



国际象棋班

Chess

DESCRIPTION

This course is designed to teach chess to children who have no knowledge of the game, or who know the basics of how to play chess.

Students will learn pawn and piece movements as well as the fundamentals of the beginning, the middle and the end game. Principles of tactics and strategy will be taught to prepare students for more rigorous competition.

Students will always touch and use equipment. Part of the class will be board demonstrations and part practical interaction.

RESPONSIBILITY

Students must show respect to the instructors by paying attention and doing all assigned tasks.

IN CLASS USE

Tournament size chess boards and pieces for each student, chess notation sheets, chess video tapes, chess learning computer programs, worksheets.

Topics

- The story of chess
- Get ready to play (set up board & pieces)
- The King. The straight away Rook, the Pawn--forward march, rewarding brave Pawns, Rook and Pawn game
- The Bishop. Advisor to the King & Queen, the Bishop and Pawn game, the Queen--fierce and bold, The Queen and Pawn game,
- The Knight. Ready to jump into battle, check, checkmate, stalemate, draw

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- How to read and write chess
- Exchange value of pieces, drawn or tied games
- Pins, forks, discovered checks, double checks, skewers
- Checkmating the lone king: Checkmating with King & Queen, checkmating with King & two Rooks
- The endgame, tactics, position, some openings for children
- Chess tournament rules: How to use a clock, proper chess etiquette, practice tournament with full USCF rules
- Value of pieces, castling, en passant, exchange value of pieces (Bishop for Knight Trade, the exchange, values change with position), drawn or tied games, fool's mate, scholar's mate, how to use a chess clock
- Play and record game for analysis; go over notation with opponent & discuss better moves, mistakes, thoughts etc.
- The 30 helpful rules of playing chess: Opening principles, middlegame principles, endgame principles: tactics & strategies
- Checkmating the lone king: checkmating with King & Queen, checkmating with King & two Rooks, checkmating with King and one Rook
- Development: open lines, weak squares, trapped pieces
- Pawn power in chess, controlling squares & diagonals