



**GRADE 12**

# Chess 12

**SD43 Coquitlam**

Develop their analytical & critical thinking skills & further develop their knowledge of aspects of Chess.? Visualization & pattern recognition will be developed.? Opening & endgame theory will examine students' ability to analyze their own & others' games.? This course will take student from a novice to an intermediate player.? By course end, students will be able to compete in international chess tournaments as well as maximize enjoyment of leisure play & to teach the game of chess to others.

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**Credits:** 4

**Approval Date:** Apr 2019

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**Hours:** 120

**Trax Code:** Y

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## GOALS AND RATIONALE

Students learn how to make accurate & informed choices by relating to the collection, analysis & presentation of chess games. They learn how to make sound inferences & decisions with problem solving in situational contexts. Students foster a strong thinking foundation that is applicable in all areas of their lives. There is a focus on concepts related to visualization, pattern recognition, spatial sense, strategy & planning where students actively investigate problems & find solutions.

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## BIG IDEAS

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

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## ADDITIONAL INFORMATION

Aboriginal Worldviews and Perspectives: Learning supports the well-being of self, family, community, land, spirits & ancestors. Taking on the challenges presented in chess games builds self-confidence & supports connections between individuals & communities in ways that preserve the land. Learning is holistic, reflexive, reflective, experiential & relational. Learning involves recognizing the consequences of one's actions.