

Chess Course Syllabus

Chess Course Syllabus (Beginner to Intermediate · 18 Weeks)

Teaching Objectives: To help students master basic chess tactics, opening strategies, midgame calculation, and endgame techniques.

Phased Curriculum

Phase 1: Foundation Building (Weeks 1-4)

Focus: Internalizing board rules, piece value assessment, basic checkmate patterns

Week	Topic	Core Training
1	Board Rules & Piece Value System	Movement/capture rules, relative value table
2	Basic Checkmate Techniques	Back-rank mate, Two-move mates
3	Opening Golden Rules	Center control, Rapid development
4	Essential Endgames	King+Pawn vs King, Rook checkmate

Phase Outcome: Execute basic checkmates independently and understand piece coordination principles

Phase 2: Tactical Development (Weeks 5-10)

Focus: Tactical pattern recognition, classic opening traps, midgame attack models

Week	Topic	Specialized Training
5	Pin Tactics	Absolute vs relative pin drills
6	Skewer Tactics	Queen/Rook diagonal skewers
7	Removal of the Guard	Defender deflection exercises
8	Classic Opening Traps	Two Knights Defense traps
9	Midgame Attack Techniques	Weak color complex assaults
10	Combination Training	Three-move combination puzzles

Phase Outcome: Identify basic tactical patterns within 5 seconds, master 3+ opening traps

Phase 3: Strategic Advancement (Weeks 11-17)

Focus: Closed position play, multi-move calculation, practical simulations

Week	Topic	Advanced Content
11	Closed Position Breaks	Pawn break timing judgment
12	Weak Square Control	Outpost establishment/utilization

13	Calculation Intensive	Three-move visualization
14	Practical Endgames	Opposite-colored bishops
15	Rook Endgames	Philidor Defense drawing technique
16	Simulated Tournament	Standard 30+5 time control games
17	Comprehensive Assessment	Tactics + Opening recognition + Gameplay

Phase Outcome: Execute 3+ move calculations in games, master fundamental endgame techniques

Phase 4: Chaoyin Elite Chess Championship

