

## **Chess Course Objectives**

Students will learn the basic moves of chess.

Students will be taught through a “discovery” approach and discover some possible strategies used to win chess games.

Students will use technology to play and analyze their own chess games.

Students will do research and write a paper about chess history.

Students will use counting techniques to solve chess puzzles.

Students will give a presentation about some of the strategies they used to win games.

Students will learn to plan ahead by visualizing chess moves in advance.

Students will be given a written final exam at the end of the course.

Students will create and use algorithms to win in a given chess position.

Students will learn to play games under time pressure.

Students will work together in groups to solve more complex chess puzzles.

Students will compete against one another while demonstrating sportsmanship.

Students will determine how to use their chess pieces as “one team”(protecting pieces using a planned strategy).

Students will read and write summaries about how chess improve reading and math skills.