

Make Your Child Master Mind



CheckMate

Chess Academy



CheckMate Chess Academy conducts Chess classes for kids. Live online classes are conducted once a week for 45 minutes. There is flexibility in timings. The course is designed for the students in the age group of 5 + years. This course promote Whole Brain Development by stimulating both sides of the brain. Playing Chess Improves concentration and memory, enhances reading and math skills, fosters logic, critical thinking and creativity, Encourages and rewards hard work.

We Prepare Students to Play Tournaments in Local and State Levels.



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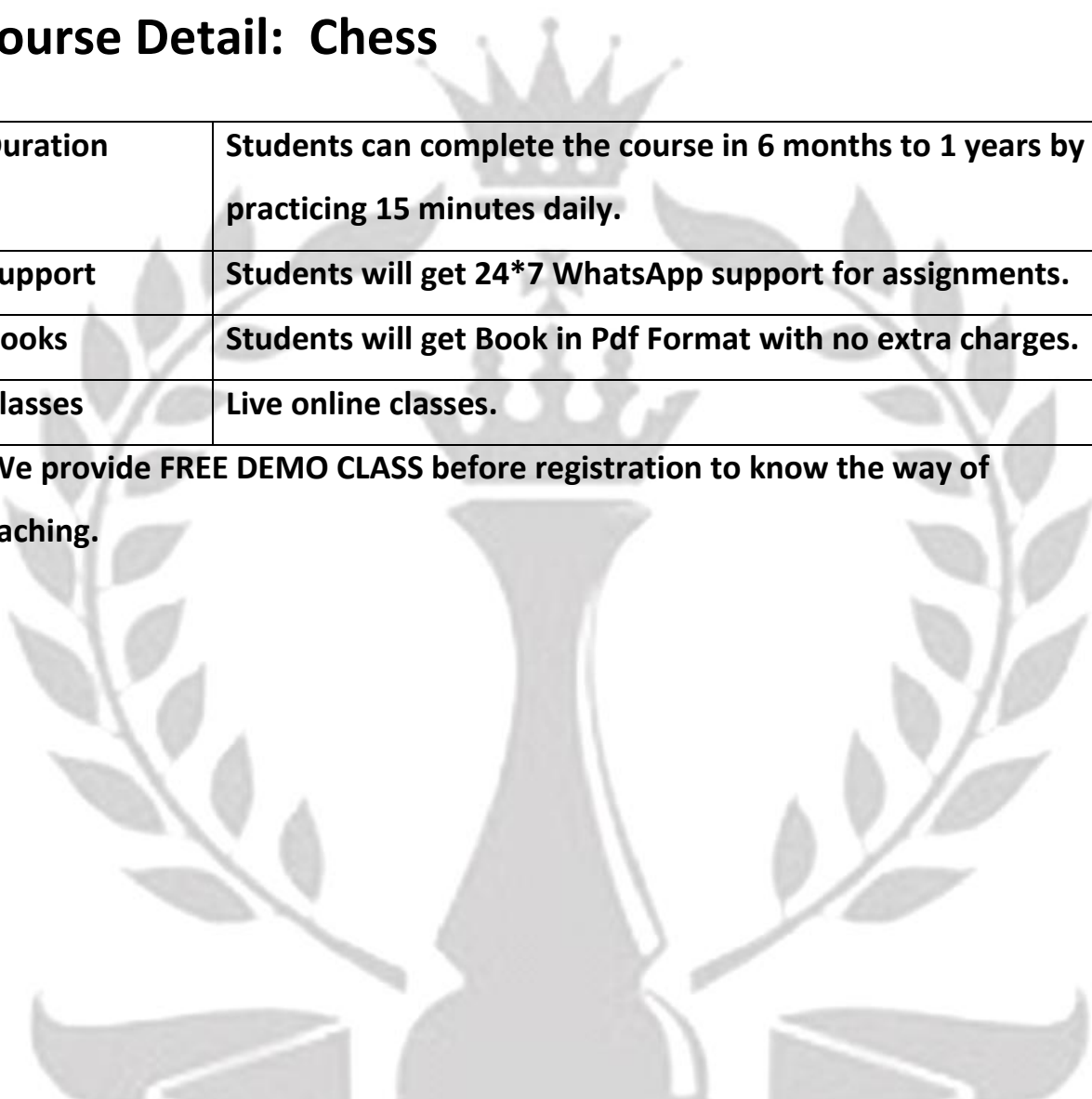
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Course Detail: Chess

Duration	Students can complete the course in 6 months to 1 years by practicing 15 minutes daily.
Support	Students will get 24*7 WhatsApp support for assignments.
Books	Students will get Book in Pdf Format with no extra charges.
Classes	Live online classes.

***We provide FREE DEMO CLASS before registration to know the way of teaching.**



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Syllabus

RULES OF THE GAME

1	The Board and Notation
2	Initial Position
3	Moves
4	Capture
5	Notation
6	The King's Special Features
7	Check
8	Checkmate
9	Castling
10	Stalemate
11	Kinds of Draws, Perpetual Check, Insufficient Material
12	The Method of Notation
13	Comparative Value of the Pieces
14	Additional Rules for tournaments
15	Planning, Method & The Time factor
16	A recap of all the chess terms
17	Three Stages of the game (Openings, Middle, End Game)



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SIMPLE END GAME TECHNOLOGY

1	Mating the lone king
2	Mating with the Queen
3	Mating with the two Rook
4	Mating with a single Rook
5	Mating with two Bishops
6	Mating with Bishop and Knight
7	Mating with two Knights
8	King and Bishop or Knight versus King
9	King and Pawn versus King
10	The opposition
11	The pawn Promotion
12	Conclusions



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SIMPLE MIDDLE GAME TECHNOLOGY

1	On the centre and Development
2	On the Open files
3	The Sixth and Sevenths Ranks
4	The passed Pawn
5	The basic principles of exchanging
6	Transition of the middle game to end game
7	The Pin
8	Discovered Check
9	Double Check
10	Out posts
11	Smothered Mate
12	The Skewer
13	Gambits
14	Positional Advantage



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SIMPLE OPENING GUIDE TO PLAY

1	Types of Openings
2	Open Openings
3	Semi – Open Openings
4	Closed Openings

END GAME

1	King and Pawn Vs King and Pawn
2	Endings with several Pawns
3	King and Queen Vs King and Pawn
4	Queen and Pawn VS Queen
5	Queen endings with many Pawns
6	Rook and two Pawns Vs Rook
7	Rook endings with many Pawns
8	Queen Vs Rook
9	Rook Vs Minor Piece
10	Bishop and Pawn Vs Bishop
11	Endings with Bishops and several Pawns



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12	Ending with white and black Bishops
13	King, Bishop, Rook and Pawn Vs King
14	Knight Endings
15	Intricate Endings

MIDDLE GAME

1	The importance of designing a Plan
2	Good Pieces and Bad Pieces
3	Weaknesses and exploiting Weaknesses
4	How to realize material advantages
5	Forced Variations
6	Simple Combinations
7	Tactics
8	Candidate Moves
9	Zugzwang



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