

Princeton Charter School

11 Chess Curriculum

Chess instruction is part of the Princeton Charter School academic program. Instruction in chess:

- gives students access to a strategic thinking game that they may play throughout their lives;
- has a proven ability to improve reasoning skills and academic performance;
- provides opportunities for students to participate in healthy competition as an alternative or addition to athletics;
- provides a challenging, interactive game that crosses age and gender lines.

Multiple empirical studies have shown that after a course of chess instruction, students show significant improvement in their academic achievement in all academic areas including mathematics, science, reading, writing, critical thinking, and social skills.

Classroom instruction is designed to give students a comprehensive introduction to the game and the opportunity to improve both their understanding and their playing ability.

Lessons are composed from examples and from the demonstration of complete games played by famous players, other students in class, or players in scholastic tournaments. Students are given time in class to play with their peers with the instructor observing and giving instruction as appropriate.

Course Content

Grade One Topics:

- Identification of chess pieces
- Beginning chess strategies
- Beginning chess notation
- Beginning common tactical motifs
- Beginning chess game openings

Grade One Outcomes: By the end of grade one, students will be able to:

- Demonstrate and describe how all the pieces move including castling
- Know about captured pieces
- Have a beginner's knowledge and usage of piece development and tactical alertness
- Understand chess notation
- Open a game successfully by moving pieces other than pawns

- Understand the relative values of pieces

Grade Two Topics:

- Chess notation during games
- intermediate common tactical motifs
- intermediate chess game openings

Grade Two Outcomes: By the end of grade two, students will be able to:

- Keep chess notation during games
- Apply basic strategies
- Begin to apply chess game opening principles

Grade Three Topics:

- Intermediate game openings
- Beginning middle and end games

Grade Three Outcomes: By the end of grade three, students will be able to:

- Consistently apply chess game opening principles
- Begin to apply middle and end game principles and strategies

Grade Four Topics:

- Intermediate game openings
- Intermediate game middle and end games
- Tournament play

Grade Four Outcomes: By the end of grade four, students will be able to:

- Consistently apply game opening principles
- Consistently apply middle and end game principles
- Understand rules of tournament play
- Play in at least one USCF-rated tournament or inter-scholastic match

Grade Five Topics:

- Building on intermediate opening, middle, and end games

Grade Five Outcomes: By the end of grade five, students will be able to:

- Consistently apply principles and strategies through increased (at least one) participation in tournament and scholastic matches
- Demonstrate two to three strategies

Grades Six through Eight: Through instruction and play, students in grades six through eight focus on advancing the skills introduced in earlier years.

Assessment: Students are provided mid-year and end-of-year written assessments of their progress toward course objectives.

Books:

Chess for Juniors: A Complete Guide for the Beginner, Robert M. Snyder

Comprehensive Chess Course, Lev Alburt