



Chess Scholars

Curriculum:

Beginner Level:

1. Basic moves for the chess pieces.
2. The concept of check. Illegal moves. Pawn promotion.
3. Castling -- definition, purpose, and the necessary conditions.
4. The three ways to get out of check.
5. The goal of a chess game. The concept of checkmate.
6. Basic chess strategy: capturing opponent's pieces. The value of pieces.
7. The concept of protection. Good and bad captures.
8. Basic opening strategy: development and control of the center.
9. Practice: checkmate in one move
10. Checkmating a lone King with a King and a Queen.
11. Checkmating a lone King with two Rooks.

Intermediate Level:

- The concept of counting. Good and bad trades.
- Basic chess strategy -- defense against opponent's threats.
- Basic chess strategy -- the concept of a safe move.
- Basic opening and middlegame tactics: saving the Rook against an attack by a Knight, a Queen, or a Bishop.
- The concept of losing as little material as possible under adverse circumstances.
- Basic tactics -- pawn fork, Knight fork, double attack.
- Getting out of a double attack or fork without losing material.
- Basic tactics: skewers, pin, piling up on a pin, trapping.
- Basic tactics: discovered attack, discovered check, intermediate move.
- Practicing checkmate in 2 moves.
- Checkmating a lone King with a King and a Rook.
- Basic endgame strategy -- capturing opponent's pawns and promoting your own.

Advanced Level:

- Complex examples of the use of forks, pins, skewers, trapping, discovered check, discovered attack, intermediate move.
- Advanced tactical tools: clearance, interference, double check.
- Essential opening theory.
- Frequent checkmating patterns. Checkmates in 3-5 moves.
- Essential endgame knowledge: King and Pawn against King.
- Essential King and Pawn endgame concepts: bait, outflanking, protected passed pawn, outside passed pawn, pawn breakthrough.
- Attacking the king with same-side castling: basic strategies.
- Attacking the king with opposite-side castling: basic strategies.
- When to trade and when not to trade Queens.
- When to trade and not to trade the last piece.
- The concept of zugzwang.
- Invasion to the 7th rank: strategies and counterstrategies.
- Essential endgame knowledge: Bishop Endgames.
- Essential endgame knowledge: Rook endgames.
- Never give up -- draw by stalemate and perpetual check.
- Preventing the opponent's castling.
- How to play when one is ahead in material.
- Pawn structures: strong and weak pawns.
- Advanced middlegame strategy: good and bad bishops.
- Essential endgame knowledge: Bishop Endgames.
- Advanced middlegame strategy: weak squares and Knight Outposts.