



**GRADE 10**

# Chess 10

## SD43 Coquitlam

This course will focus on several facets including a brief history of chess, chess in culture, rules & etiquette of chess. Basic strategy, tactics, opening, middle & endgame theory will be introduced. Students will participate in online chess communities for instruction & game play as well as many class tournaments. The logical, critical, analytical & creative thinking strategies will build skills that can be transferred to all subject areas and all facets of life.

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**Credits:** 4

**Approval Date:** May 2022

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**Hours:** 120

**Trax Code:** Y

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## GOALS AND RATIONALE

Exercise strategies of planning, memory, decision making, judgment, creativity & concentration. To assist cognitive development for students in four areas: logic, memory, awareness/analysis & pattern recognition with overall improvements in all school test results, especially mathematics & reading (Math & English curriculum). Chess is fun, engaging, inclusive, creative & promotes the development of student socio-emotional & cognitive domains.

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## BIG IDEAS

Executive functions are a set of cognitive processes that are necessary for cognitive control of behavior, not limited to but including: paying attention, organizing, planning, understanding different points of view, self-monitoring & regulating emotions.

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## ADDITIONAL INFORMATION

Chess highlights a sense of place as each play brings to the fore a set of values, beliefs & decision-making strategies. Learning involves recognizing the consequences of one's actions; games of strategy & problem solving like chess, provide continuous opportunities for reflection & learning from one's actions and mistakes. Learning ultimately support the well-being of self, family, community, land, spirits & ancestors.