




Skill Badge Training Check List 101/102 Scholastic Chess (K-5th grade)

Student Name: _____

Please use this check-list as your student's personal development plan (PDP). As they complete a requirement, please check it off the list and have the checked item initialed by a lead coach.

Goals	Requirements
 <p>Silver</p> <p>Chess Basics</p> <ol style="list-style-type: none"> 1) Board setup: White on the right, initial piece positions, ranks & files 2) How the pieces move & the point values of pieces 3) Special rules: Castling, checkmate, stalemate 4) Chess Etiquette 	<p><input type="checkbox"/> Practice: _____ Complete exercises and play partial games as needed to learn and apply the chess basics; do not have to complete a game.</p> <p><input type="checkbox"/> Test: _____ How Much Do You Know About Chess? This is a written test. Students must take the test in class and pass with 90%.</p>
 <p>Gold</p> <p>Playing Chess:</p> <ol style="list-style-type: none"> 1) Playing a game to completion 2) Notation - Accurately notate a game that the coach demonstrates. <p>Notation:</p> <ol style="list-style-type: none"> 1) Read: "Chess Notation Tutorial", Parent Signature Required. 2) Memorize notation symbols so you can notate without a reference sheet. 3) Complete notation worksheets 	<p><input type="checkbox"/> Two Complete Notated Games: _____ Play two games of chess to completion, complete with notation; do not have to win. Submit notation to coach for review of games with student.</p> <p><input type="checkbox"/> Demonstration/Instruction: _____ Student will either teach another student how to notate a game under a coach's supervision, or the student will demonstrate to the entire Gold Board section how to notate a game.</p> <p><input type="checkbox"/> **Extra Credit: Double Gold Award: _____ Receive a second gold skill badge for notating 50 games during a semester!</p>
 <p>Pawn</p> <p>Endgame:</p> <ol style="list-style-type: none"> 1) 10 Checkmates: Including the top-4, KP (pawn promotion), KRR, KR, & KQ. 2) Combinations that cannot mate. 3) Demonstrate each ending to a coach, explaining the strategy each uses to achieve checkmate. 4) Identify which pieces cannot force a mate. <p>Annotation: Provide examples of how to annotate a chess game and explain its value to the learning experience.</p>	<p><input type="checkbox"/> Homework: _____ Complete the "Ten Checkmate" article, the "Key Mate Patterns" worksheet, the "One Move Checkmate" worksheet, and the "Then There Were None" worksheets. Worksheets should be signed by parents.</p> <p><input type="checkbox"/> Annotated Games: _____ Annotate 10 of your own games in which examples from the 4 endings were used to win the game (either by yourself or your opponent). Identify the ending used and the step on which it started.</p> <p><input type="checkbox"/> **Extra Credit: Double Pawn Award: _____ Receive a second Pawn badge when you identify from your own annotated games 5 additional examples of a King & Queen mate, and 5 examples of a King & Rook mate.</p>

Goals

Requirements



Knight

Beginning Tactics: *Offense*

- 1) Forks
- 2) Pins
- 3) Skewers
- 4) Discovery
- 5) Double Check
- 6) Zwischenzug (in-between move)
- 7) Pawn Storm
- 8) Decoys
- 9) Fools Mate & Scholars Mate
- 10) Named Mates

Take Home Test: _____

Beginning Tactics - Offense This is a take-home test, consisting of a packet of tactics puzzles focusing on forks, pins, skewers, etc.

Observe & Annotate Offensive Tactics: _____

Annotate 5 of your own games, identifying the different offensive tactics used. Explain what you were hoping to accomplish and whether the tactic was successful.

Optional: Create a puzzle set based on tactics in your games.



Bishop

Beginning Tactics: *Defense*

- 1) Protect pieces
- 2) King safety / protect against back rank mate
- 3) F7, H7, G7
- 4) Protect against pawn storms
- 5) Accurately closing positions

Take Home Test: _____

Beginning Tactics - Defense consisting of a packet of tactics puzzles focusing on defensive tactics

Observe & Annotate Defensive Tactics: _____

Annotate 5 of your own games, identifying the different defensive tactics used. Explain what you were hoping to accomplish and whether the tactic was successful.

Optional: Create a puzzle set based on your games.



Rook

Openings:

- 1) Seven guidelines of openings:
 - Control the center
 - Pawn in the center
 - Knights before Bishops
 - Avoid extra Pawn moves
 - Don't bring out your Queen early
 - Don't move the same piece twice
 - Castle early (king safety)
- 2) Introduction to basic openings:
 - Giuoco Piano
 - Ruy Lopez
 - 4 Knights
 - French Defense

Take Home Test: _____

Opening Guidelines... This is a take-home or verbal essay test, in which students explain each of the 7 opening guidelines, including what it means and why it is important.

Coach Interaction: _____

Identify the name of each basic opening when it is played on a board by a coach.

Annotated Games: _____

Annotate 4 of your own games, each one using one of the four basic openings. Your annotations should also identify the opening guidelines used.

Goals

Requirements



Queen

Tournament Preparation:

- 1) Using the clock (settings, delay, etc.)
- 2) Clock Management
- 3) Losing/Winning to the clock
- 4) Blitz Play

Theory & Practice:

- 1) Pawn Structure: open, closed, doubled, backwards, isolated, etc.
- 2) Minor piece imbalance, Knight vs. Bishop, and KP vs. KQ ending.
- 3) Files and squares, and rook endings KR vs. K+2P & KR vs. KP.



King

Mentoring:

Assist the coaches to instruct students, as assigned, for a minimum of 6 weeks.



Perfect Attendance

Coach Interaction: _____

- 1) Pick out specific pawn structures from test positions and tell why/when they are weak or strong.
- 2) Analyze test positions telling which minor piece is dominant and demonstrate the KQ vs. KP ending.
- 3) Analyze positions, noting important files and squares, and demonstrate KR vs. KP endings.

Annotate Rated Tournament Games: _____

Annotation of 3 games should include:

- Clock time per side
- Clock time markers at regular intervals
- Evaluation of theory principles
- Summarize “blitz” ending if utilized

Report: _____

Write a report. The report should be typed, and consist of a minimum of three pages. The report should provide “verbatim” descriptions of the interactions the mentor had training students.

Perfect Attendance: _____

Attend all chess classes and/or tournament opportunities, and receive a perfect attendance medal at the end of the semester.

Recommended Resources to Assist Your Child’s Development:

- 1) **Download Resources:** Visit <http://www.hollandchess.com/Resources.html> to download resources required by the Skill Badge training.
- 2) **Free Online Chess:** Students should play games online as often as possible, we recommend the Free Internet Chess Server (FICS); it can be found at <http://www.freechess.org/>.
- 3) **Regional Tournaments:** Take advantage of low cost regional chess tournaments at Aquinas College and Calvin College...HollandChess.com strongly encourages our students to attend the Aquinas College tournaments on [January 21, 2012](#) and [February 18, 2012](#). In addition, the Calvin College tournament on [February 4, 2012](#) has agreed to add a non-rated section if we have enough interested students (Note the date on the URL link is for January, but the same information is valid for February 4).