



2.4.8 TRAINING MODULES

for prison inmates

Partner: Club Magic & INDEPCIE SCA



MAGIC
Club de Ajedrez



INDEPCIE

Module's title: **Building Relationships**



Including **Chess As a Re-education Up-Skilling** tool

Summary

1- SUBJECT AND SCOPE	3
1.1 Main subject	3
1.2 Target	3
2- OUTLINE OF THE PRACTICE	4
2.1 Description	4
2.2 Aim/goal	16
2.3 Learning Outcomes	16
2.4 Training Approach	16
3- TOOLS	17
4- OBSERVATIONS	18

1- SUBJECT AND SCOPE

1.1 Main subject

The use of chess within the prison fosters bonds, trust and relationships between inmates, instructors and staff. The main outcomes are:

- Creating a supportive community: Chess provides a common ground for individuals from different backgrounds to meet and fosters the creation of a sense of community within the prison.
- Encourage communication and collaboration: Chess games foster dialogue and teamwork. They also encourage positive interaction between individuals who often don't compare each other.
- Mutual respect and understanding: Playing chess encourages respect for opponents, regardless of differences. Inmates learn to appreciate the abilities and perspectives of others. This fosters a culture of respect, tolerance and understanding, helping to create a more harmonious environment.
- Mentorship and learning: Mentorship programs where experienced players mentor beginners creates a mentor-mentee dynamic. Not only does this aid in chess learning, but it also facilitates meaningful bonds between individuals, mutual learning, and support.
- Conflict Resolution and Empathy: Chess teaches valuable lessons about conflict management and understanding the opponents' point of view. Analyzing opponents' moves and considering strategies fosters empathy and encourages individuals to view situations from different angles, helping them develop conflict resolution skills.

The "Building Relationships" Module revolves around the promotion of through the

game of chess. Below is the central topic and the themes developed by the Module.

Main subject: Connection and social bonding. Use chess as a tool to create and strengthen relationships, promoting social interactions between inmates.

Themes developed:

- Community building: Creating a sense of community within the prison environment.
- Solidarity: Creating a sense of solidarity among inmates who gather to play chess.
- Communication and interaction: promotion of healthy communication, dialogue and interaction between participants.
- Mutual respect and sportsmanship: Promotes values such as respect, fairness, and sportsmanship during the game.
- Collaborative learning: Encourages inmates to learn from each other, share strategies, and support each other.
- Conflict Resolution and Cooperation: Provides an opportunity to resolve conflicts through chess games.
- Building trust and rapport: Developing trust and rapport among inmates, creating a supportive and supportive atmosphere.

1.2 Target

Main beneficiaries: prisoners. The focus of the Module is the inmates within the prison environment.

Secondary beneficiaries: educators, consultants, volunteers, teachers, trainers.



2- OUTLINE OF THE PRACTICE

2.1 Description

Learning Unit 1: Introduction and interactions to "break the ice" (Duration: 1 hour)

Welcome and introduction (15 minutes): Greet participants, introduce the objectives of the session and discuss the importance of social interaction through chess.

Introductory chess activities (45 min.):

Chess-focused team-building exercises to facilitate interactions and create a comfortable environment.

Learning Unit 2: Collaborative Chess Game (Duration: 2 hours)

Group chess games (60 min.): Chess games in groups or pairs with the aim of encouraging collaborative play and encouraging communication during the games.

Chess variants or team challenges (60 min.): Introduce chess variants or team challenges that require cooperation, strategy and interaction between players, encouraging teamwork.

Learning Unit 3: Reflective discussion and closing (Duration: 1 hour)

Group reflection (30 min.): Facilitated discussion about the experiences of the session, emphasizing shared moments, challenges and positive interactions during the game.

Shared Learning and Learnings (30 min.): Participants share their personal insights, lessons learned, and learnings from social interactions and relationships created through chess.

Total duration: Approximately 4 hours

The activities are designed to create an environment conducive to social interaction, collaboration, and relationship building between inmates who use chess. Duration allows for consistent engagement, maintaining interest and promoting positive interactions.

2.2 Aim/goal

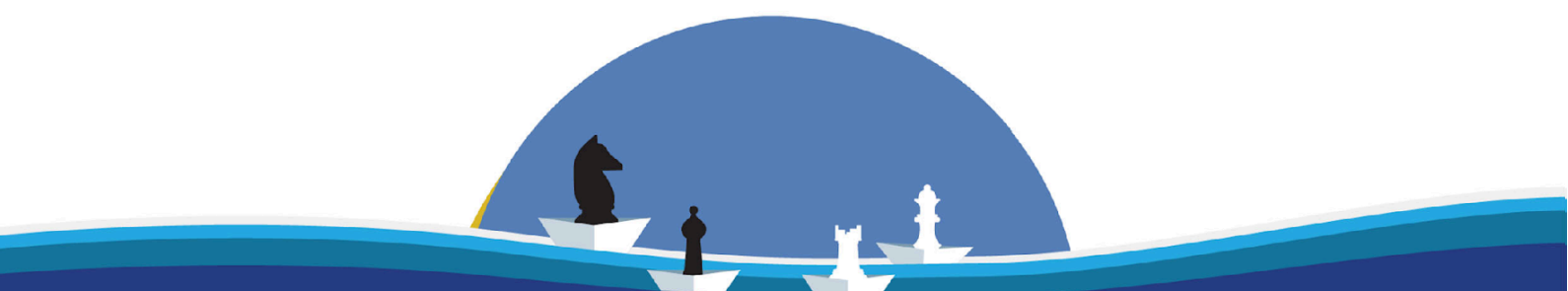
The "Building relationships" module has the following objectives:

- Facilitate social interaction: Encourage inmates to engage in meaningful conversations and dialogue during chess sessions.
- Fostering an environment where individuals bond with chess, leading to the development of positive friendships and relationships.
- Improve communication skills.
- To create a supportive community within the prison environment where individuals feel valued, respected, and connected through chess.
- Building trust and rapport among inmates by creating a supportive and supportive atmosphere for social interaction.
- Encourage sportsmanship, fair play, and mutual respect during the game.
- Creating opportunities for individuals to connect across the board, creating the foundation for lasting relationships and social support networks.

2.3 Learning Outcomes

Expected learning outcomes:

- Improved communication skills: Participants will improve their ability to



communicate effectively, articulate thoughts, and discuss strategies while playing chess.

- Development of social interaction: Increased comfort and competence in social interactions, fostering involvement and dialogue among inmates during chess sessions.
- Strengthening collaboration skills: Participants will learn to collaborate, share ideas, and work together during chess games.
- Improvement of problem-solving skills through the analysis of chess positions.
- Building trust and relationship: Participants will develop trust and relationship with each other, fostering an atmosphere of support and inclusion.
- Social competence: Improving social skills, such as active listening, sharing, and engaging in conversations, to improve interpersonal relationships.
- Cooperation and teamwork: Improved cooperation skills and teamwork, demonstrated by collaboration and mutual support among inmates.
- Conflict Resolution: Development of conflict resolution skills, to potentially resolve differences or disagreements during chess games in a potentially amicable way.
- Respect and fair play: Reinforcing values such as respect and fair play, which help to create a positive gaming atmosphere and reinforce ethical behavior.
- Community building: Understand the importance of building community and cultivating positive relationships, potentially applying these skills beyond chess.
- Personal growth: Participants can experience increased self-confidence, resulting from positive social interactions and supportive efforts within the chess community.

2.4 Training Approach

The "Building Relationships" Module Using Chess in a Prison Context provides a teaching methodology that emphasizes social interaction, collaboration, and relationship building. Below is a description of the methodology implemented:

1. Breakout Sessions:

Involvement: encourage active participation, fostering an environment where inmates feel comfortable interacting.

2. Collaborative Play:

Group games: Organize chess games in pairs or groups, promoting teamwork and mutual support during the game.

3. Emphasis on communication:

Encourage dialogue: Emphasize the importance of communication during chess sessions, encouraging participants to articulate thoughts and strategies.

4. Favorable Environment:

Safe Space: Create a non-judgmental environment where inmates can freely engage socially and express themselves during chess activities.

5. Sportsmanship and fair play:

Promote values: Emphasize sportsmanship, fairness, and respect for opponents, fostering a positive and respectful gaming atmosphere.

6. Reflection sessions:

Post-session discussions: Leave room for reflection and discussion after the game, allowing participants to share the experiences and knowledge gained through social interactions.

7. Skills development:

Beyond chess skills: Focus on developing interpersonal skills, such as communication, teamwork, empathy, and conflict resolution, through chess.

3- TOOLS

Chess and chess boards: essential for gaming sessions, they facilitate practical exercises to apply strategic decision-making.

Writing materials: notebooks, pens, or markers for participants to take notes, write down strategies, or analyze their moves.

Visual aids: Charts, diagrams, or posters that illustrate decision-making processes, chess strategies, or real-life scenarios for visual learning.

Chess-based scenarios or challenges: Pre-designed scenarios or challenges focused on decision-making to guide practical sessions.

Discussion guides or handouts: Worksheets or guides to facilitate discussions.

Teaching resources: Relevant books, articles, or teaching materials on chess strategies, decision-making, and psychology (optional but helpful).

4- OBSERVATIONS

The benefits brought by the Training Module often extend beyond the board, potentially influencing participants' behaviour, attitudes and relationships beyond the game sessions. The ultimate goal is to create a positive impact on the entire prison community and contribute to the rehabilitation and social reintegration of prisoners.

5- DISCLAIMER

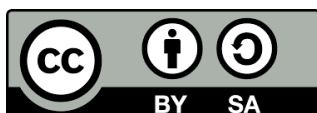
Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

Authors

© May 2024 – Skill Up Srl, UniChess ssdl, INDEPCIE sca, Club Magic Extremadura Sport Club, Centre for Education and Innovation Research, Latvian Chess Federation

This publication was carried out with the financial support of the European Commission under Erasmus + Project **“ICARUS – Including Chess As a Re-education Up-Skilling tool”**, N. 2023-1-IT02-KA220-ADU-000152409.

Attribution, share in the same condition



(CC BY-SA) : You are free to Share- copy and redistribute the material in any medium or format and Adapt – remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms under the following terms:

Attribution – you must give appropriate credit, provide a link to the license, and indicate if changes were made. You may do so in any reasonable manner, but not in any way that suggest the licensor endorses you or your use

ShareAlike- If you remix, transform or build upon the material, you must distribute your contribution under the same license as the original

No additional restrictions – you may not apply legal terms.

