Learning outcome:** learned how to checkmate with different pieces.

**Practical task:** independently checkmate with rooks and queen.

#### Day four

##### Three main phases of chess game

- The basics of chess openings.
- Middlegame and endgame in chess game structure.
- Practice different openings.

**Learning outcome:** learned to play openings according to the rules.

**Practical task:** play the complete game.

## Chess: Intelligence and Logic Course. Module 2

**Learning goals** are to master the basic rules of the chess game, to develop logical thinking, creativity, concentration and analytical skills.

### Course Syllabus:

#### Day one

##### One-, two-, three-move checkmates

- Fool's Mate (two-move-checkmate).
- Scholar's Mate (four-move-checkmate).
- Analysis of the checkmate possibilities.
- Solving checkmate puzzles.

**Learning outcome:** developed better perception of the chessboard.

**Practical task:** solve checkmate problems in several moves.

#### Day two

##### Spanish Opening (Ruy López Opening)

- Introduction to Spanish game.
- Rare variants of its development.
- Analysis of the main tactical and strategic ideas for Black.
- Analysis of the main tactical and strategic ideas for White.

**Learning outcome:** learned the first opening and the main variants of this opening.

**Practical task:** play a game in Spanish opening.

#### Day three

##### Learning chess traps

- Exploring well-known traps in various openings.
- Techniques for reinforcing your position against potential traps.
- Avoiding and exploiting traps.

**Learning outcome:** learned how to create traps for the opponent and defend your pieces.

**Practical task:** analyze several puzzles to develop tactical skills.

#### Day four

##### Italian Opening

- The main ideas of the Italian game.
- Typical errors.
- Analysis of the main tactical and strategic ideas for Black and White.

**Learning outcome:** learned a new opening and the main variants of this opening.

**Practical task:** play a game in the Italian opening.

## Chess: Intelligence and Logic Course. Module 3

**Learning goals** are to master the basic rules of the chess game, to develop logical thinking, creativity, concentration and analytical skills.

### Course Syllabus:

#### Day one

##### Chess combinations

- Combinations types.
- The best positions of pieces on the board.
- Create passed pawns.

**Learning outcome:** learned how to build a strategy for the game.

**Practical task:** solve several puzzles for the best activation of pieces in the middlegame and endgame.

#### Day two

##### Caro-Kann Defense

- Introduction to the opening of Caro-Kann.
- Basic tactical and strategic ideas for Black and White.

**Learning outcome:** learned a new opening and the main variants of this opening.

**Practical task:** play a game in Caro-Kann opening.

#### Day three

##### Basic principles of playing the endgame

- The principle of the king in the center.
- Features of pawn structures in endgames;
- Passed pawns options.

**Learning outcome:** learned the basic principles of playing the endgame.

**Practical task:** play several endgame options.

#### Day four

##### King's Indian Defense

- Introduction to the King's Indian defense.
- Basic tactical and strategic ideas for Black and White.

**Learning outcome:** learned a new opening and the main variants of this opening.

**Practical task:** play a game in the King's Indian opening.

## Chess: Intelligence and Logic Course. Module 4

**Learning goals** are to master the basic rules of the chess game, to develop logical thinking, creativity, concentration and analytical skills.

### Course Syllabus:

#### Day one

##### King Hunt

- Ways to attack the king.
- Attack tactics.
- Combinations and techniques with piece sacrifices.

**Learning outcome:** learned how to hunt and attack the opponent's king.

**Practical task:** solve puzzles with piece sacrifices.

#### Day two

##### Sicilian Defense

- Introduction to the opening of Sicilian Defense.
- Basic tactical and strategic ideas for Black and White.

**Learning outcome:** learned a new opening and the main variants of this opening.

**Practical task:** play a game in Sicilian Defense opening.

#### Day three

##### Pieces locations in different positions

- Features of the location of bishops, knights and rooks in various positions.
- Options for moving pieces to strongly positions, where they control a larger number of fields.

**Learning outcome:** learned to see our own and opponent's moves on the board.

**Practical task:** solving tactical tasks to improve the positions of pieces.

#### Day four

##### Queen's Gambit

- Introduction to Queen's Gambit.
- Basic tactical and strategic ideas for Black and White.

**Learning outcome:** learned a new opening and the main variants of this opening.

**Practical task:** play a game in Queen's Gambit opening.

## Chess: Intelligence and Logic Course. Module 5

**Learning goals** are to master the basic rules of the chess game, to develop logical thinking, creativity, concentration and analytical skills.

### Course Syllabus:

#### Day one

#### The main tactical moves of the opponent

- The main tactical moves of the opponent.
- Winning a piece on a bundle.
- Discovered checks, fork: one piece attacking multiple opponent pieces.

**Learning outcome:** learned how to do prophylaxis by preventing the opponent's threats.

**Practical task:** solve puzzles for prophylaxis.

#### Day two

#### King's Gambit

- Introduction to King's Gambit.
- Basic tactical and strategic ideas for Black and White.

**Learning outcome:** learned a new opening and the main variants of this opening.

**Practical task:** play a game in King's Gambit opening.

#### Day three

#### Correct and incorrect exchange

- Study of correct and incorrect exchange sacrifice;
- Goals of exchanges.
- Types of sacrifices in chess.

**Learning outcome:** we learned how to evaluate exchanges, to exchange our "bad" figures to opponent's "good" ones.

**Practical task:** solve exercises on beneficial exchanges.

#### Day four

#### Catalan Opening

- Introduction to Catalan Opening.
- Basic tactical and strategic ideas for Black and White.

**Learning outcome:** learned a new opening and the main variants of this opening.

**Practical task:** play a game in Catalan Opening.

## Chess: Intelligence and Logic Course. Module 6

**Learning goals** are to master the basic rules of the chess game, to develop logical thinking, creativity, concentration and analytical skills.

### Course Syllabus:

#### Day one

##### Training games

- Working out various opening positions that you have already learned.

**Learning outcome:** learned how to choose a suitable opening for the opponent's opening.

**Practical task:** play several blitz games and analyze the advantages and disadvantages of existing positions.

#### Day two

##### French Defense

- Introduction to French Defense.
- The main options for French Defense.
- Traps and common mistakes.
- Basic tactical and strategic ideas for Black and White.

**Learning outcome:** learned a new opening and the main variants of this opening.

**Practical task:** play a game in French Defense opening.

#### Day three

##### Isolated pawns

- The importance of isolated pawns.
- Attacking the opponent's pawn.
- Turn your pawn into a queen.
- Stopping the opponent's pawn.

**Learning outcome:** learned how to defend our isolated pawns and attack the opponent's pawns, make your pawns promotion and stop the opponent's pawns.

**Practical task:** play several endgames.

#### Day four

##### Hedgehog Defense

- Introduction to Hedgehog defense.
- Basic tactical and strategic ideas for Black and White.

**Learning outcome:** learned a new opening and the main variants of this opening.

**Practical task:** play a game in Hedgehog defense in the English opening .

## Chess: Intelligence and Logic Course. Module 7

**Learning goals** are to master the basic rules of the chess game, to develop logical thinking, creativity, concentration and analytical skills.

### Course Syllabus:

#### Day one

##### Blitz chess (Speed chess)

- Introduction to the blitz game mode.
- Features of the game strategy in blitz chess.
- Analysis of short games.

**Learning outcome:** learned to think and make decisions faster.

**Practical task:** blitz chess mini-tournament.

#### Day two

##### Two Knights Defense

- Introduction to Two Knights Defense.
- Knights promotion.
- Basic tactical and strategic ideas for Black and White.

**Learning outcome:** learned a new opening and the main variants of this opening.

**Practical task:** play a game in Two Knights opening.

#### Day three

##### Weaknesses in various positions

- Analysis of various positions for weak defence.
- Attack and defense.
- Learning combinations to create weaknesses of the opponent.

**Learning outcome:** learned how to find the opponent's weaknesses and attack them.

**Practical task:** solve puzzles for attacking weaknesses.

#### Day four

##### Scotch Game

- Introduction to the Scotch Game.
- Development options for the game.
- Basic tactical and strategic ideas for Black and White.

**Learning outcome:** learned a new opening and the main variants of this opening.

**Practical task:** play a game in the Scotch Game opening.

## Chess: Intelligence and Logic Course. Module 8

**Learning goals** are to master the basic rules of the chess game, to develop logical thinking, creativity, concentration and analytical skills.

### Course Syllabus:

#### Day one

##### Draw In Chess

- saving you from a lost position.
  - Game strategies: the ability to reduce the game to a draw with the worst position;
  - Analysis of games with a draw.
- Lesson results: we learned how to draw a game.  
Practical task: analyze several batches.

**Learning outcome:** learned to think and make decisions faster.

**Practical task:** blitz chess mini-tournament.

#### Day two

##### Scandinavian Defense (Center-Counter Defense)

- Introduction to Scandinavian Defense.
- Black and White goals in Scandinavian Defense.
- Basic tactical and strategic ideas for Black and White.

**Learning outcome:** learned a new opening and the main variants of this opening.

**Practical task:** play a game in Scandinavian Defense opening.

#### Day three

##### Nimzowitsch Defense

- Introduction to Nimzowitsch Defense.
- The main options for Nimzowitsch Defense.
- Basic tactical and strategic ideas for Black and White.

**Learning outcome:** learned a new opening and the main variants of this opening.

**Practical task:** play a game in Nimzowitsch Defense opening.

#### Day four

##### Final lesson

- A chess tournament.
- Analyzing the games on the computer for the number of blunders, inaccuracies, best and good moves, the total percentage of accuracy, in the opening, middlegame and endgame;
- Summing up the course results.

**Learning outcome:** summary of the completed material.

**Practical task:** students chess tournament.