



CHESS

COURSE PROGRAM

FOR PRE-K TO GRADE 3

UNIT 1 - GAME BASICS

Chapter 1. Introduction

1 Lesson
Game description. History of the Game. Chess etiquette.

2 Lesson
Pieces and their symbols. Part 1

3 Lesson
Pieces and their symbols. Part 2

4 Lesson
Chessboard

5 Lesson
Initial positions on the board. Moves order

6 Lesson
Notation: Names of Squares

Chapter 2. Pieces - How They Move and Capture

1 Lesson
Rook



2 Lesson
Bishop

3 Lesson
Queen

4 Lesson
Knight

5 Lesson
Pawn

6 Lesson
King



7 Lesson
Power and Value of Pieces

8 Lesson
Notation of Moves and Captures: Expanded Algebraic Notation

9 Lesson
Special Moves: promotion

10 Lesson
Special Moves: en passant

11 Lesson
Special Moves: castling

12 Lesson
Notation of Moves and Captures: Abbreviated Algebraic Notation

Chapter 3. Purpose of the Game

1 Lesson
What Is Check?



2 Lesson
Attacking the king: direct check

3 Lesson
How to get out of check (CPR, or Capture, Protect, Run Away)

4 Lesson
What Is Checkmate?

5 Lesson
Check vs Checkmate Practice. Is this position check or checkmate?

6 Lesson
Stalemate

7 Lesson
Must know checkmating patterns 1: King, Rook, Rook vs King

8 Lesson
Must know checkmating patterns 2: King, Queen vs King

9 Lesson
Practicing checkmates

UNIT 2 - STRATEGIES

Chapter 4. Basic Tactics

1 Lesson
Double Attack, or Fork

2 Lesson
Attacking the king: Double Check

3 Lesson
Pin

4 Lesson
Skewer

5 Lesson
Discovery

6 Lesson
Attacking the king: discovered check

7 Lesson
Basic calculation, finding mates in 2

Chapter 5. Putting it All Together

1 Lesson
Opening Principles, or How to Begin a Game

2 Lesson
Scholar's Mate, or The Four Move Mate

3 Lesson
Basic Strategy: Trading Down When Ahead

4 Lesson
Game Analysis: The Opera House Game

