



TRAINING MODULES

for Soft Skills trainers, on Chess

Partner: Latvian Chess Federation

Module's title: Introduction to the game of chess (Practical Part)



Including Chess As a Re-education Up-Skilling tool

Summary

Sommario

1- Contents	3
1.1 Description of the practice.....	3
1.2 Schedule	4
2- TOOLS.....	5
2.1 Control questions/situation analysis of each chess piece	5
2.2 Chess puzzles of each chess piece movements.....	10
3- DISCLAIMER.....	20

1- Contents

1.1 Description of the practice

Please describe the activities contained in the practice. If possible, try to divide them in Learning Units. Also, define how long the training practice will last (1 to 4 hours).

The key success factor to become a good chess player is practice. But before practicing, it is very important to learn the basics of chess. In theoretical learning module the introduction to the game of chess was described in a sequential manner, including topics:

- 1.) What is chess;
- 2.) What is the history of chess;
- 3.) Introduction to the chessboard and chess pieces;
- 4.) Important chess terms;
- 5.) The strategy of the chess game: opening, middle game, endgame;
- 6.) Moves of chess pieces.

To strengthen the theoretical knowledge obtained, two practical tasks are offered:

- 1.) Control questions/situation analysis about each chess piece;
- 2.) Practice with chess puzzles including analysis of each chess piece movements.

Control questions/situation analysis will help to understand more deeply the role of each chess piece.

Practice with chess puzzles will allow to learn the basics of chess piece movements which is the fundament of the game of chess.

1.2 Schedule

Please insert a schedule for the module, where every activity is set with its duration.

Activity	Duration (Hours or minutes)
1. Control questions/situation analysis of each chess piece	60 minutes
2. Chess puzzles of each chess piece movements	60 minutes

2- TOOLS

*Which tools and materials are necessary for this practice to be implemented/to be successful?
Insert a list of tools defined by NUMBER AND TITLE and describe them.*

To strengthen the theoretical knowledge of chess basics, two practical tasks should be performed:

- 1.) Control questions/situation analysis about each chess piece;
- 2.) Practice with chess puzzles including analysis of each chess piece movements.

2.1 Control questions/situation analysis of each chess piece

2.1.1. Please, read and answer the following questions about each chess piece.

The Rook

- 1.) Can the rook move on both - white and black squares?
The answer should be a single choice:
Yes
No
- 2.) Can the rook move six-seven squares further in one move?
The answer should be a single choice:
Yes
No
- 3.) Can the rook move nine squares further in one move?
The answer should be a single choice:
Yes
No
- 4.) Can the rook jump over a figure of its own colour?
The answer should be a single choice:
Yes
No
- 5.) What happens when the rook meets the opponent's figure?



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The answer should be a free text answer:

6.) Whether the rook can capture two of the opponent's figures in one move?

The answer should be a single choice:

Yes

No

7.) Can the rook move diagonally?

The answer should be a single choice:

Yes

No

The Knight

1.) Can the knight jump from a white square to a white square in one move?

The answer should be a single choice:

Yes

No

2.) Can the knight jump over another knight?

The answer should be a single choice:

Yes

No

3.) Can the black knight capture the black queen?

The answer should be a single choice:

Yes

No

4.) Do the knight capture figures that he jumps over?

The answer should be a single choice:

Yes

No

5.) Can the knight jump from a black square to a white square?

The answer should be a single choice:

Yes

No

6.) Whether the knight can make two consecutive moves?

The answer should be a single choice:



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The Bishop

1.) Can the bishop move on both - white and black squares?

The answer should be a single choice:

Yes

No

2.) Can the bishop move diagonally?

The answer should be a single choice:

Yes

No

3.) Whether the bishop can jump over another bishop?

The answer should be a single choice:

Yes

No

4.) Can white bishop capture white rook?

The answer should be a single choice:

Yes

No

5.) Can white bishop capture black rook?

The answer should be a single choice:

Yes

No

The Queen

1.) Can the queen move on both - white and black squares?

The answer should be a single choice:

Yes

No

2.) Can the queen move diagonally?

The answer should be a single choice:

Yes

No

3.) Can the black queen capture the black rook?

The answer should be a single choice:

Yes

No

4.) Whether the queen can jump over the rook?

The answer should be a single choice:

Yes

No

5.) Can the black rook capture the white queen?

The answer should be a single choice:

Yes

No

6.) Can the white queen capture the black queen?

The answer should be a single choice:

Yes

No

The King

1.) Can the king move from a white square to a black square?

The answer should be a single choice:

Yes

No

2.) Can the black king jump over the black rook?

The answer should be a single choice:

Yes

No

3.) Can the white king be located right next to the black king?

The answer should be a single choice:

Yes

No



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4.) Can the white king capture the black rook?

The answer should be a single choice:

Yes

No

5.) Can the king ever be captured?

The answer should be a single choice:

Yes

No

6.) Is it possible to make a move with the king in the opening position of the chess game?

The answer should be a single choice:

Yes

No

The Pawn

1.) Whether the pawn can move from a black square to a black square (by making a regular move, not by capturing an opponent's figure)?

The answer should be a free text answer:

2.) Can the pawn capture figure that is located in front of him?

The answer should be a single choice:

Yes

No

3.) Can the black pawn jump over the black queen?

The answer should be a single choice:

Yes

No

4.) Whether the pawn by reaching the last line can become the knight?

The answer should be a single choice:

Yes

No

5.) Whether the pawn by reaching the last line can become the king?

The answer should be a single choice:



6.) Can the pawn move back? (Ēlvests, 2018)

The answer should be a single choice:

Yes

No

2.1.2. Discuss the answers with the trainer and/or peer learner.

2.2 Chess puzzles of each chess piece movements

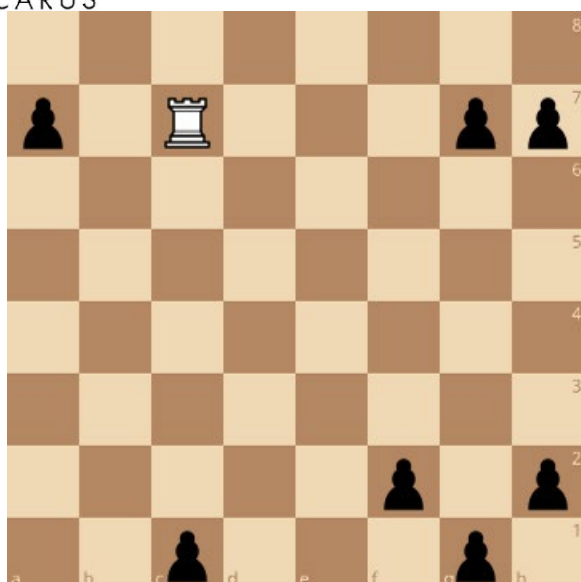
2.2.1. Please, solve chess puzzles of each chess piece possible movements.

The Rook

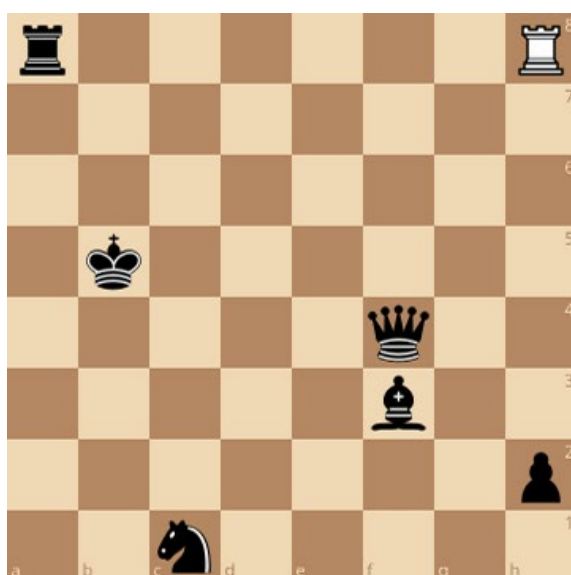
Level 1. Reach the target point with as few moves as possible, avoiding squares with the "STOP" sign.



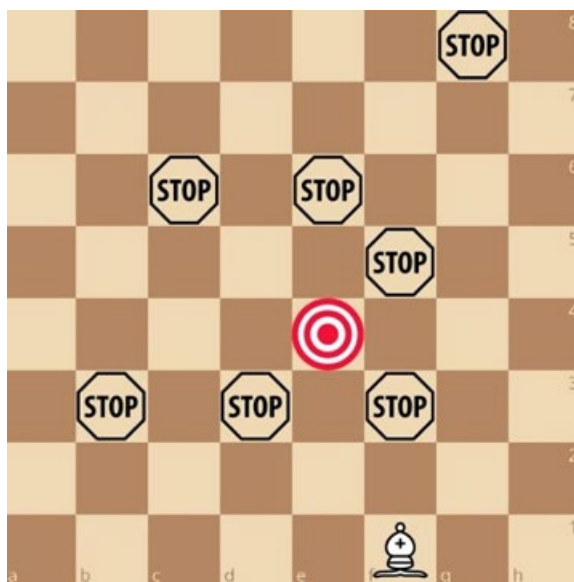
Level 2. Capture all the pawns. You only have 7 moves to do so, therefore, ensure you capture a pawn with each move.



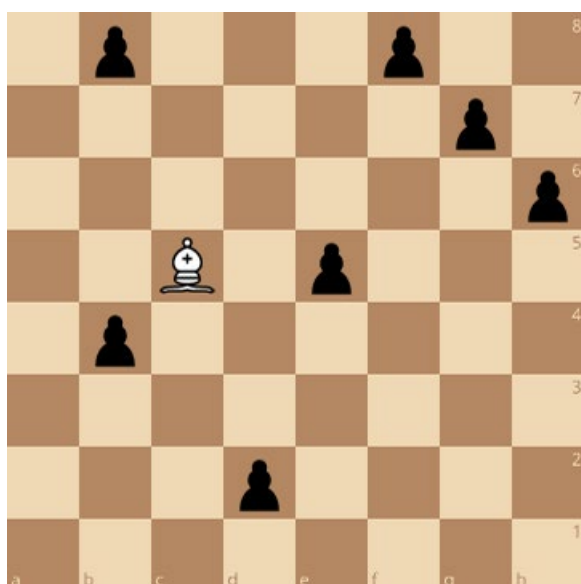
Level 3. Give a check to the black king while avoiding opponent's pieces. Remember, they don't move, but they can capture your piece if you place it on a protected square. Aim to do this in as few moves as possible.



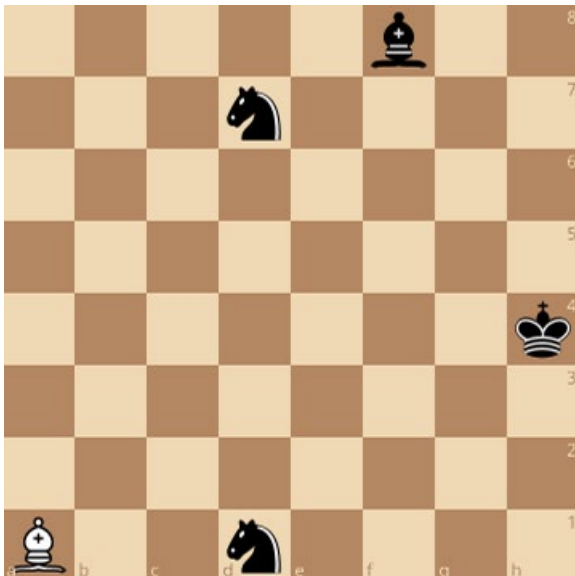
Level 1. Reach the target point with as few moves as possible, avoiding squares with the "STOP" sign.



Level 2. Capture all the pawns. You only have 7 moves to do so, therefore, ensure you capture a pawn with each move.

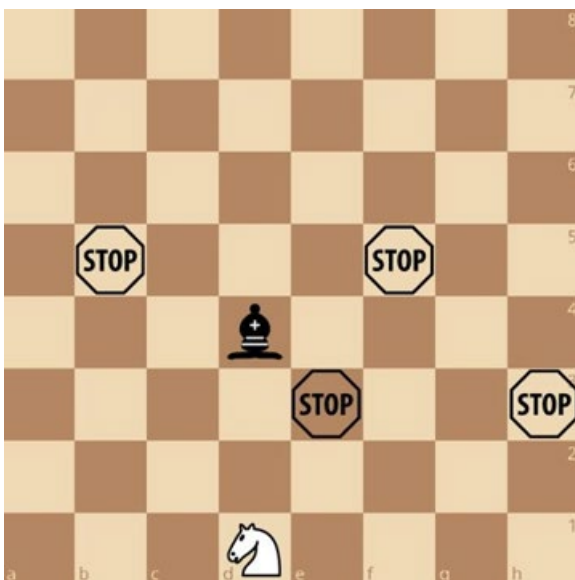


Level 3. Give a check to the black king while avoiding opponent's pieces. Remember, they don't move, but they can capture your piece if you place it on a protected square. Aim to do this in as few moves as possible.

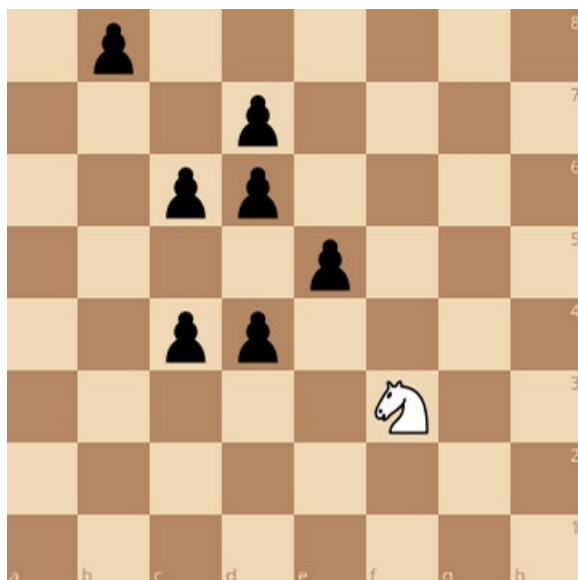


The Knight

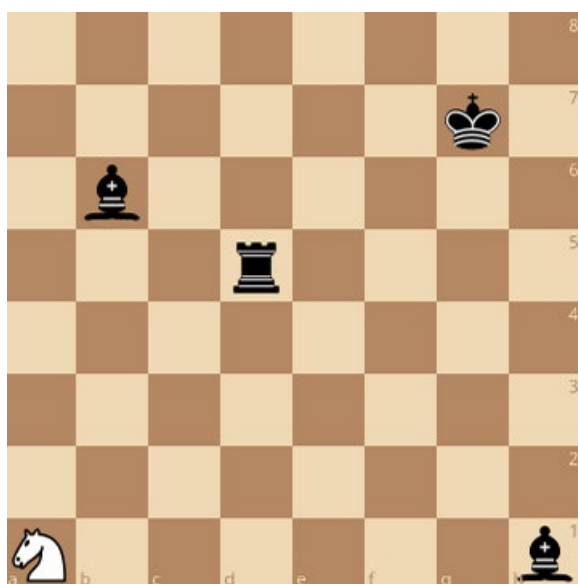
Level 1. Capture the black bishop with the fewest moves possible, avoiding squares marked with the "STOP" sign.



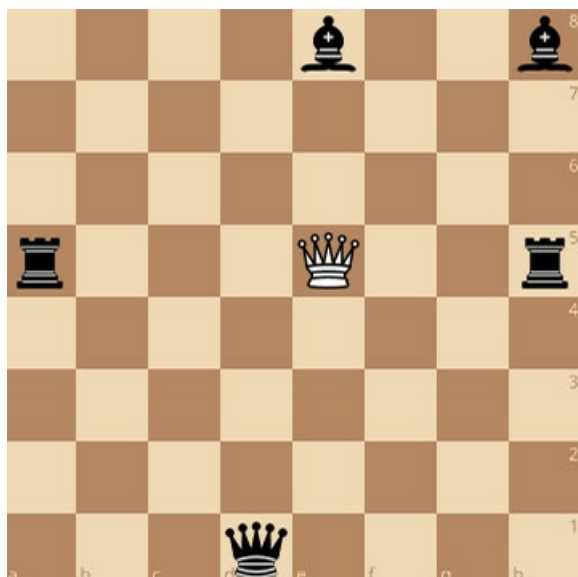
Level 2. Capture all the pawns. You only have 7 moves to do so, therefore, ensure you capture a pawn with each move.



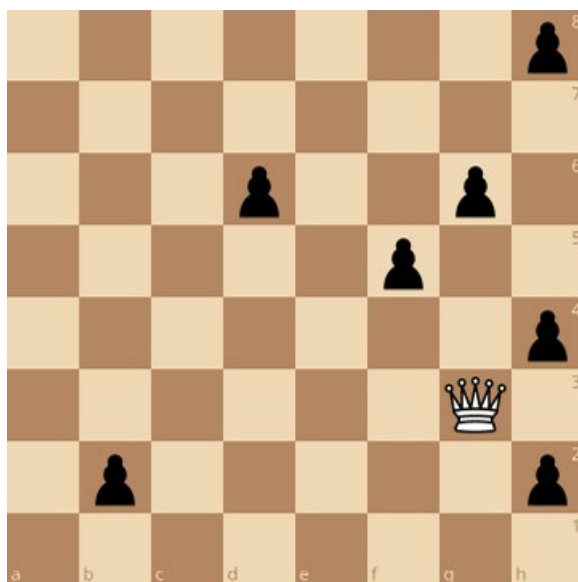
Level 3. Give a check to the black king while avoiding opponent's pieces. Remember, they don't move, but they can capture your piece if you place it on a protected square. Aim to do this in as few moves as possible.



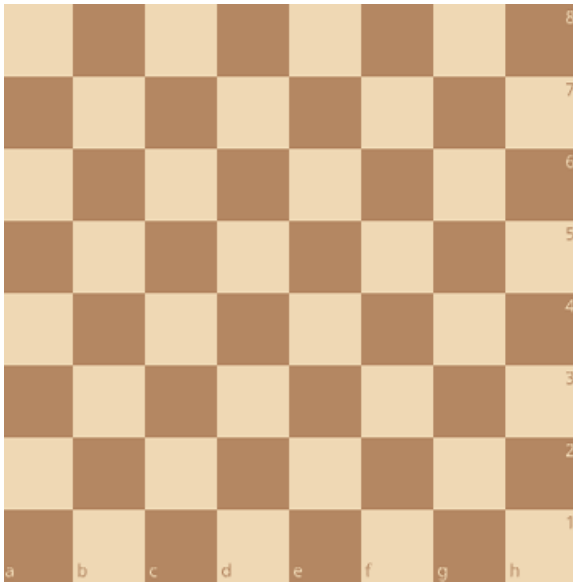
Level 1. Capture the unprotected black piece with the Queen!



Level 2. Capture all the pawns. You only have 7 moves to do so, therefore, ensure you capture a pawn with each move.

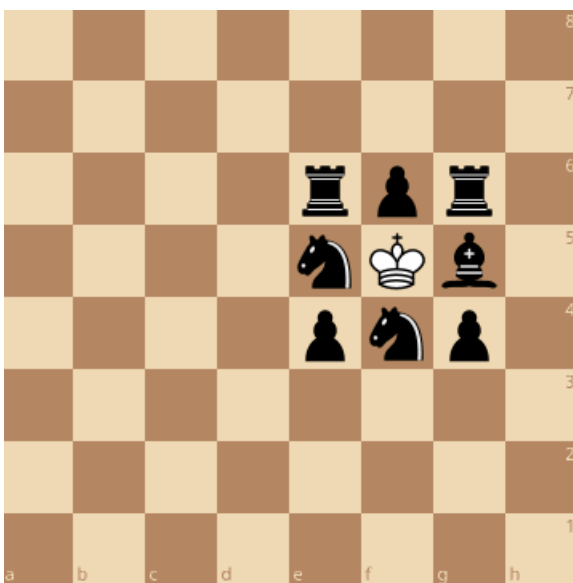


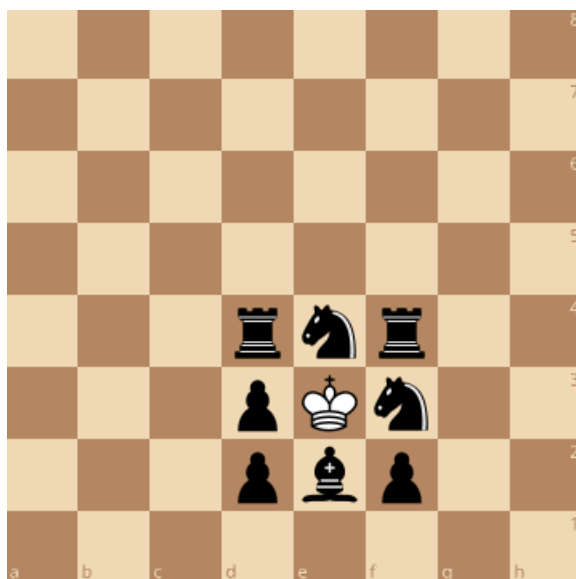
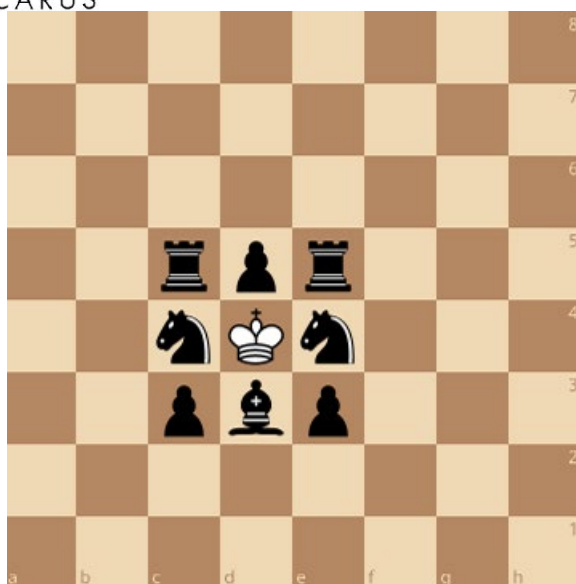
Level 3. Place as many queens as you can on the empty board, ensuring that none of the queens can attack each other.



The King

Find out which black piece can be captured by the white king in all three exercises!

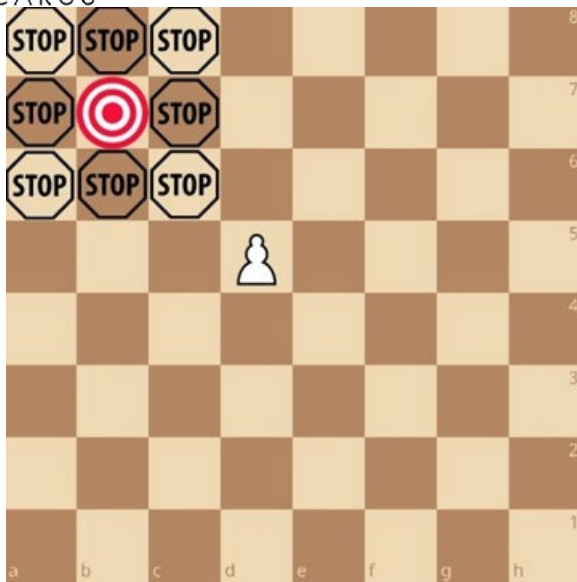




The Pawn

Level 1. Reach the target point with as few moves as possible, avoiding squares with the "STOP" sign.



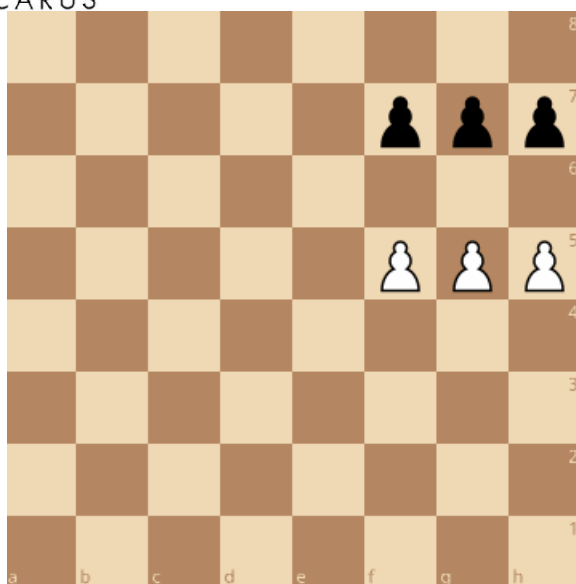


Level 2. Reach the target point with as few moves as possible, avoiding squares with the "STOP" sign.



Level 3. Create a pawn breakout and be the first to reach the final horizontal line!





2.2.2. Discuss the answers with the trainer and/or peer learner.

References:

Jāns Ēlvests, *Šaha ģimnāzija*, Jumava, 2018 (ISBN: 978-9934-20-196-7)



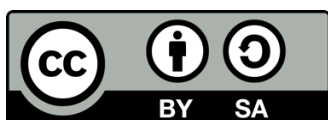
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