

# Educachess Project

Educational

Sports

**Recreational**

Professional  
Personal development

Solidarity

The aim of this ludic project is to incorporate the chess in the community centres, recreational centres, prisons, etc... chess is a magnificent tool to learn, educate and enjoy all at the same time.

In this project, the competitive aspects and win or lose the game are not relevant. What is really important is the recreational and ludic aspects.

In the section Chess advantages of this web page, there is an enumeration of the improved capacities, the values and the habits acquired with the study and practice of this game.

In the community centers in addition to the physical activity, it would be convenient to do mental activity by means of chess. In this way elderly people can keep their intellectual capacities the most. Moreover, they can enjoy a good quality of life and retard as much as possible the neurodegenerative disease.

In the leisure centres, at the same time that a person is having fun, it is convenient to learn how to manage the spare time. By promoting cooperation and tolerance values, together with the respect to the differences, the youth and adult people will have a better quality of life and the bad habits will be avoided.

Chess can help in decreasing the social unrest and the aggressiveness, as well as in rejoining deprived groups into the society. Chess promotes the resolution of the problems by talking and reasoning.

Retired people, who help other people, can incorporate chess courses in their altruistic activities and besides encourage intergenerational relationships.

## Objectives

### Globals

Making chess massively known.

Offering a didactic curricular design of contents for the process of Chess learning.

Offering didactic materials (books and multimedia) which are adequate and coherent with this curricular design.

Offering a pedagogical Chess portal with various educational, ludic, advice and support contents.

Offering all the contents in multilingual format.

### Recreational

Incorporating the game of Chess to the ludic activities in civil and leisure centres.

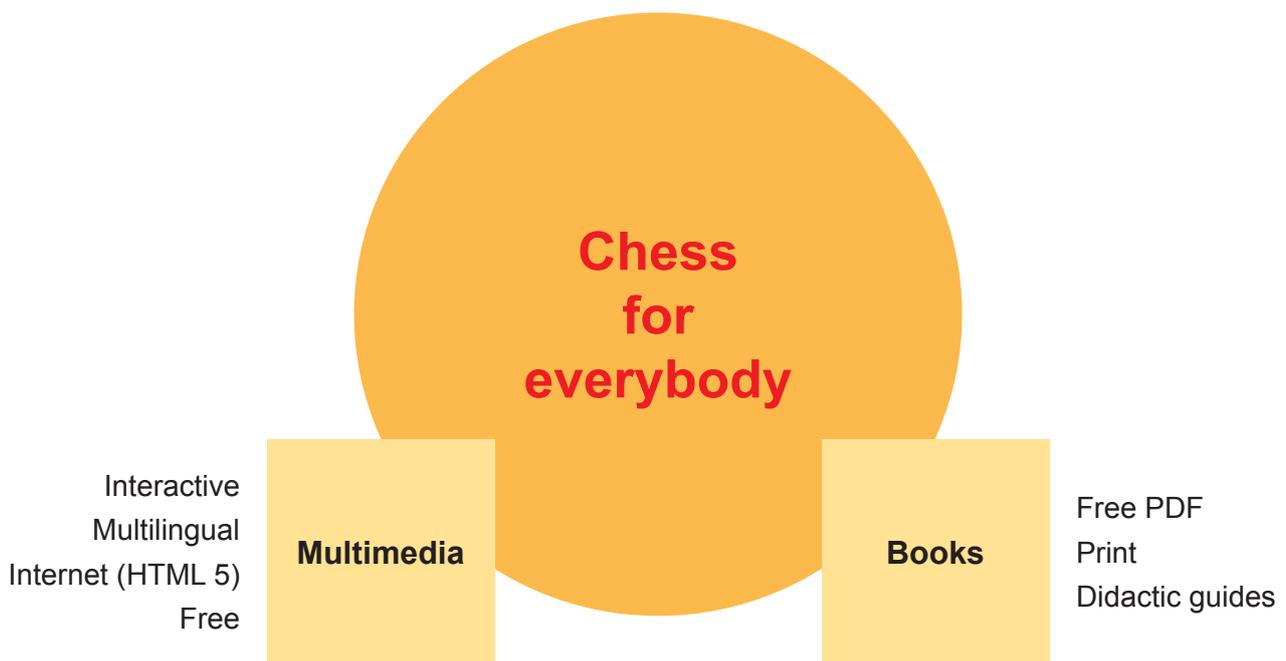
Promoting mental activity among the population, and specially among elderly people.

Encouraging leisure time education through Chess.

# Materials

To facilitate the realization of this ludic project in civic centres or leisure time centres, the materials of the collection “Chess for Everybody” have been developed for the instructors to apply it easily.

To obtain more information about these materials you can download the PDFs located in the webpage section Didactic Materials.



## Multimedia



## Books

