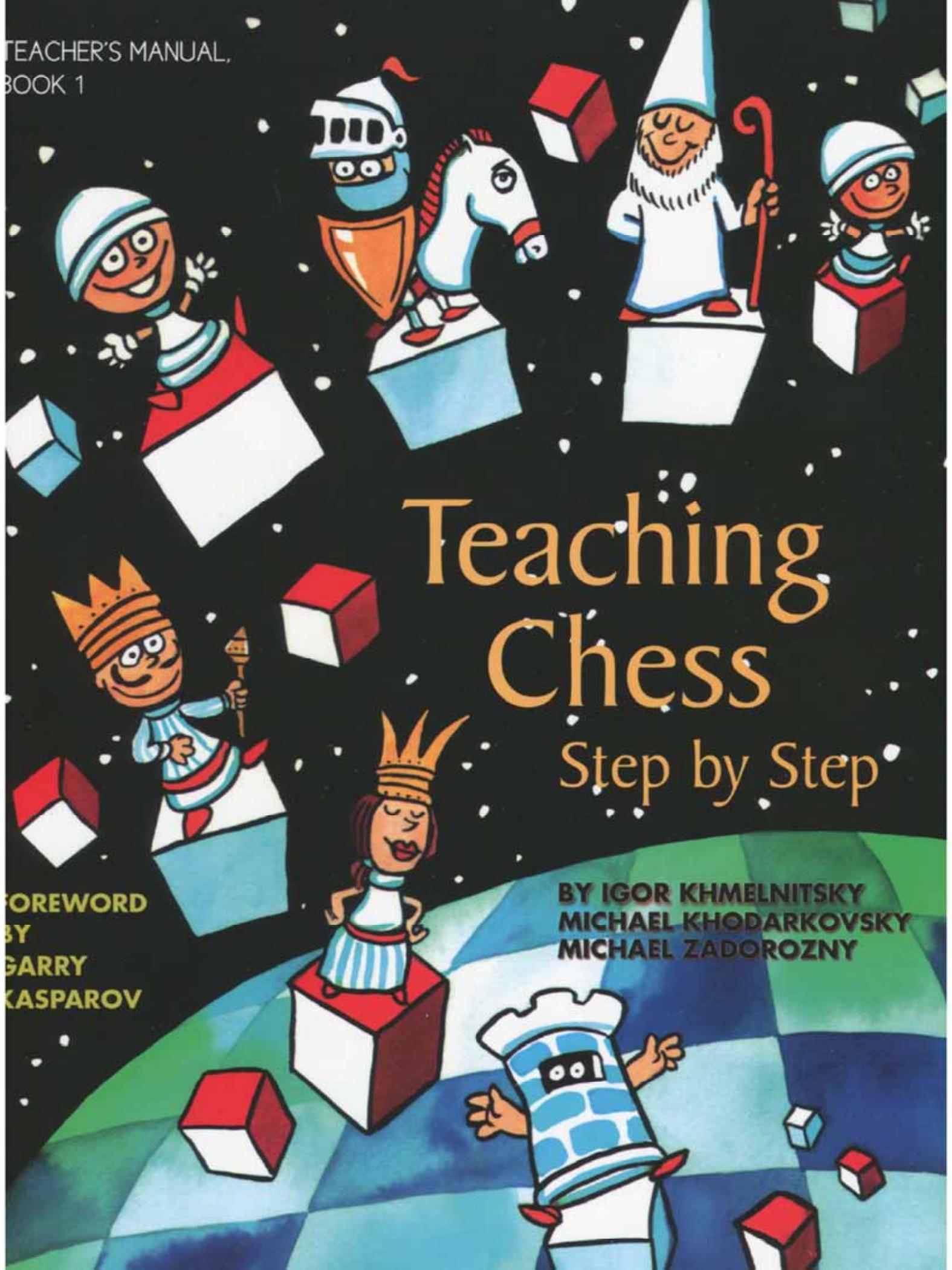


TEACHER'S MANUAL,  
BOOK 1



# Teaching Chess

Step by Step

FOREWORD  
BY  
GARRY  
KASPAROV

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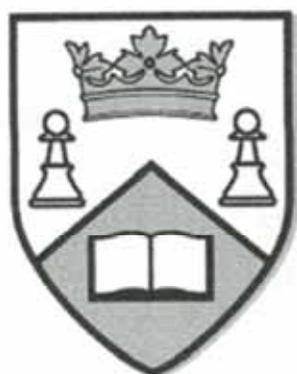
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# KASPAROV

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## CHESS FOUNDATION

Founded by World Chess Champion Garry Kasparov, our mission is to bring the many educational benefits of chess to children by providing a complete chess curriculum and enrichment programs.

The Foundation promotes the study of chess as a cognitive learning tool in curricular classes and after-school programs for elementary, middle and high schools, both in the public and private school sectors.

[www.kasparovchessfoundation.org](http://www.kasparovchessfoundation.org)

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# Foreword

by Garry Kasparov



Chess has appeared in many forms over the ages – a dueling sport, a problem composer's art, a mathematician's puzzle, a programmer's challenge. For centuries, but especially over the last 80 years, chess has had another role: that of trainer of the mind. Used in the Soviet Union during the 1920's and 1930's to educate a largely illiterate population, chess showed its highly potent value to quickly form legions of better thinkers.

No one has ever doubted the positive effects of chess on the mind. Yet, for centuries, the game was never considered as a serious occupation for children, except for the rare genius. What has been occurring during the last 25 years is a veritable revolution in chess and by chess – chess has become one of the most important pedagogical tools ever utilized to teach children to think.

Chess is being taught by thousands of dedicated men and women to millions of children around the world. Children are delighted to play a game, but it is through this gaming environment that high level thinking skills are being trained. The benefits of chess for children are enormous:

- the ability to visualize moves and patterns in their minds,
- to create plans,
- to focus their thoughts and energies,
- to solve problems as they occur, to apply sets of knowledge in dynamic and creative ways.

All these skills are transferable to other academic fields. No other environment challenges children to perform the intensive type of thinking that chess requires.

In an age when information is being created at rates well beyond that of any other era, it is not enough to assimilate that information; it must be processed in

a highly intelligent way to meet the demands of living in a complex world. The children being taught chess today will be able to better understand this information and make better decisions for the rest of their lives.

Unfortunately, scholastic chess has never achieved large-scale governmental acceptance for the inclusion of chess in school curricula. The general public has accepted the value of chess in education, but that has not been followed by the funding of actual programs in schools. There are some schools that make chess available to their entire student body. Where that has been done, chess has shown itself to be an exceptional teaching tool. For the most part, chess has been available only as an extra-curricular activity that reaches only a tiny fraction of a school's population.

Chess as the 21st century's scholastic tool, I believe, is inevitable. The Kasparov Chess Foundation is devoted to taking a lead role in the development of scholastic chess. The goal of this organization is to bring the benefits of chess to all children throughout the world. Achieving this gargantuan goal will require many more qualified instructors. Chess players will have to be trained to be teachers, and teachers will have to be taught chess.

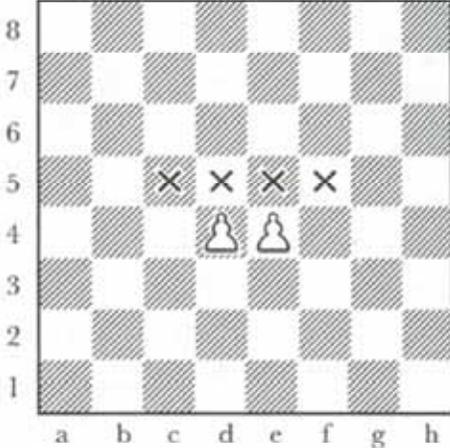
Curiously, few materials exist to help the classroom teacher who has never played chess or knows only some chess. This manual was designed to address this deficiency. It is written in a manner that allows the teacher to see how to present the material in his or her classroom. This manual will lead a group of beginning students from the rudiments of chess rules to the ability of playing a full game in a competent manner.

*Kasparov*



# Rules of Proper Development

## Part D: Importance of Developing Toward the Center

LECTURE POINT	SAMPLE LECTURE	DEMO BOARD PRESENTATION
<p>THE IMPORTANCE OF THE CENTER</p> <ul style="list-style-type: none"> <li>■ A player should try to have at least one Pawn in the center at the start of the game.</li> <li>■ Two Pawns in the center are very powerful.</li> </ul>	<p>Pawns can – and should – be placed directly on center squares when possible. At least one Pawn should be placed in the center of the board at the start of the game. We will see in the next lesson (“Surrendering the Center”) why this is important.</p> <p>Two Pawns in the center make it hard for the other side to move pieces into the game..</p> <p>For example, White Pawns on d4 and e4 will deny the Black Knights and Bishops (and later the Rooks and Queen) the opportunity to move to good squares in their territory as in the example.</p>	 <p>PAWNS IN THE CENTER BOARD (squares denied to Black pieces marked with X's)</p>

# Lesson #21

## Surrendering the Center

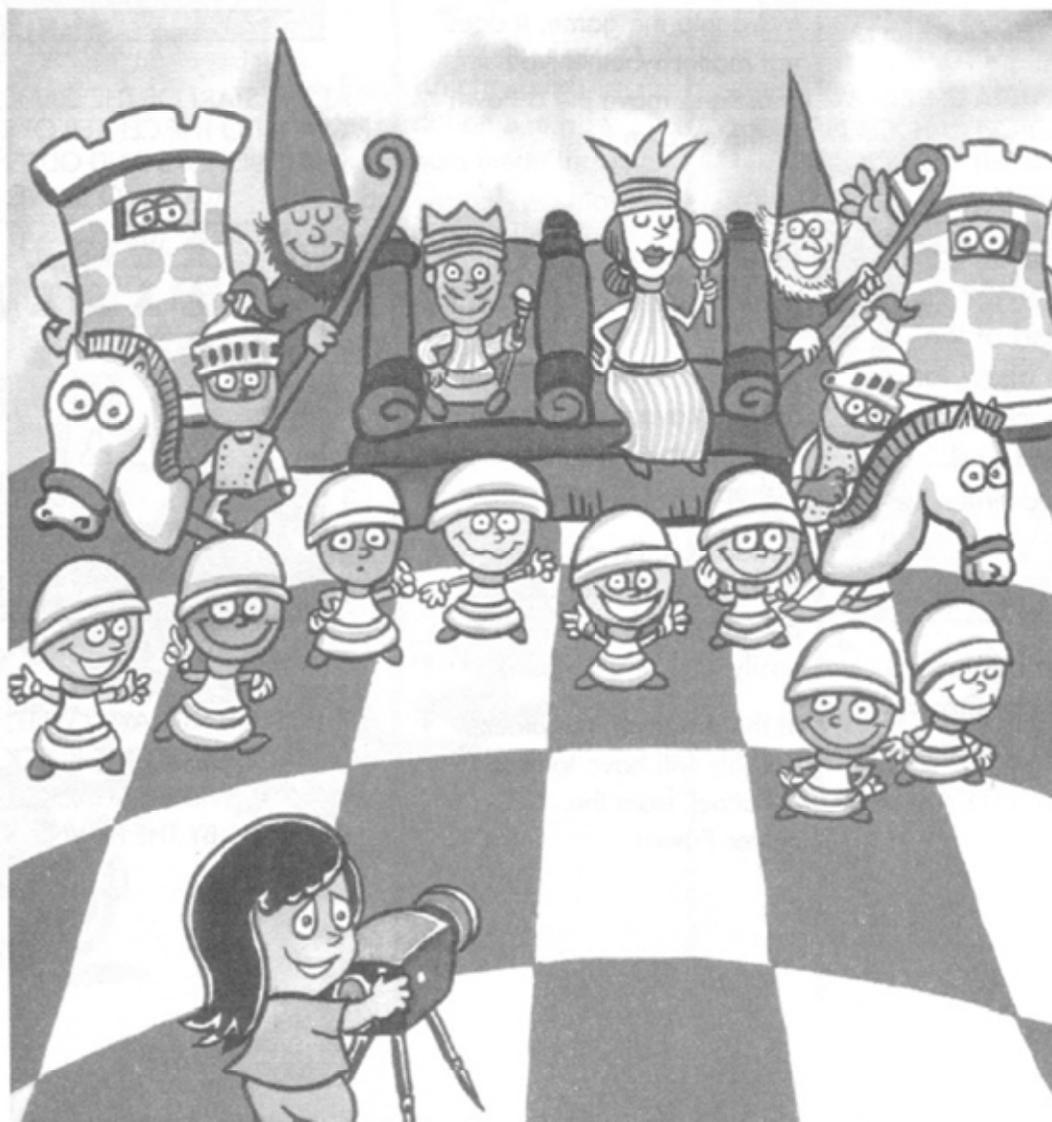
### OBJECTIVE OF THIS LESSON:

Teaching your students what the punishment is for not occupying at least a portion of the center with a Pawn.

### NOTE TO THE TEACHER:

Beginners often do not move their center Pawns forward. This “surrender of the center” causes them to suffer as they try to mobilize their pieces.

The materials in this lesson demonstrate the bad effects of not placing a Pawn in the center at the start of a game.



# Surrendering the Center

## LECTURE POINT

### NOT MOVING PAWNS TO THE CENTER OF THE BOARD

- Move a center Pawn at the start of the game to allow for more space and for the Queen and Bishops to enter the game.
- Common beginner's mistake: not moving the center Pawns.

## SAMPLE LECTURE

To properly start a chess game, you should move a Pawn into the center of the board, either the d-Pawn or the e-Pawn.

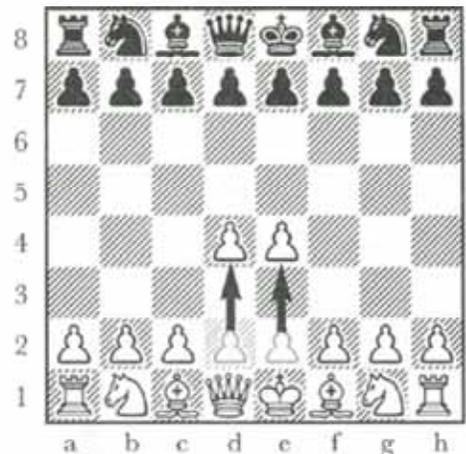
By doing so, you will give yourself much more room and the Bishops and Queen the opportunity to easily move into the game. It does not matter whether you choose to move the d-Pawn or the e-Pawn first.

Too many beginning players do not move these Pawns and thereby block in their Bishops and Queen.

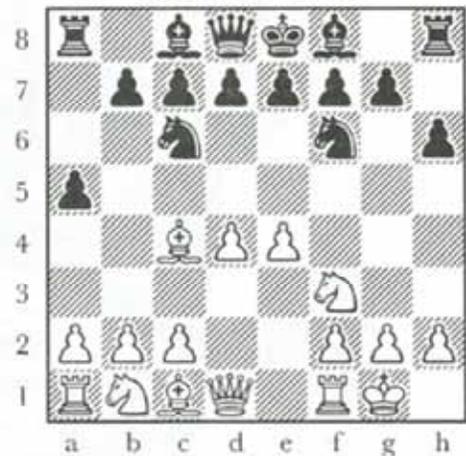
In addition, Pawns in the center that are not blocked out will attack the Knights easily.

In the diagram, the Black Knights will have to face an attack from the center Pawns.

## DEMO BOARD PRESENTATION



AT THE START OF THE GAME, MOVE A PAWN INTO THE CENTER OF THE BOARD. THE BISHOPS AND QUEEN HAVE ROOM TO MOVE.



WHITE HAS PLAYED WELL; BLACK HAS NOT. SOON THE BLACK KNIGHTS WILL BE ATTACKED BY THE PAWNS.

# Surrendering the Center

**LECTURE POINT**

**SAMPLE LECTURE**

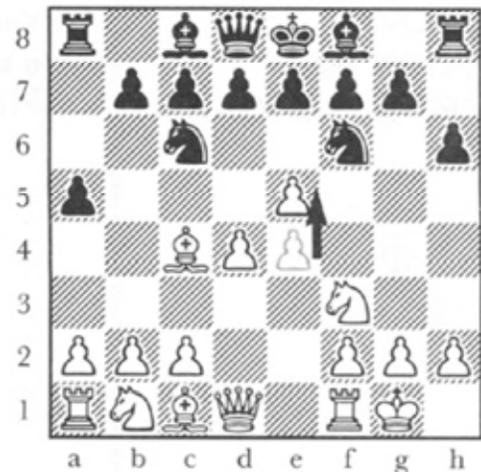
**DEMO BOARD PRESENTATION**

**NOT MOVING PAWNS TO THE CENTER OF THE BOARD**

- Center Pawns not blocked out will march down the board and attack.

Watch what can happen next. The Pawn on e4 moves to e5 and attacks the Knight. There was no Black Pawn in the center to block the advance of the Pawn.

The Black Knight could retreat back home to g8 but that would mean that Black has wasted two moves. It is as though he had never moved at all.



WHITE PLAYS e5 AND ATTACKS THE BLACK KNIGHT. BLACK HAD NO CENTER PAWN TO BLOCK OUT THE ADVANCE OF THE PAWN.



MOVING OUT OF THE ATTACK BY GOING TO g8 MEANS BLACK HAS WASTED TWO MOVES.

