

7-Class Chess Syllabus

Class: Chess for Beginners to Intermediate

Teacher: Akash Machani & Tanush Jayakeerthi

School/Grade Level: Northview High School / Grade 10

Email: akash@machani.com / tanushj802@gmail.com

Class Duration: 1 hour each

Goal: Build strong fundamentals, practice core tactics/strategy, introduce competitive thinking.

Prerequisite: [Lichess.com](https://lichess.org) and [Chess.com](https://chess.com) account needed!

- Intermediates should know basic moves of every piece, simple tactics like pins and forks, notation, checkmates, and openings and endings.

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Purpose:

This class is for students in Grades 3 – 8 who are new to chess or know the basics. We'll start with piece movement and rules, then learn strategies, openings, and fun tricks. No experience is needed! Whether you're learning for the first time or want to get better, this class will help you grow step-by-step.

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Schedule:

Thursdays from 10:00 AM – 11:00 AM

Classes run weekly from **June 12 to July 24** (7 sessions total).

If a student needs to miss a class, please contact us, the teachers ahead of time. Make-up help may be available.

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Structure of Each Class:

- **5 minutes** – Welcome + recap
- **10 minutes** – Puzzle warm-up
- **25 minutes** – Main lesson\

- **15 minutes** – Practice game or challenge
- **5 minutes** – Q&A and wrap-up

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Tools:

Zoom for class meetings (link will be shared)

lichess.org ; [Chess.com](https://chess.com) (free online chess sites — please make an account)

Optional: chesskid.com (for extra practice)

Class notes may be shared by Google Slides or PDFs

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Itinerary:

Date: | Topic:

| **June 12** | Chess Basics & Game Rules

| **June 19** | Opening Principles

| **June 26** | Basic Checkmate Patterns

| **July 3** | Tactical Motifs I

| **July 10** | Tactical Motifs II & Strategic Thinking

| **July 17** | Endgame Fundamentals

| **July 24** | Practical Play & Game Analysis (Mini Tournament)!

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Homework (Optional):

Each week, we may give a fun chess puzzle or ask students to play 1 – 2 games online before the next class. These are not required, but they really help students improve faster and we encourage students using chess.com to analyze their games afterwards!

◆◆ Class Breakdown

Class 1: Chess Basics & Game Rules

- Board setup & piece values
- Algebraic notation
- Moving the pieces

- Special moves:
 - Castling
 - En passant
 - Pawn promotion
- Check, checkmate, stalemate, draws

Class 2: Opening Principles

- Golden rules of the opening:
 - Control the center
 - Develop pieces quickly
 - King safety (castling)
 - Don't move the same piece twice early
- Basic traps & mistakes to avoid
- Model openings: Italian Game, Queen's Gambit

Class 3: Basic Checkmate Patterns

- Ladder mate (rook & king)
- Queen & king mate
- Back rank mate
- Common mating nets
- Practice exercises

Class 4: Tactical Motifs I

- Pins (absolute & relative)
- Forks (knight, queen, pawn forks)
- Skewers
- Solve example puzzles

Class 5: Tactical Motifs II & Strategic Thinking

- Discovered attack
- Double attack
- Removing the defender
- Weak squares
- Open files & piece coordination
- How to "think in plans" during the middlegame

Class 6: Endgame Fundamentals

- King activity
- Basic king & pawn endings
- Opposition
- How to promote a pawn
- King & queen vs. king checkmate
- When to simplify into an endgame

Class 7: Practical Play & Game Analysis •

Play guided rapid games (10–15 min per side) •

Analyze student games together

- Study a famous game (Morphy Opera Game or similar)
- Final review:
 - Tips for online play
 - How to study & improve after the course
 - Suggested resources