



Kidzelearn

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KIDZELEARN

CHESS PROGRAM



LEVEL-I FOR ABSOLUTE BEGINNERS

This level will help a child to master fundamentals of game - a 'Building Block'. The basics covered in this level of chess course are:

COURSE DURATION: 12-hours

SESSIONS: 12 Sessions

List of Topics:

- Introduction to the Game of Chess
- Nature of the Game
- Origin & Colourful History of the Game
- Chessboard & Chessmen
- Rules for Moving & Capturing
- Chess Notations
- Special Chess Moves in Castling & En-Passant
- What is a Check?
- Principles to get the King out of Check
- Values of Forces
- Checkmate

LEVEL-II FOR ADVANCED BEGINNERS

This module for Advanced Beginners covers the following: Training :

COURSE DURATION: 24-hours

SESSIONS: 24 Sessions

List of Topics:

- Elementary Checkmate with Two Rooks
- Elementary Checkmates with a Queen
- Art of Delivering Checkmate in One move
- Developing Technique to win when having large material advantage
- Learning to Exchange Correctly
- Basics of Opening Strategy
- Common Checkmating Ideas
- Training Games (24 Nos):

Students will also starting playing Training Games with simple opening set-up. A total of 24 training games are required to be played in this module.

LEVEL-III FOR INTERMEDIATE CHESS PLAYERS

Elementary Checkmate with 1 Rook

Elementary Checkmate with Double Bishops

Introduction to Chess Tactics & Art of Combining Pieces

COURSE DURATION: 40-hours

SESSIONS: 40 Sessions

List of Topics:

- Pin
- Knight Fork
- Double Attack
- Skewer Attack
- Back Rank
- Discovered Attack
- Discovered Check
- Destroying the Defender
- Training Games (24 Nos):

Students would be introduced to the world of 'Chess Openings' arising after 1.e4 for which a total of 24 training games are required to be played in this module.

LEVEL-IV FOR ADVANCED(LEVEL-II) CHESS PLAYERS:

In this module, the students would be introduced to the world of 'Chess Endings'. It will cover Basic Endings which a player needs to know: Training :

COURSE DURATION: 48-hours

SESSIONS: 48 Sessions

List of Topics:

- The Concept of Opposition
- Rule of the Square
- King & Pawn Endings
- Queen v/s Pawn
- Knight v/s Pawn
- Rook v/s Pawn
- Queen v/s Rook
- Fundamentals of Rook Endings
- Training Games:

Students would be introduced to the world of 'Chess Openings' arising after 1.d4 (Queen Pawn Openings) for which a total of 24 training games are required to be played in this module.

LEVEL-V FOR ADVANCED (LEVEL-II) CHESS PLAYERS:

This module will cover Advanced Tactics & Elementary Checkmates as under:Training:

COURSE DURATION: 48-hours

SESSIONS: 48 Sessions

List of Topics:

- Elementary Checkmate Bishop & Knight
- Checkmating Patterns
- Introduction to Chess Tactics & Art of Combining Pieces
- Decoy
- Deflection
- Overloaded Piece
- Line Opening & Closing
- Square Vacation
- Passed Pawn
- Zwischenzug
- Drawing Combinations
- X-Ray Attack
- Windmills

Students would be introduced to the world of 'Gambits' arising after 1.e4 for which a total of 24 training games are required to be played in this module.

LEVEL-VI FOR ADVANCED (LEVEL-III) CHESS PLAYERS:

This is the final training module of Indian Chess School wherein we will aim students to excel at State, National & International Chess Tournaments:

COURSE DURATION: 100-hours

SESSIONS: 100 Sessions

**A coach will work with a student
and prepare him for State,
National, or International Chess
Tournaments**