

## Chess Merit Badge

### Course Outline:

#### 1. Session One

- a. Introductions (10 minutes)
- b. Course Outline (5 minutes)
- c. Requirement #1 (15 minutes)
  - i. Origins and Evolution of Chess
    1. Timeline (Attached timeline piece to include in my Zoom powerpoint)
    2. Rule Changes (Indo-Arabic vs. International Chess)
    3. "Romantic Period" to Present Day Advancements (First Tournament, Strategy books, Online Platforms, etc.)
  - ii. Why is Chess a game of skill and planning and not "luck?"
- d. Requirement #2 (a and b) (30 minutes)
  - i. The Benefits of Chess
    1. Critical Thinking Skills
    2. Concentration
    3. Decision-Making
    4. How do these skills apply in and out of Scouting?
  - ii. Chess Etiquette and Sportsmanship
    1. How do you show Sportsmanship in your daily activities?
    2. How Chess is a game that emphasizes humility and self-esteem?
    3. Player etiquette vs. Spectator Etiquette
    4. Create Examples of rules we can use for our Session #2 games
- e. 10 Minute Break
- f. Requirement #3 (45 minutes)
  - i. How to Set-Up a Game
    1. Explain the "goal" of Chess (Checkmate)
    2. Chessboard layout (A1-H8) and how there's only ONE correct way to set-up
      - a. Explain the numerical system, vertical=files, horizontal=ranks
      - b. Where each piece goes
    3. Piece breakdown (in numerical scoring order)
      - a. Pawn (1 point)
        - i. Movement
        - ii. Capturing with Pawns (only piece that differs from how it normally moves)
        - iii. Promotion
        - iv. En Passant
      - b. Knight (3 points)
        - i. Movement
        - ii. Capturing
      - c. Bishop (3 points)
        - i. Movement
        - ii. Capturing

- d. Rook/Castle (5 points)
  - i. Movement
  - ii. Capturing
- e. Queen (9 points)
  - i. Movement
- f. King (Infinite Value)
  - i. Movement
  - ii. Castling (covers req. 4d)
  - iii. Check
  - iv. Checkmate/Stalemate
- 4. Requirement 4a: Algebraic Notation/Scorekeeping
  - a. Each piece is a letter, write letter moves to space
  - b. Capture=x
  - c. Exceptions (Castling, Check, Checkmate)
- 5. Quiz (Will Prepare pictures on Zoom with multiple choice answers)
- 6. Homework assignment: Teach someone in your family the above material using the EDGE method
- 7. Homework assignment #2: Pair up Scouts to play 3 games online against each other before the next class. Instruct them to keep score and bring results to second session (Requirement #6)
- g. Questions and Expectations for Class #2 (5 minutes)

## 2. Session #2 (2 hours)

- a. Welcome and Discussion of EDGE results (5 Minutes)
  - i. 3 Phases of Strategy (30 minutes) Requirements 4b-4f
    - 1. Opening
      - a. Control the Center
      - b. How to develop pieces (What would you develop Scouts?)
      - c. Castle Early
      - d. Protect your Pieces
      - e. Win with Grace, Lose with Humility!
    - 2. Middle
      - a. Creating Diagonals
      - b. Sacrificing and Point Balances
    - 3. Endgame
      - a. Basic Checkmate Scenarios
      - b. "Knight's Length Away" motto
      - c. Watch out for stalemate if you have a rook or queen and your king against a lone king! Your opponent will escape with a draw if you are not careful!
        - i. Scouts create 4 stalemate scenarios (Req. 4f)
  - ii. Scholar's Mate vs. Fool's Mate
    - 1. Show Examples, have Scouts tell me what spaces they would need to use to set these up.
- b. 10 minute break
- c. Situational Terms (15 minutes, Requirement 5a)
  - i. Space

- ii. Tempo
  - iii. Time
  - iv. Force
- d. Five Chess Tactics (15 minutes, Requirement 5b)
  - i. Decoy
  - ii. Fork
  - iii. Overprotecting
  - iv. Pin
  - v. Zwischenzug
- e. Demonstrate Checkmate Scenario (5 minutes, Requirement 5c)
- f. Five Direct Mate Problems (30 minutes, Requirement 5d)
  - i. Checkmate in one move puzzles (2 of them, have cards from chesspuzzles.com)
  - ii. Checkmate in two moves puzzle (2 of them, have cards from chesspuzzles.com)
  - iii. Checkmate in three moves puzzle (1 of them, have cards from chesspuzzles.com)
- g. Discuss ways to get involved in Chess within and outside of Scouting (5 minutes)
- h. Thank You acknowledgements and closing (5 minutes)