



Chess Curriculum - All Levels (1-20)

Level 1

History of Chess and Introduction to Chessboard

Saying Hello: King, Queen and Pawn

Saying Hello: Rook, Bishop and Knight

Check, Checkmate and Stalemate

Coordinating pieces for a goal

Level 2

Record capture with pieces and pawn

Recording ambiguous moves

Attack and Defense

Recording in a scoresheet

Checkmate with QR rollers

Checkmate in one with Q

Checkmate in one with R

Checkmate in one with B

Checkmate in one with N

Checkmate in one with pawn

Misc Checkmate in one

Exchange of pieces of same value

Counting Attack and defense

Capture free piece

Special moves- castling, enpassant, promotion, underpromotion

4 Queens/ 8 Queens Problem

Level 3

Three phases of the game

Idea behind chess moves- basics

Tactics overview

Pin-Learn to pin, escape from pin

Skewer

Fork

Analyzing recorded games

Pawn Games

Level 4

Discover attack

Discovered check

Double Check

Ideas to develop the Queen

Basic checkmate patterns

Short Games with quick checkmates
Level 5
Pinned piece does not Protect
Illusionary pins
Traps
Opening principles- basics
Controlling the centre
Rapid development
Selecting the right moves or the candidatate moves
Play games and explain the ideas behind the moves
Level 6
Overloading/ overworked piece
Remove the guard
Decoy
Deflection
Take the right capture
Tactics identification in games
Combination of tactics
Mate in two
Level 7
Rook mates vs lone king in Ending
Short break
Zugzwang
Playing with the King
Intro to king and pawn ending
Pawn play strategy
Pawn box
Level 8
Playing pawn endings
Opposition of Kings
Pawn promotion to Queen, under promotion to other pieces
Pawn tactics
King and pawn ending practice problems
Intro to advanced endgames
Level 9
Basic checkmate with BB
Basic checkmate with BN
Mate in 3
Line Opening and Line closing
Basic opening preparation
Square Vacation

ZwissenZug and ZwissenShah
X-ray attack
Common chess symbols
Level 10
Pawn movements and identification of structural and movemental weaknesses
Movemental weakness - Backward pawn, semi-backward pawn
Outposts and advanced pawns
Structural weakness- doubled pawns, isolated pawns, ep bind, maroczy bind
Endgame calculation
KQ vs advanced pawns ending
Triangulation of King
Level 11
Transpositions in opening preparation
Exapnd opening prep lines
When to exchange Bishop for Knight?
Study of exchanges- equal and unequal exchanges
Level 12
Safety of castled king
Destroy castled king's defenses
Pursuit of King
Game saving tactics
Perpetual checks
Mate in 4
Mate in 5
Sibling positions
Level 13
board visualization practice
Pawn majority
Pawn minority
Using pawn majority and minority in planning
Using pawn for attack
IQP/IKP introduction
Space and pawn play in middlegame
Level 14
Advanced piece play
Developing Q and R to the right square
Developing N and B to the right squares
Badness of minor pieces- N on the sides, bottom w/ plan, badness of bishops
Prophylaxis - for attack and defense
Solving general middle game puzzles - level 1 & 2

Level 15

Pure Queen endgames

QB vs QB opposite color/same colour

QB Vs QN and QN vs QN

QR vs QR

QR vs QB/ QR vs QN

QR vs RB/ QR vs RN

Q vs RR

Q vs BB/BN/R/RN

Q vs QB/QN

Level 16

Pure Rook Endings

Rook endings with equal pawns

Rook endings with unequal pawns

RB vs RB same color and opposite colour

RN vs RN

RB vs RN

R vs B/ N

Level 17

RR vs RB/RN

RB vs BB/BN

RN vs BB/BN

R vs BB/BN/NN

R vs RB/RN

Many rooks (3 or 4)

Rooks vs Pawns

Level 18

General puzzle solving- level 3 and 4

Game analysis- pre-recorded games

Playing games

Analysing games in real- time

More puzzles from various popular books

Game analysis of famous chess players

Basic tournament types explained

Level 19

Bishop and knight endings intro

Same color and opposite colour bishop ending

Pure Knight endings

B vs N

When to prefer one minor piece over the other? (B over N and N over B)

NB vs NB

Playing with NN

Playing with BB
Minor pieces with pawns
Level 20
Latest Tournament play rules updation
Playing with Clocks - Rules
How to ask for a draw?
Touch piece, adjust, zero tolerance, no electronics policy in tournament
Learning more about FIDE rating, FIDE titles and Norms.
Opening preparation for White
Opening preparation for Black
Selecting plan according to position
Selection of pieces to go to ending
Sacrifice and using weak squares like f7