

Berrien Springs Partnership Syllabus and Instructor Qualifications

CLASS TITLE: Chess

GRADE OR AGE LEVELS: 3rd & up

START DATE: August 29th

END DATE: January 11th

WEEKS TOTAL: 17 Per semester

WEEKS OFF: 3

DAY/TIME REQUIRED: Zoom classes: Tuesdays 12-1:30pm OR 6:30-8pm; In-Person: Thursdays 4-5:30pm

ADD'L DAYS/WK AVAILABLE:

HOURS (REQUIRED): 34 (includes homework) **# HOURS (OPTIONAL):** 34 (approx.)

TOTAL SEMESTER HOURS POSSIBLE: 68

SECOND SEMESTER COURSE?: Yes, different content but students may sign up for one or both

LOCATION/ADDRESS: Virtual (Zoom) or Martin's Deli: 720 S 11th St, Niles, MI 49120

MAIN INSTRUCTOR: Marty Klubeck

ADDITIONAL PRIMARY INSTRUCTORS (background checked): Epiphany Peters

CONTACT INFORMATION: **phone:** (574)303-4277 **email:** klubeck.1@nd.edu **website:** <https://FunLearningCompany.com/>

ADDITIONAL REGISTRATION AT SITE REQUIRED? NO

MAIN INSTRUCTOR QUALIFICATIONS:

- MA in Human Resources, Webster University
- BA in Computer Science, Chapman University
- AAS Instructional Technology - Community College of the Air Force
- Chess - Expert level player, USCF
- USCF Chess Club Director
- Chess Club founder/director for the Niles Community Library Chess Club (since 2004)
- Taught college classes including "Human Resource Issues, Quality, and Productivity" and "Teaching Methods" for Purdue University
- Author of six books: Why Organization Struggle so Hard to Improve so Little" (Praeger, 2009), "Metrics: Hard to Improve Key Business Results" (Springer 2011), "Planning and Designing Effective Metrics" (Apress 2014), The Professional Development Toolbox" (2015), "Don't Manage...Coach!" (2016), and his newest book, "Success Metrics: A multidimensional framework for measuring organizational success" (2017).

COURSE DESCRIPTION (complete overview shown on website): While students will learn about prioritization, analysis, memory enhancement, visualization, and natural consequences, the course will specifically teach: how to play the game (rules and piece movement), principles of good play (including piece development and center control, King safety, material values, and space), tactical strategies (including Pins, Skewers, Forks, Discovered Attack, and Double attack), other strategies (including pawn formations, open vs. semi open files, Knights vs. Bishops, and blockade), and Opening, Middle, and End Game play. The course will also teach tournament play including time/clock management, keeping score (capturing the game on paper), and good sportsmanship/etiquette. Students will progress from novice (learning how the pieces move) to tournament-ready players. The idea is to meet the players where they are and to help them progress through the levels of play: novice (no idea what chess is), beginner (can play a game following the rules), developing (can display command of the principles of good play), tournament ready (demonstrates understanding of Open, Middle, End Game play and plays according to tournament requirements), and accomplished (can leverage Tactical and Strategic Principles and obtain 1200 USCF rating or equivalent)

SYLLABUS/OUTLINE: Weekly breakdown of Project-Based Learning Activities

Each week the students work on problems (puzzles) that help with a theme, technique, tactic, strategy, or principle. After the students are given ample time to solve them, the instructor walks through them, discussing their answers – why they are right or wrong.

This is followed by actual play against an instructor selected opponent (working to match ability levels) in which they are supposed to demonstrate specific principles they've learned. This play starts with a game called "pawns" and progresses to full tournament-situation match play as they get stronger. Throughout this segment the instructor observes and will interject when learning opportunities or teachable moments occur.

All students receive a personal chess set (tournament quality). They also receive a scorebook to write down their games in. They also receive membership in Chessable.com with two purchased books that they "read"

online through the site. Students are expected to spend a minimum of 30 minutes a week “reading” the books on Chessable.

COURSE OBJECTIVES AND APPROXIMATE TARGET DATES:

1. By week 3, all students will demonstrate consistent attendance, understanding of the values and names of all pieces, how all the pieces move, including special moves: castling short and long, en passant, and pawn promotion.
2. By week 6 all students will demonstrate the ability to keep score of their games. Also students will have demonstrated all basic skills, respond to instructor feedback by identifying areas of strengths and weaknesses. Students will demonstrate basic drills and practice methods that can be done independently or in small groups.
3. By week 8 all students will demonstrate understanding of the rules of tournament play, including how to use a clock, keep score, perform all tasks necessary including adhering to the rules and etiquette established by the US Chess Federation.
4. By week 15, students will have demonstrated their progress in 1-on-1 matches with other students and participating in a US Chess Federation tournament.

STUDENT ASSESSMENT - what will be used to evaluate student progress and/or end of semester pass/fail status?

All classes abide by the following:

- 1) Student agrees to attend at least 80% of class sessions/lessons offered. Attendance is kept online and tracked by Partnership staff. Failure to meet 80% or be on track to meet 80% may result in program discontinuation.
- 2) Homework – participation in Chessable.com (earning experience points) equal to 30 minutes of self-study.
- 3) Throughout the semester students will learn at their own pace to include:
 - a) Novice players will be able to demonstrate understanding of the rules and how the pieces move (pass the Basic Test).
 - b) Basic players learn the principles of good play and be able to pass the Basic Principles Test (and the Basic Test).
 - c) Developing players will learn Opening, Middle, and End Game play and be able to pass the Developing Player Test (and the Basic Principles and Basic Test).

- d) Tournament Ready players will be able to provide the score of a chess game with analysis performed by the student.
 - e) Accomplished players will demonstrate an understanding and application of tactical and strategic principles. This player will measure progress by their USCF rating. The evidence will be the player's rating or tournament/match results.
- 4) The Partnership Student Assessment or Performance Form is filled out by the teacher and turned in to Partnership staff. The link to this form is found on the web page for this class. Failing marks for lack of participation, behavior issues, practice time, etc. may result in program discontinuation.

Class-specific assessment:

Students' skills will be assessed during the first week of class and divided into Novice, Basic, Developing, Tournament Ready, or Accomplished. Each student's progress is measured independently and objectively by their US Chess Federation ratings, results in a class ladder, and progress on Chessable's experience ladder.

Students also take a pretest and posttest for the class to help determine progress. There are three tests: Beginner, Intermediate, and advanced.

ADDITIONAL RESOURCES: (online, books, video, etc.):

1. Chessable.com books
 - a. 1001 Chess Exercises for Beginners
 - b. Learn Chess the Right Way - Book 1: Must-know Checkmates
2. Learning Chess – Step system

CLASS POLICIES: ATTENDANCE, BEHAVIOR, WEATHER, ETC.

Attendance: attendance is required and students should notify the instructor in advance of any absence.

Behavior: any behavior issues will first be privately brought to the attention of the parent and, should the behavior persist, to the partnership staff.

Weather: the classes will be cancelled on any days when Berrien Springs Public Schools are closed. We will also contact families to remind them of this in the event of a weather-related cancellation. We will make up any canceled class meetings at a later date.

