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GUIDES & INSTRUCTION MANUAL

**/Team Outdoor Chess Workshops & Tournaments and
Online Chess Workshops &Tournaments/**



Guides for Team Chess Workshops & Outdoor Tournaments

Table of Contents	Approximate Location Outdoor or Online	Page №
PART 1 TEAM OUTDOOR CHESS WORKSHOPS & TOURNAMENTS		4
INTRODUCTION I	-	4
WORK PROGRAM FOR CHESS WORKSHOPS OUTDOORS - GENERAL INFORMATION	-	5
Topic 1 CHESS BOARD	e.g. in a venue in the park	7
Topic 2: GETTING TO KNOW THE CHESS PIECES, WHAT THEY ARE CALLED AND HOW THEY MOVE	e.g. taking place in the city garden	10
Topic 3 CHECK, MATE AND STALEMATE. VALUE OF FIGURES.	e.g. held in the school yard	16
Topic 4 BASICS OF THE CHESS GAME	e.g. conducted with a walk to a nearby mountain	19
Topic 5 PRINCIPLES OF OPENING GAME	e.g. conducted near a river, lake, dam or sea	22
CONCLUSION AND NEXT STEPS	-	25
PART 2 ONLINE CHESS WORKSHOPS & TOURNAMENTS		27
INTRODUCTION II	-	27
OBJECTIVES	-	29
ONLINE WORKSHOP STRUCTURE	-	29



IMPLEMENTATION STEPS		29
ORGANIZATION OF ONLINE CHESS WORKSHOPS & TOURNAMENTS	In the city transport – bus, train, metro etc.	30
EXERCISES	In home, in the hospital (e.g. in pandemic environment)	33
DISCLAIMER	-	37



PART 1

TEAM OUTDOOR CHESS WORKSHOPS & TOURNAMENTS

Introduction I

Chess is a tool for developing logical-mathematical reasoning. It develops the abilities to solve conflicts and problems. It improves concentration and focus. It stimulates analytical and synthesis. It initiates imagination and creativity of each player.

On a personal level, it improves the child's emotional capacity, responsibility in actions and increased self-confidence when making decisions.

Chess teaches us to accept and respect the results, it develops tolerant individuals with a free mind open to different opinions.

Chess is mental gymnastics that improves memory, which in turn can be a good prevention against degenerative diseases of any kind.

It is especially interesting and challenging to learn and play this game in nature outdoors.

According to the Chess Under the Sky – C.U.T.S. project concept, each session should take place outdoors in a different environment.



WORK PROGRAM FOR CHESS WORKSHOPS OUTDOORS - GENERAL INFORMATION

The content of the program will be taught in 2 times a week 3 hours with the walk through workshops and additional classes (according to the C.U.T.S. project schedule the period From 01 March 2024 -till 30. 06.2024, For example 2 times a week 3 hours with the walk, probably 12 weeks = 72 hours, remaining 8 hours: 2 times a week 4 hours with a longer walk or 2 times 3 hours and the last time 2 hours), depending on the schedule made (national holidays, etc)

The content of each lesson is grouped into 3 parts, which should develop the chess, intellectual abilities and environmental education of the learners in each target group.

The first part presents the basic chess concepts that should be taught by trainers to youngsters who have no previous chess knowledge.

The second part contains the exercises for improvement of intellectual abilities.

The third part contains environmental education in the context of the different natural or other outdoor environment in which the relevant outdoor chess workshop lesson takes place.

Activities for workshops

- The chess trainer shows how each figure moves individually.
- Each student approaches the chessboard and shows how each piece moves.



- After the students have mastered how one figure moves, they move on to studying another figure.
- The trainer shows and explains what promotion of a pawn means and when it can be done.

Knowledge and skills acquired from following topics.

- To learn to place the chess pieces in the starting position.
- To know all the chess pieces.
- To understand how chess pieces move.
- Promotion of a pawn and how to promote a pawn.

Topic 1 CHESS BOARD (e.g. in a venue in the park)



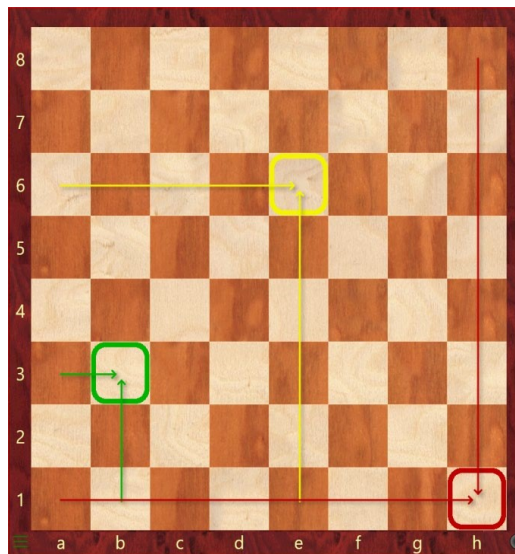
Source: Freepik

Chess board

The Square

The board has 32 white and 32 black square. Each square has its own name.

- The board is correctly placed if the H1 square is a white square.
- Notation Yellow square is E6, Green square is B3, Red square is H.



Every student should learn correct notation, know how to write moves and name in each square.

Additional questions are used to determine the material.

Every student should know the name of each square and what color that square is.

The following abbreviations are used to determine the notation

K - king, Q - queen, N - knight, B- bishop, and the pawn is not marked.

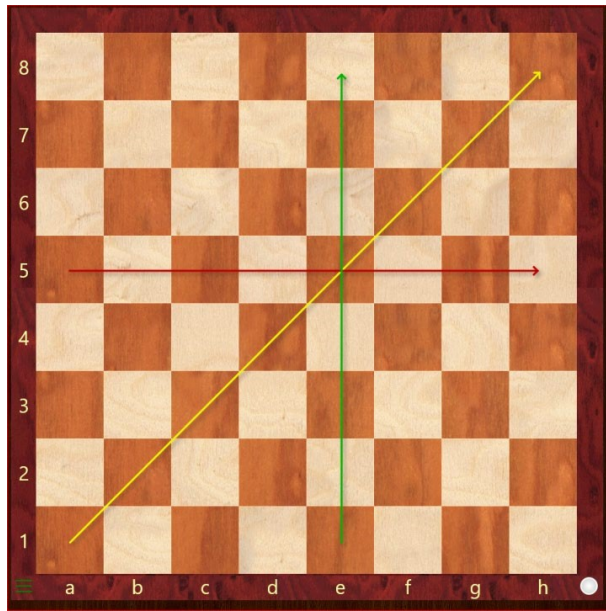
- Lines, diagonals and rows

The columns of a chessboard are known as files , the rows are known as ranks , and the lines of adjoining same-coloured squares (each running from one edge of the board to an adjacent edge) are known as diagonals .

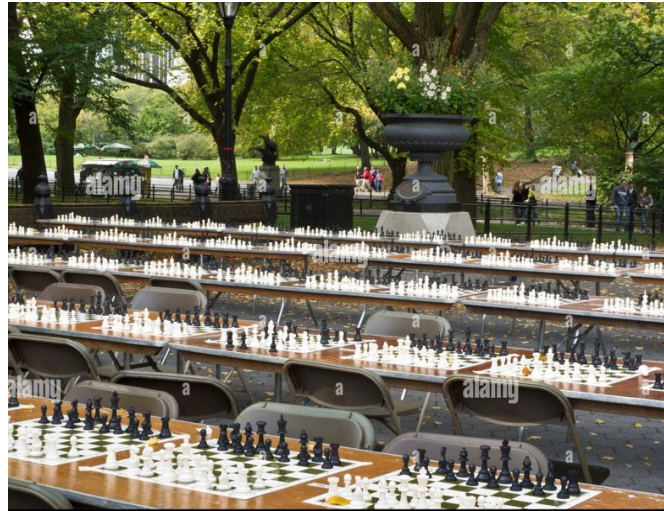
Diagonals (diagonal A1-H8 is yellow),

Rank (5th rank is red arrow)

Files (E file is green)



Topic 2: GETTING TO KNOW THE CHESS PIECES, WHAT THEY ARE CALLED AND HOW THEY MOVE (e.g. taking place in the city garden)



www.alamy.com



Pawn



Knight



Bishop



Rook

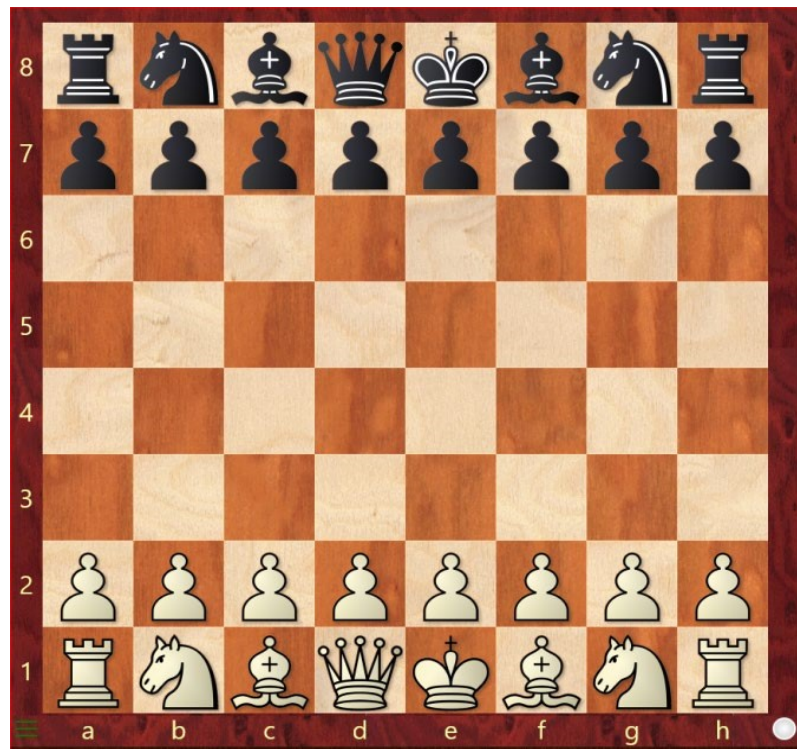


Queen



King

There are white and black pieces. Both players have the same pieces.



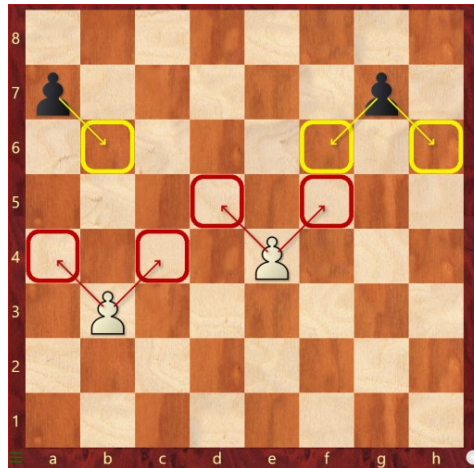
Starting position.

The square on which the queen stands in her initial position is always the same color as her (the white queen is on the white square d1 and the black queen is on the dark square d8).

Chess Pieces :

Main activities – learning through experience. Each learner from the target group approaches the chessboard and shows how each piece moves.

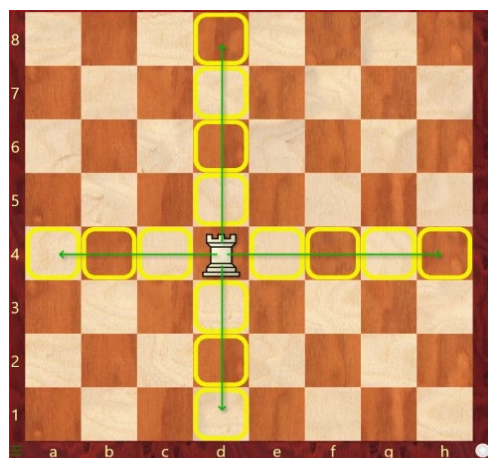
Pawn



The pawn captures by moving diagonally, left or right in front of it . The pawn only moves forward one square.

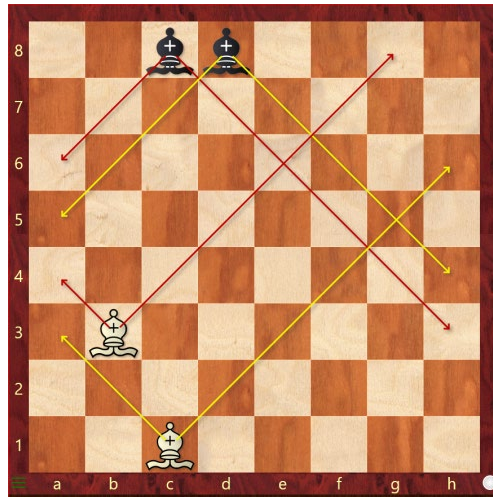
Only the first move with each pawn can be for two squares. It cannot go back. If it reaches the last row, it is promoted to a piece of choice.

Rook



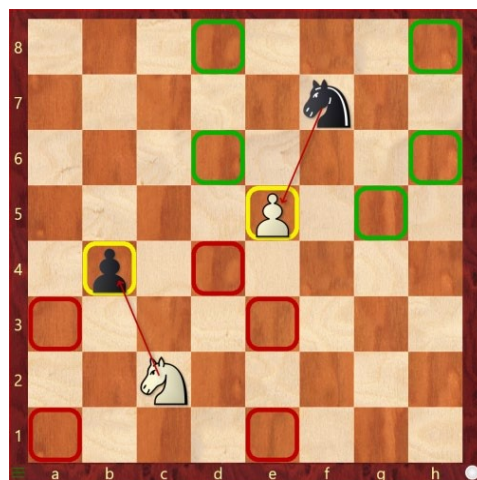
The yellow squares show where the Rook can take. The Rook moves in straight lines or in rows, horizontally and vertically.

Bishop



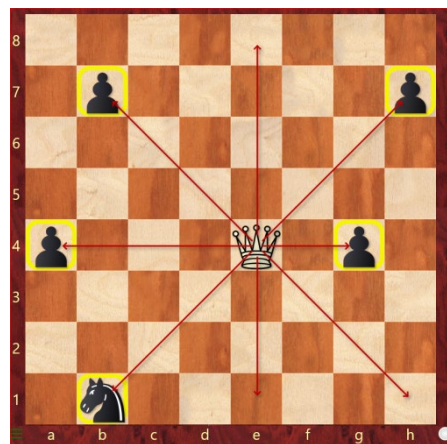
The bishops moves and takes diagonally. The white one on white squares, the black bishop on black squares.

Knight



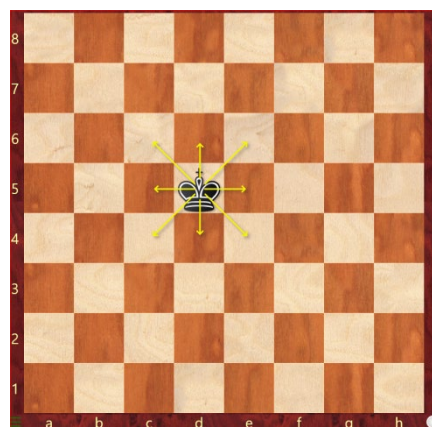
The knight moves across a square in the opposite colour from the square it is standing on, in the form of the letter L. Any opposing chess piece on those squares can be taken.

Queen



The queen moves and takes in all directions and on all squares. She cannot jump over other chess pieces, only the knight can.

King





The king moves only one square at a time (the only exception is when castling) in each direction.

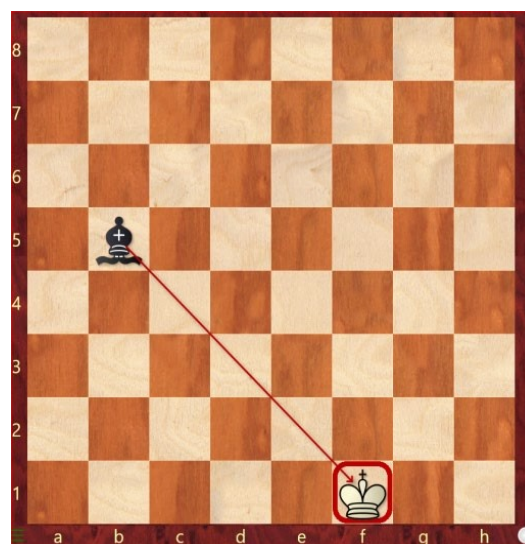
Final activities - drawing a conclusion.

Students play with each other only with pawns, the winner is the one who achieves to promote a queen. Afterwards, the game is repeated with rooks added, then bishops and knights added, etc. The winner is the one who can checkmate his opponent.

Topic 3 CHECK, MATE AND STALEMATE. VALUE OF FIGURES. (e.g. held in the school yard)



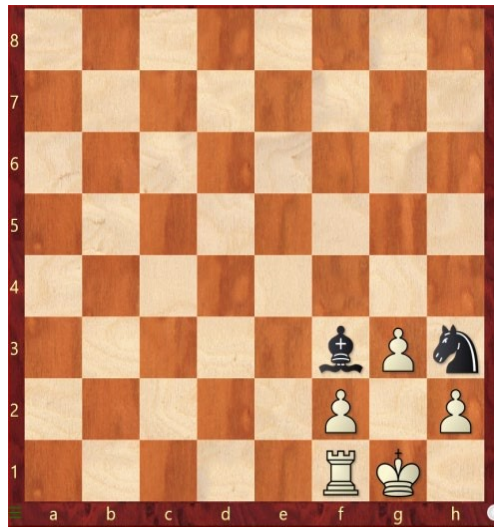
Source: Freepik



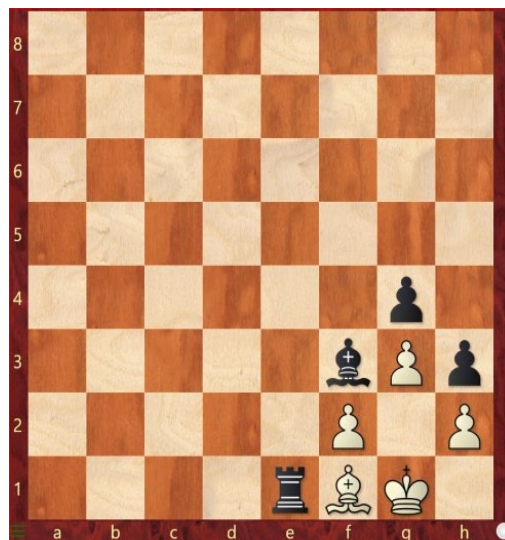
Check is when the king is attacked by another chess piece.

When the king is under attack and is in check, the player has three options: He can escape to a safe square (square that is not controlled by any of his opponent's pieces); He can capture the piece that is attacking/giving check to him, either with the king or with any other piece that can legally capture or the piece that attacks the king and is giving check can be blocked by another piece.

A king can never attack another king, because he can't get close to him.



Checkmate occurs when the king is attacked and cannot escape to a free square, and the piece giving check cannot be captured or blocked by another piece.



Stalemate is a kind of draw that happens when one side has no other moves to make. If the king is not in check, but no piece can be






moved without putting the king in check, then the game will end with a stalemate draw.

The trainer should explain to the trainees the concepts of en passant and rocade in chess.

3.1 Introductory activity - activation of prior knowledge

With short questions, the trainer prompts the learners to repeat the terms chess, checkmate, stalemate, rocade and en passant.

Figure Value Chart

Symbol					
Piece	pawn	knight	bishop	rook	queen
Value	1	3	3	5	9

3.2. The trainer asks questions about the value of each pieces, asks the students to place the chess pieces in their starting position

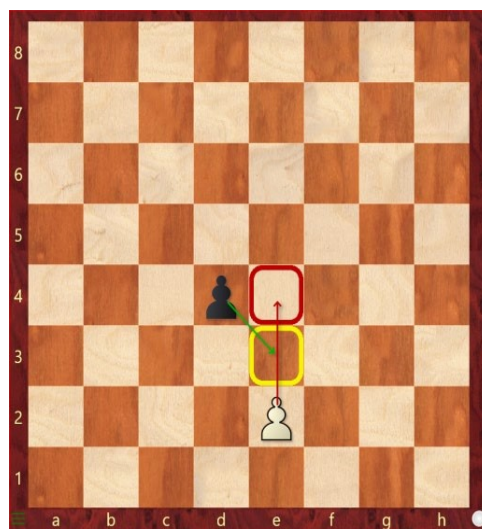
Topic 4 BASICS OF THE CHESS GAME (e.g. conducted with a walk to a nearby mountain)



<https://greatneckrecord.com/>

Acquired knowledge:

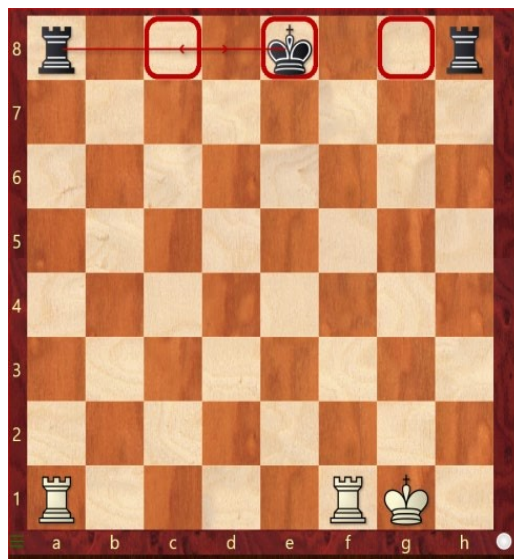
- Knows how to move the pieces on the chessboard according to the rules
- Recognizes how to attack an opponent's piece and take it.
- Can defend against chess.
- Can checkmate in one move.



- En passant rule is: If the white pawn jumps over a square attacked by an opponent's pawn (note that the pawn has already crossed fifth rank from each side and the pawn that moves two square forward must be on its initial position) (E3), the opponent can take the pawn on E3 with D pawn. This move can be made only in this particular moment (after white has played E2-E4), if he misses the chance or decides on purpose to play another move, than the player no longer has the right to play En passant on the next move.

This is the hardest rule of all for beginners and it is not uncommon at all to go wrong.

- Rokade (small and large)

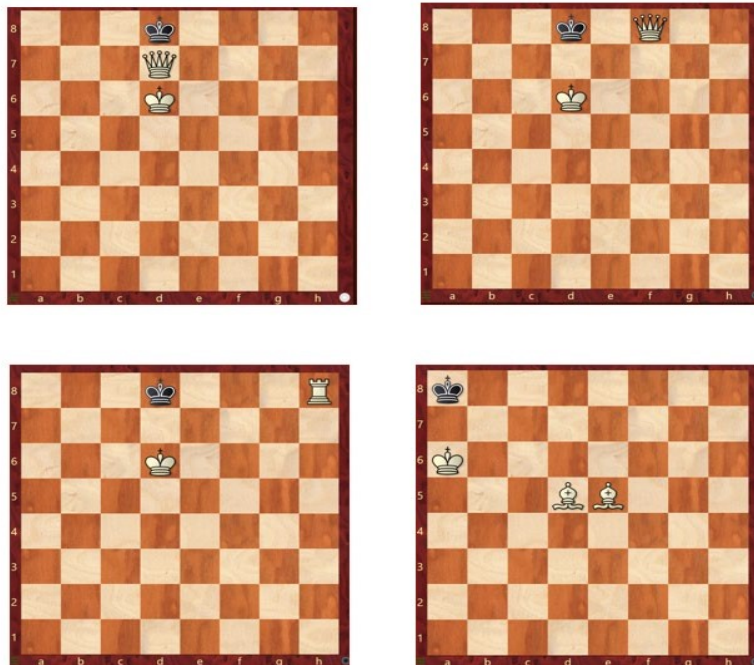


A castle is when the king goes two squares to the rook, and then the rook jumps to the other side of the king. In the picture White has already made a short rocade. Black can make both short and long castles.

To be able to make a rocade, the squares that the king passes must not be attacked or occupied by another piece. (Please note that in this particular position it would not be legal for Black to make a short rocade, because White's rook on f1 attacks the f8 square.)

Also, if the king is attacked (a piece gives him check), he cannot make a castling.

Furthermore, a castle is only legal if the side making the move (castling) has not moved the king or rook before! Checkmate with queen, rook and two bishops is shown below:



Chess trainers demonstrate a checkmate method and ask the youngsters to practice this principle.

Topic 5 PRINCIPLES OF OPENING GAME (e.g. conducted near a river, lake, dam or sea)



Source: Freepik

Opening is the process of developing chess pieces and bringing them into play.

Development of figures

Development of the figures represents the movement of the figures from their initial position towards the center.

- **Fight for the central squares E4 D4, E5 D5.**
- **Do not play the same piece twice (to develop all the pieces in the most rational way or with the fewest moves needed) without a specific good reason in the opening. Move the king into rocade as early as possible.**
 - **Not to remove the queen in the early stage of the game.**
 - **Move the king to a safer position (with castling) as early as possible**
- **Don't move the queen early in the game (because if she is attacked, she must move again (since she is the strongest piece) and lose some time (moves)).**

Middle game:

- Evaluating a position

Position evaluation depends on piece activity, centre control, king safety and pawn structure. Game plan:

- Centre and types of centres

There is an open, semi-open and closed centre.

An open centre type is a position where there are no pawns on the e and d-file (on the following diagram and no c-pawns), they are captured or exchanged:



A semi-open position is one where one of the two central pawns (either e or d pawn) has been exchanged:



A closed position is one in which all central pawns are on the board and blocked (cannot move forward):



CONCLUSION AND NEXT STEPS

After laying the foundations of the game of chess as a sport within the 5 core themes, the coaches continue the outdoor activities with a purely practical focus and exercises.

A set of sample exercises is attached to the accompanying Instruction manual for Team Online Chess Workshops & Online Tournaments.

Each trainee plays against each other in pairs, and at a later stage it is suggested that the trainer includes a special activity dedicated to three-player chess.

This will add an even more fun and recreational element to the chess game in nature in the open air.



<https://www.chess.com/>

Such innovative Chess for three players may be given as prizes in the Chess Tournament.

The coach's control in the training process should be aimed at the learners understanding of the topic being studied, its consolidation and development of skills for applying the acquired knowledge during the game.



At the same time, in a skilful and entertaining way, while explicitly announcing breaks within each chess session, the coach needs to draw the attention of the learners to the specific natural environment in which the chess game takes place.

It is necessary for the trainer to be prepared in advance what natural sights and features will be explored, so as to give additional useful information to the trainees in the direction of place awareness and environmental education.

Even if played in a schoolyard, again this should be highlighted to learners as a more conducive environment compared to indoor play in the classroom.

After completing a course of chess training of approximately 80-90 hours, learners can be considered ready for their first Outdoor Tournament.



PART 2

ONLINE CHESS WORKSHOPS & TOURNAMENTS

INSTRUCTION MANUAL FOR TEAM ONLINE CHESS WORKSHOPS & ONLINE TOURNAMENTS

Introduction II

Based on the previous guide, which is a foundation with a core set of knowledge practiced for the intellectual sport of chess and outdoor chess, it is possible to move on to the option Chess Online and Chess Tournaments Online. Also Chess Tournaments Online, can be individual and team based in the context of the target groups of the respective project (in particular C.U.T.S. project). The justification for the benefits and opportunities provided by a sport that can be practiced online (such as chess) is thoroughly argued in the C.U.T.S. project. This instruction is an integral part of it.

With the development of technology and the availability of new tools that enable better communication between people far from each other, online chess training has become possible.

- **Groups (rooms) are formed to hold group training sessions on one of the following platforms : Lychess.com or on Chess.com or via Skype where the trainer transmits the material .**
- **Previously, every child chess player registers on this platform and gets access to use the tools that the platform itself has.**



- Time slots for training sessions are scheduled and the trainer is guided according to the teaching program.
- The advantage of teaching chess lessons in this way is that the coach can use literature and notes that improve the quality of the teaching.
- In addition, the possibility to record the entire lesson, so that later the students can repeat the lesson
- Let's use multiple screens that can be shared with the students as needed and a comparative analysis of a certain position can be done.

This instruction manual serves as a comprehensive guide for implementing chess education methodologies in Erasmus+ projects, fostering cross-cultural exchange and skill development among youngsters.

The Team Online Chess workshops & tournaments offer a unique opportunity for European youth to connect, learn, and grow through the game of chess.

1. Objectives:

- ✓ To promote chess education and its benefits for cognitive development among youngsters.
- ✓ To foster cross-cultural understanding and collaboration among European youth through online chess workshops.
- ✓ To provide a structured framework for implementing chess education in Erasmus+ projects.

2. Online Workshop Structure:

The Team Online Chess Workshops consist of the following components:

- ✓ **Interactive Lessons:** Conducted by experienced chess instructors, covering various aspects of the game, including openings, tactics, strategy, and endgames.
- ✓ **Practice Games:** Participants engage in friendly matches with peers from different European countries, promoting cultural exchange and friendly competition.
- ✓ **Puzzle Sessions:** Participants solve chess puzzles to enhance their tactical skills and problem-solving abilities.
- ✓ **Interactive Activities:** Quizzes, group discussions, and collaborative challenges aimed at reinforcing learning and building camaraderie among participants.

3. Implementation Steps:

- ✓ **Preparation:** Establish communication channels with identified partners across Europe.
- ✓ **Technical Setup:** Ensure participants have access to reliable internet connections and compatible devices.



Provide guidance on creating accounts on the chess platform used for the workshops.

- ✓ **Facilitation:** Assign experienced chess instructors to facilitate workshop sessions, ensuring a supportive and engaging learning environment.
- ✓ **Monitoring and Evaluation:** Collect feedback from participants after each session to assess learning outcomes and identify areas for improvement.
- ✓ **Establish partnerships with local chess clubs, schools, and community organizations to sustain chess education initiatives beyond the project duration:** Encourage participants to continue practicing and playing chess independently, fostering a lifelong passion for the game & impact of the workshops on participants' cognitive skills, cultural awareness, and sense of belonging through pre- and post-workshop assessments.

Organization of online chess tournaments



<https://www.chess.com/>

Tournaments in which all teams will participate, the following games could be organized :

Team online tournament

Each team registers 10 youngsters, arranged by boards, the schedule is as follows:

➤ 1 board

The first on the list (composition) of Team A plays with the first on the list of Team B

➤ 2 board

The second on the list in team A with the second on the list in team B, and so on.

The winners in the team competition and the best individual result (1.2.3 place) are announced.

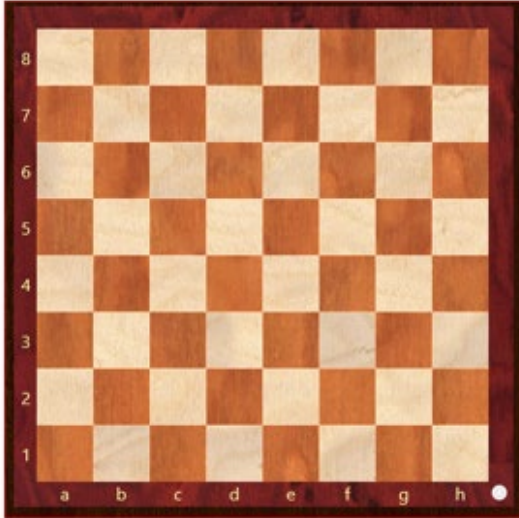


Individual online tournament

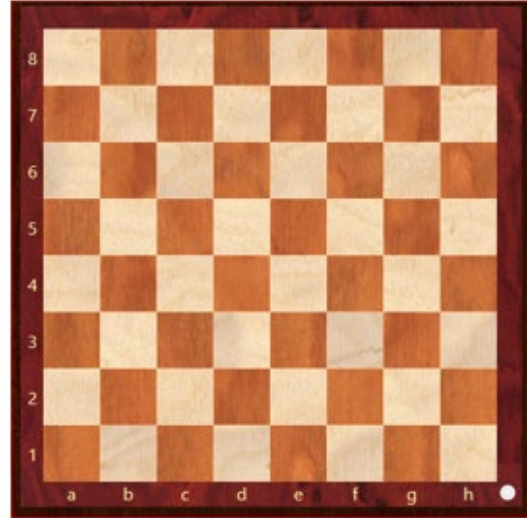
A quick move tournament is organized on one of the chess platforms for inline playing ([lichess.com](https://lichess.org) or chess.com) and at the end of the tournament, winners are announced.

EXERCISES

Topic 1



Mark it squares E6 and C3



Mark it squares A2 and G7



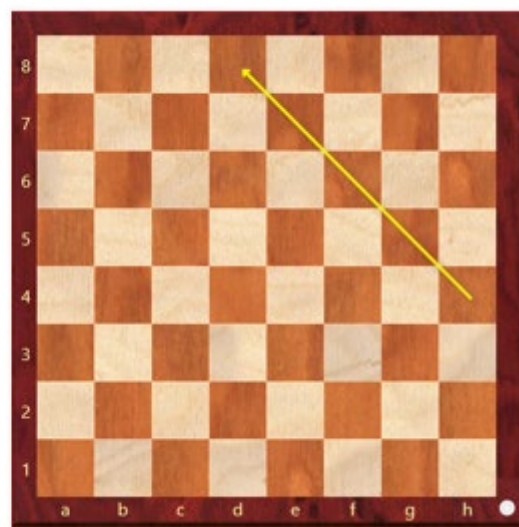
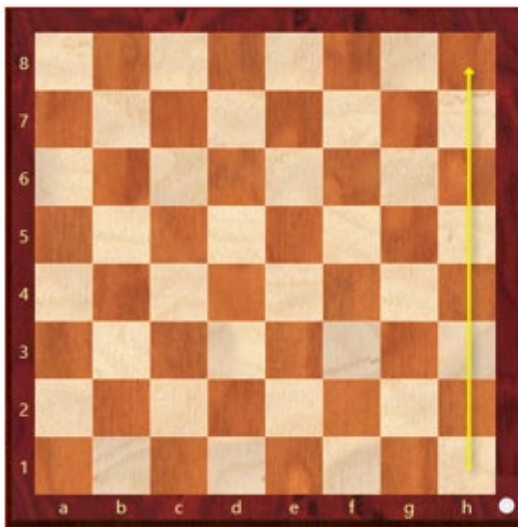
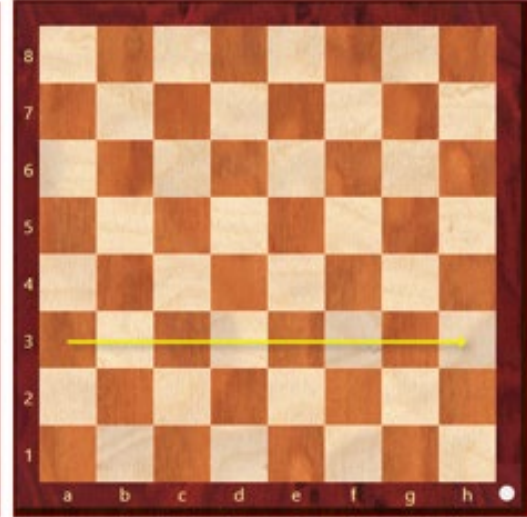
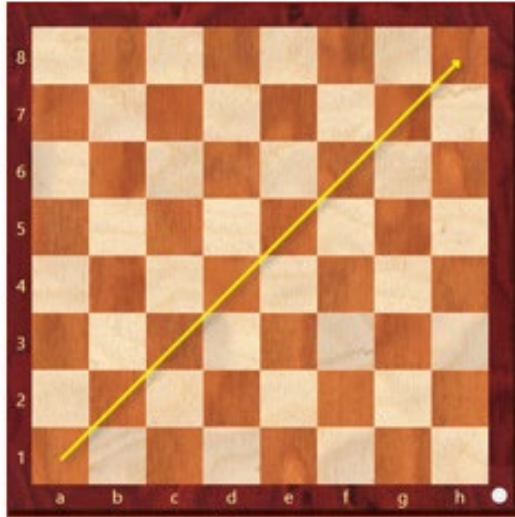
Mark it squares C2 and A8

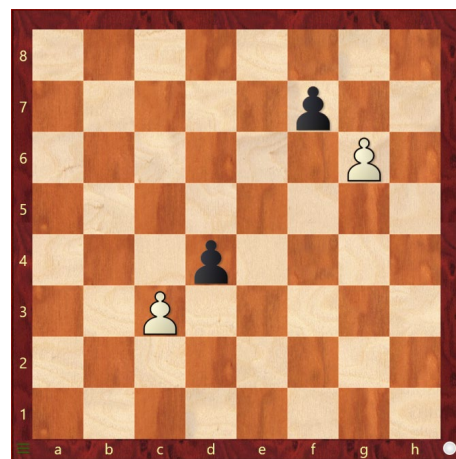
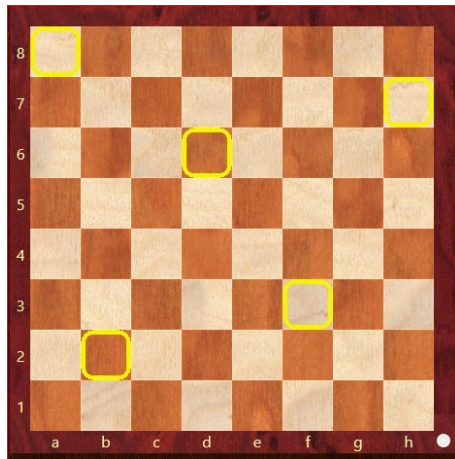


Mark it squares B6 and G8

Topic 2

Which pieces move in the manner shown in the charts below:

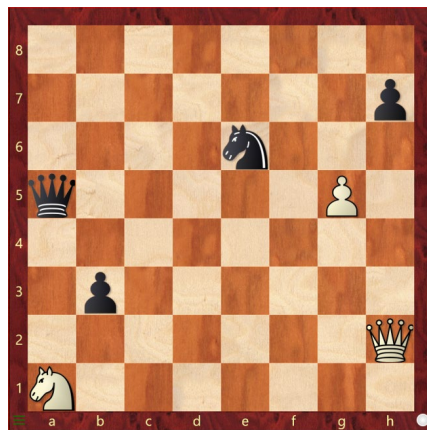
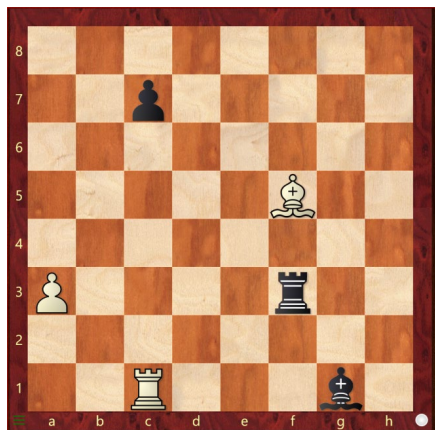




Yellow squares are

White take on.....

Black take on



White rook take on..... White pieces take on.....

Black rook take on..... Black pieces take on.....



Mark: Check /Mate / Stalemate



Mark: Check / Mate /Stalemate

Mate in 1 :



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