



Class Curriculums

All students will learn sportsmanship, mindful practices when it comes to dealing with wins and losses, better special awareness and more! You can see all the benefits that come with learning chess no matter which membership or skill level you are in [here!](#)

Click on your skill level to view the curriculum or scroll down to see them all!

- [Pawns – Absolute Beginners](#)
- [Knights – Beginning Students](#)
- [Bishops – Novice Students](#)
- [Rooks – Intermediate Students](#)
- [Queens – Advanced Students](#)



Class Curriculums

Pawns – Absolute Beginners

The Pawns curriculum takes two weeks to complete.

Week One – 2 Hours of Class Time

Piece Movement and Basic Rules of Chess	Naming the Board and Notation	Commonly used Chess Vocabulary
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Week Two – 2 Hours of Class Time

Identifying and Creating Check	Identifying and Creating Checkmate	Identifying and Creating Draws	Sportsmanship
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After the Pawns Classes is completed, students will be able to set up the board, move the pieces, follow the rules of chess, use basic chess language, use notation, and complete a game.



Class Curriculums

Knights – Beginning Students

The Knights curriculum takes 2 months to complete but can be started at the start of any month.

Month One – 4 Hours of Class Time

Special Moves: Castling and En Passant	Opening Checklist	Winning Material and Finding Loose Pieces	Saving Material: Avoid/Block/Capture/Defend
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Month Two – 4 Hours of Class Time

Types of Draws	ABCs of Getting out of Check	King and Two Rooks Checkmate	Introducing Mate in 2
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After the Knights Classes are completed, students will be able to set up a strong opening position, identify and capture loose pieces, save and protect their own material, identify common checkmates, and checkmate a king using two rooks from any position.



Class Curriculums

Bishops – Novice Students

The Bishops curriculum takes 2 months to complete but can be started at the start of any month.

Month One – 4 Hours of Class Time

Multi-move Material Exchanges	Removing Defenders	Basic Tactics: Forks, Pins, and Skewers	Traps
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Month Two – 4 Hours of Class Time

Forced Draws	The F7 pawn	King and Queen Checkmate	King and Rooks Checkmate
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After the Bishops Classes are completed, students will be able to identify weaknesses in their opponents opening positions, identify how to win material moves in multiple moves, use common tactics, checkmate a king using just a queen or just a rook from any position, and use mindfulness to avoid knee-jerk mistakes.



Class Curriculums

Rooks – Intermediate Students

The Rooks curriculum takes 4 months to complete but can be started at the start of any month.

Month One – 4 Hours of Class Time

Taking Advantage of Forks	Taking Advantage of Pins	Taking Advantage of Skewers	Counter Attacks
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Month Two – 4 Hours of Class Time

Overloading Attacks	Discovered Attacks	Trapping Pieces	Trapping Pieces in Multiple Moves
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Month Three – 4 Hours of Class Time

Windmill and Greek Gift	Utilizing the Phases of the Game	Calculating Towards Forced Mates	Intermediate Checkmating Patterns
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Month Four – 4 Hours of Class Time

King and Pawn Ending Basics 1	King and Pawn Ending Basics 2	Forcing Draws with a Long King	Analyzing the Opera House Game
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After the Rooks Classes is completed, students will be able to use intermediate tactics and apply them in the game, identify the phases of the game and how to utilize them, find checkmates in multiple moves, plan out complicated endgames, and analyze games.



Class Curriculums

Queens – Advanced Students

The Queens curriculum takes 4 months to complete but can be started at the start of any month. Our Queens curriculum is living and growing with our students so topics may change a bit and even after 4 months, our students will still benefit from the Queens program as we add more topics.

Month One – 4 Hours of Class Time

Advanced Overloading Attacks	Advanced Calculating Forced Mates	Forcing Draws with a Lone King	Individualized Study / Game Review
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Month Two – 4 Hours of Class Time

Advanced Phases of the Game	Advanced Traps	Windmill and Greek Gift	Individualized Study / Game Review
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Month Three – 4 Hours of Class Time

King and 2 Bishops Checkmate	King, Bishop, and Knight Checkmate	Zugzwang	Individualized Study / Game Review
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Month Four – 4 Hours of Class Time

Opening Study	King and Pawn Endings	Analyzing the Opera House Game	Individualized Study / Game Review
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After the Queens Classes is completed, students will be able to set up their own plans while also reacting to their opponents plans, demonstrate and communicate advanced tactical patterns, utilize advanced end game techniques, execute and defend against complicated opening traps, and be able to independently analyze and reflect on games they have played.