



**GRADE 11**

# Chess 11

## SD43 Coquitlam

To develop students' skills & understanding in the areas of chess strategy, tactics, opening, middle & endgame theory. Introduce students to the study of famous master games to enhance understanding of more advanced concepts. Students will practice what they learn through daily in-class play & tournaments as well as participate remotely through an on-line chess community. Students will benefit from the logical, critical, analytical & creative thinking chess provides.

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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

Strategic play & problem solving promote the development of executive functioning skills. Exposure to various degrees & contexts of challenge fosters creative & critical thinking. Non-verbal & visual interactions help people communicate & connect. Lifelong participation in leisure activities has many benefits & is an essential part of a healthy lifestyle.

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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.