# CATALOGUE

EDUCA CHESS



| Page | Materials | Infant | Primary | Secundary | Formación profesorado | T Teacher's book | S Student materials | G Shareable material |
|---|---|---|---|---|---|---|---|---|
| 3 | Creative pre-chess | ✓ | | | | ✓ | ✓ | ✓ |
| 3 | ChessTales | ✓ | ✓ | | | | ✓ | ✓ |
| 4 | Play and learn | | ✓ | | | ✓ | ✓ | ✓ |
| 5 | Chess for everybody | | ✓ | ✓ | | ✓ | ✓ | ✓ |
| 6 | Educational chess | | | | ✓ | ✓ | | |
| 7 | Chess educational resources | ✓ | ✓ | ✓ | | ✓ | | |
| 8 | Active mind | | ✓ | ✓ | | | ✓ | ✓ |
| 9 | Investigate | | ✓ | ✓ | | | ✓ | ✓ |
| 10 | Stories about chess | | ✓ | ✓ | | | ✓ | ✓ |

| Stage | Educational chess | ChessTales | Chess educational resources | Active mind | Investigate | Stories about chess | Educational chess |
|---|---|---|---|---|---|---|---|
| Infant | Creative pre-chess | ✓ | ✓ | | | | ✓ |
| Primary | Play and learn | | ✓ | ✓ | ✓ | ✓ | ✓ |
| Secundary | Chess for everybody | | ✓ | ✓ | ✓ | ✓ | ✓ |

Teaching materials and book samples

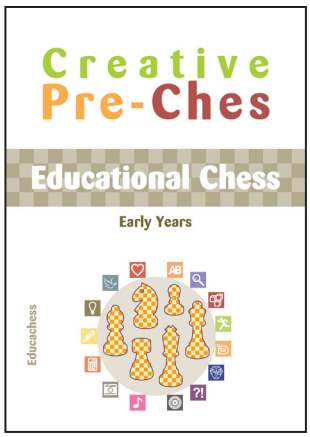
# Creative pre-chess

Educational Chess

## Early Years

*Creative pre-chess* is an innovative project whose aim is to promote and develop learning and maturation in early childhood students through the implementation of *Educational Chess*.

Using the chessboard and game pieces, stories, songs, motor games, activities, and exercises are employed to encourage imagination, curiosity, creativity, emotional skills, enhance cognitive abilities, and develop oral and written expression, as well as motor and writing skills.




T

This book presents the theoretical part of the project, the objectives, the content to be covered, methodological and evaluation guidelines, and complementary resources. Additionally, for each of the three courses, the eight teaching units are presented, along with all the designed and developed activities.

Within these units, based on a story and a song, a series of cross-curricular educational chess activities and exercises are proposed, introducing the chessboard and each of the six chess pieces.

All the necessary resources for carrying out the activities and exercises are included in the supplementary materials, to facilitate the implementation of this educational chess project to the fullest.

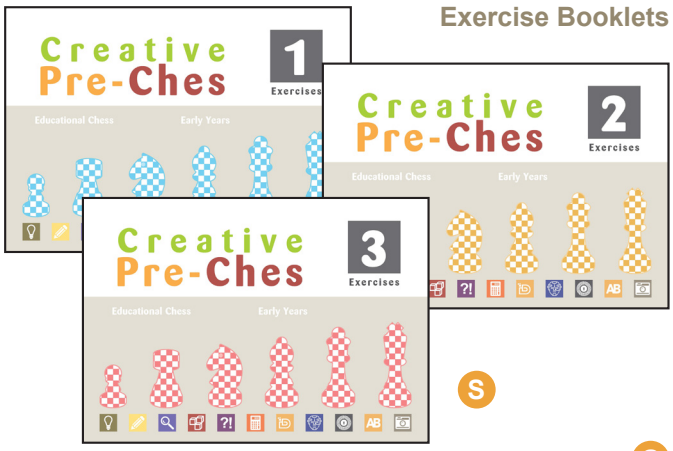
## Supplementary materials

### A trilogy of stories

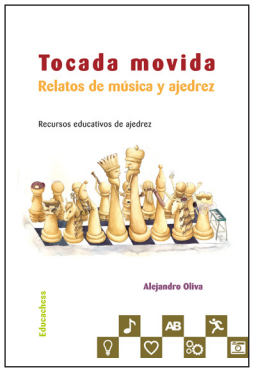



G S

### Exercise Booklets




S

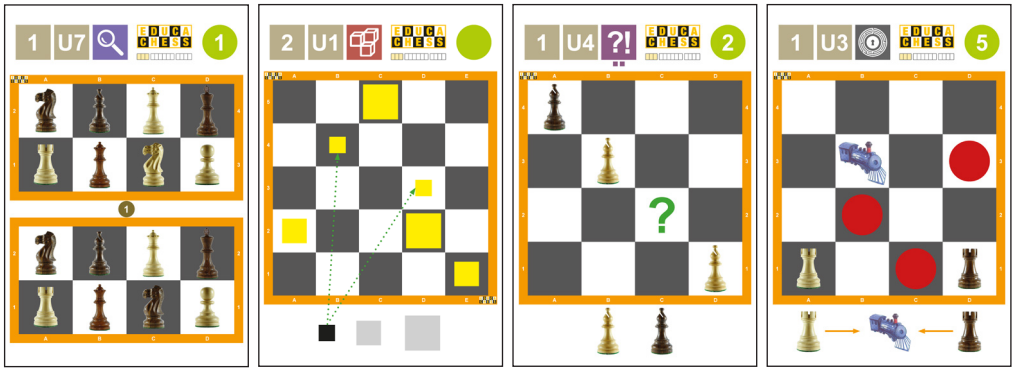



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Chess Songs

### Exercise Sheets

G



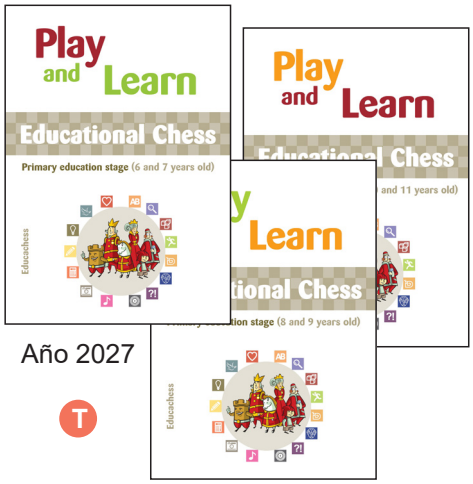
# Play and learn

Educational Chess

## Primary stage

*Play and Learn* is a project that aims to contribute to the comprehensive education of students in primary schools (6 to 12 years old) using the *Universal Design of Learning* (UDL) model and the transversalities of chess.

This innovative project is being updated periodically and, currently, the gamification methodology, learning landscapes and the work of cognitive abilities are being incorporated through manipulative workshops to facilitate the implementation of *Educational Chess*.




Año 2027

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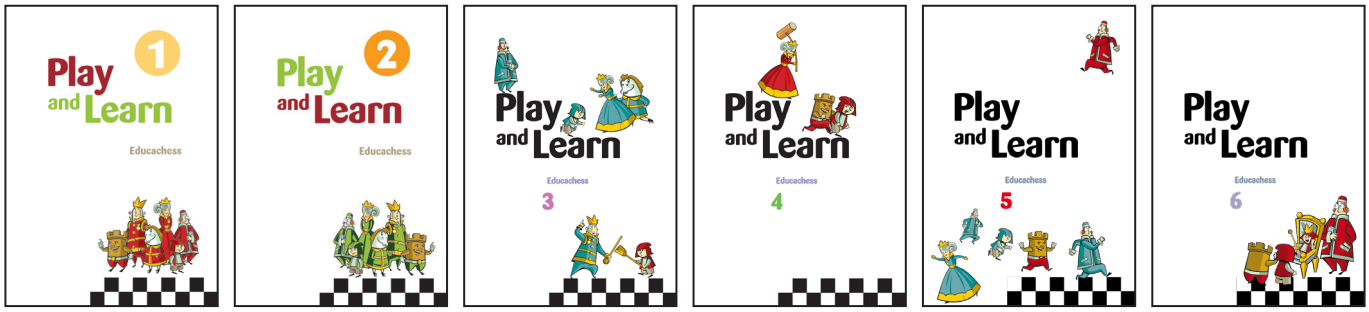
There is a book for each cycle of the stage for teachers. Each book presents the theoretical part of the project, the methodological and evaluation guidelines, complementary resources...

In addition, for each of the six courses, the eight units are presented with all the activities designed and developed. It also allows both to continue from what was proposed in the *Creative Pre-chess* project in the infant stage and also to start it from scratch in this primary stage.

In the units, based on the complementary resources, a series of settings, activities and transversal exercises of *educational chess* are proposed in which the game of chess is learned, curricular content and the skills of the primary stage are acquired.

### Materials

S




### Supplementary materials and resources

G

**Workshops**
(sheets)

**Active mind**

**Research**

**Other**
(Computational thinking...)

**Chess Educational Resources**

**Tocada Movida**

**A tale of two colors**

**Stories about chess**

**Interactive Resources**

**Active mind**

**Play and learn**

http://multimedia.educachess.org

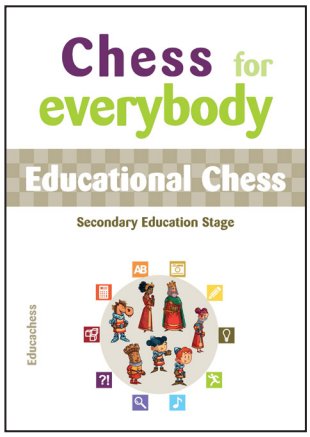
# Chess for everybody

Educational Chess

## Secundary stage

*Chess for everybody* is a project that aims to contribute to the learning of chess in secondary schools using the *Universal Design of Learning (UDL) model.*

This project is being updated for the first two books in order to incorporate the approach based on educational chess and incorporate the methodology of gamification, the work of cognitive abilities through manipulative workshops...




Año 2028 T

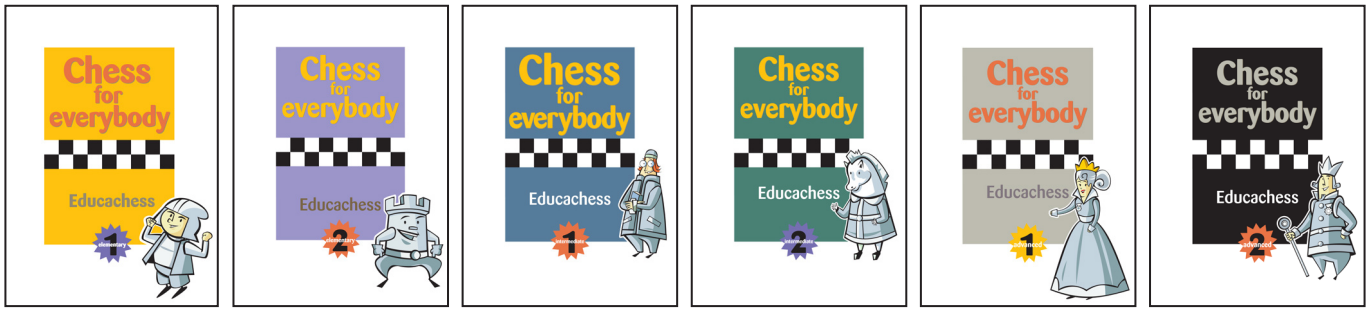
This book is for the first two years (*Initiation 1* and *2*) and it presents the theoretical part of the new project, the methodological and evaluation guidelines, complementary resources...

In addition, the ten didactic units of each book are presented with their objectives and contents to be developed.

In the units, based on the complementary resources, a series of settings, activities and transversal exercises of educational chess are proposed in which the game of chess is learned, curricular content and the skills of the secondary stage are acquired.

All the necessary resources to carry out the activities and exercises are found in the complementary materials and resources to facilitate the implementation of this *Educational Chess* project as much as possible.

## Materials S




The chess contents of this first book are equivalent to those of the six books of *Play and learn*.

This collection comprises six books grouped into three levels: initiation, intermediate and advanced. These books only contain chess content. The methodology used is very visual and for each concept explained, a series of exercises are presented.

It is not necessary to have previous knowledge of chess since everything begins to be explained from the beginning. Collection recommended from 6 years old.

## Supplementary materials and resources G

**Chess Educational Resources**

**Stories about chess**
**Active mind**
**Research**

**Chess Educational Resources**

**Interactive Resources**

**Active mind**

**Chess for everybody**

http://multimedia.educachess.org

# Educational chess

Educational Chess

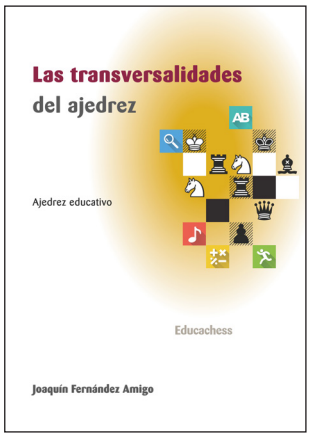
## Teacher training

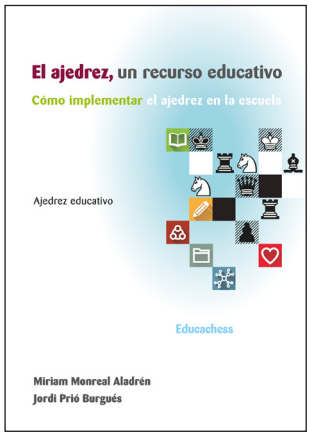
*The Educational Chess* collection contributes to the training of teachers and chess instructors through theoretical foundations, methodological guidelines, and practical resources that foster creativity and innovation in the classroom.

It initially consists of nine books that explore the connections between chess and different educational fields. Most are organized into three sections: theoretical foundations, teaching resources, and practical application proposals.

Their content helps develop activities for the *Educational Pre-Chess*, *Play and Learn*, and *Chess for Everybody* projects, incorporating proposals that promote the transfer of learning and competency-based learning.

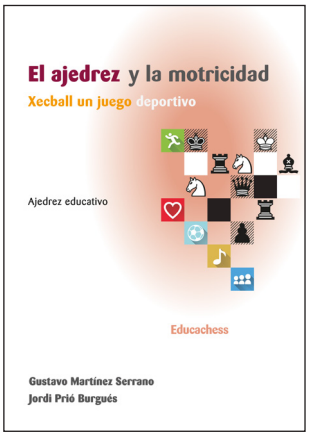
The collection will also serve as the basis for future online courses on *educational chess* teaching methods.

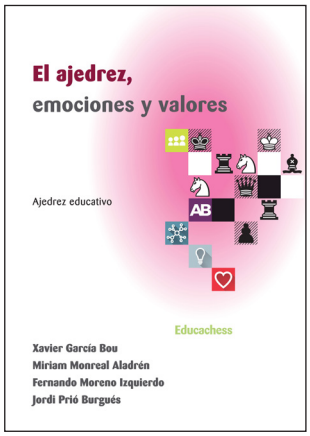


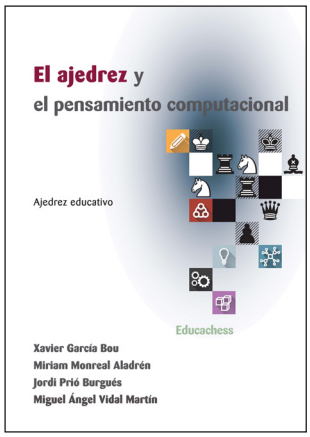




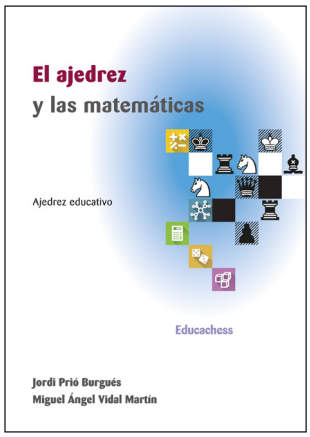


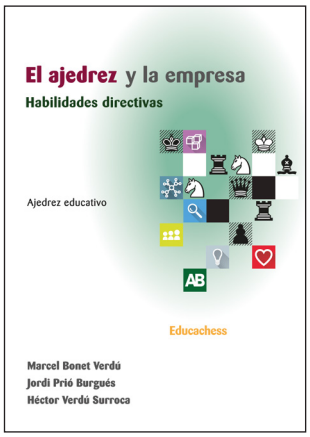

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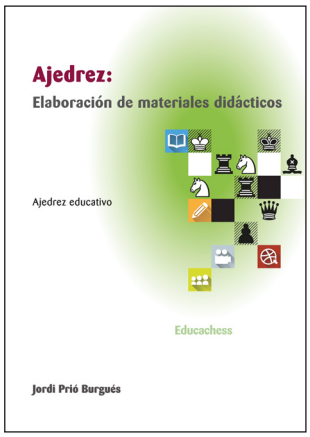

Expected: 2027




In planning




In planning




In planning

# Educational resources chess

Educational Chess

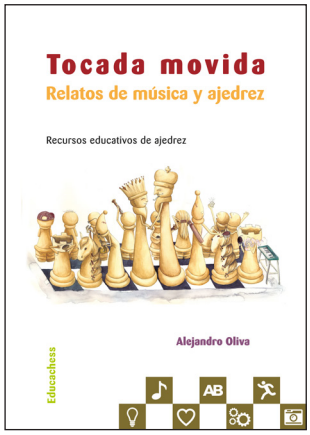
## Supplemental Resources

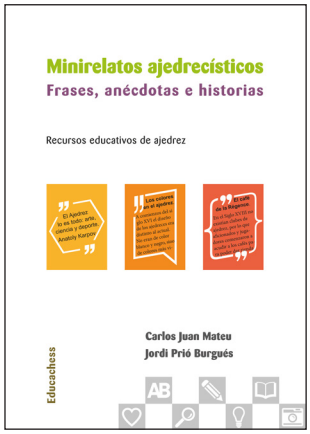
The *Chess educational resources* collection provides more specific and pragmatic structured resources on the transversalities of chess to be used in the implementation of *educational Chess*.

Likewise, these materials are used to design the setting of the activities and also to work on many more skills in the artistic fields, emotional skills and values.

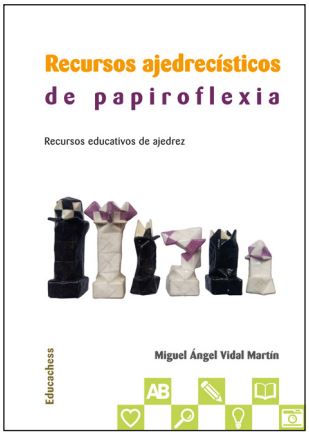
In addition, these books provide ideas that facilitate the creation of educational materials for the preparation of educational chess classes.

For this reason, these complementary resources are incorporated into the educational chess proposals for each of the compulsory school stages: infant (*Creative Pre-chess*), primary (*Play and learn*) and secondary (*Chess for everybody*).




In preparation



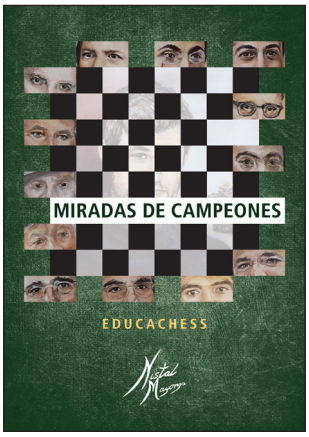

In planning

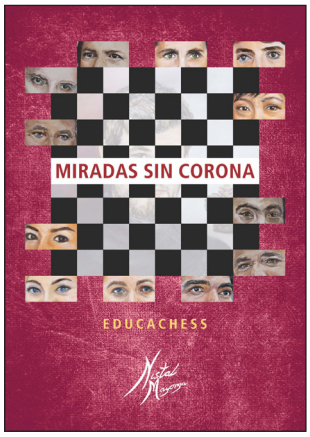









In planning

# Supplementary materials

Educational Chess

## Active mind workshops

The *Chess Complementary Materials* are concrete, fully structured and specific proposals to be implemented directly in the classroom.

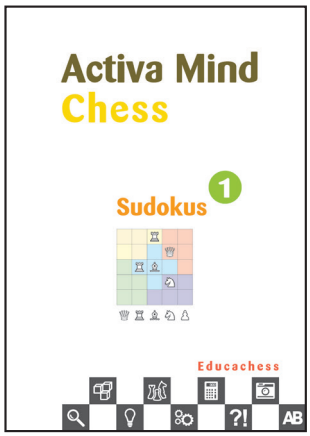
It is just as important to perform physical exercise assiduously as it is to keep the brain habitually active.

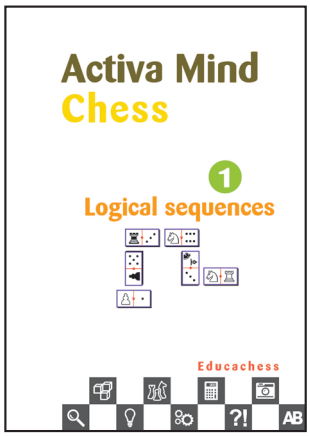
This collection of dossiers allows you to playfully work on people's cognitive abilities by combining basic elements of the game of chess with traditional hobbies.

The exercises in these dossiers allow the stimulation of intellectual abilities in young people and cognitive maintenance in the elderly to prevent their intellectual deterioration.

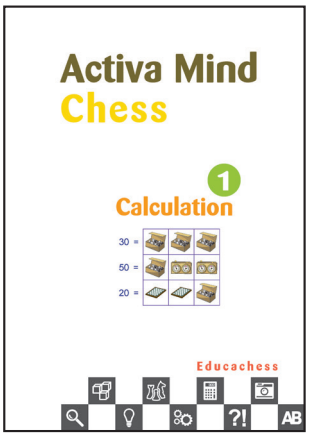
This collection is organised by theme, to which more than one dossier can be dedicated depending on the level of difficulty and/or the type of approach (student stimulation, therapeutic use, cognitive workshops for the elderly, etc.).

The innovative methodology used and the sheets of the attached batches allow these dossiers to be worked manipulatively through carving.

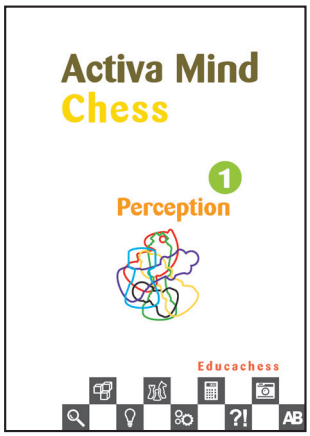


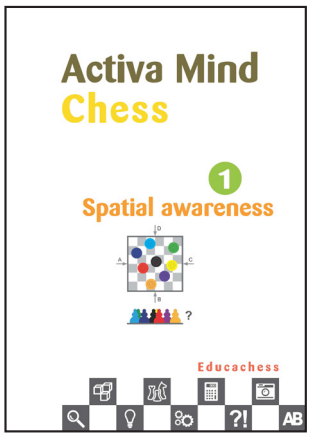

Year 2027



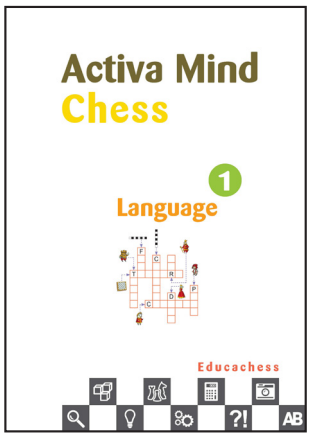

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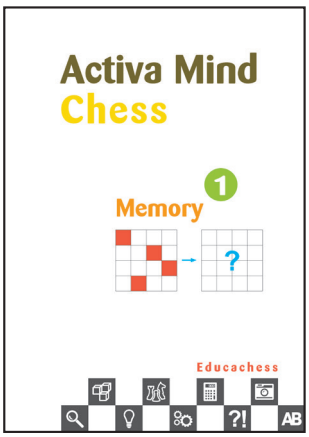

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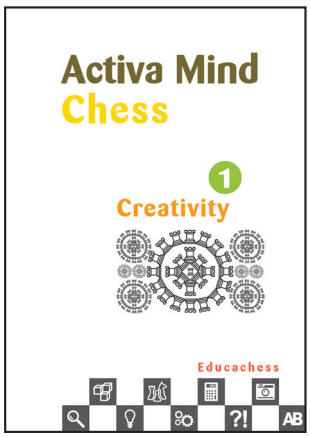

In preparation




In preparation




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In planning

# Supplementary materials

Educational Chess

## *Investigate* Workshops

The *Chess Complementary Materials* are concrete, fully structured and specific proposals to be implemented directly in the classroom.

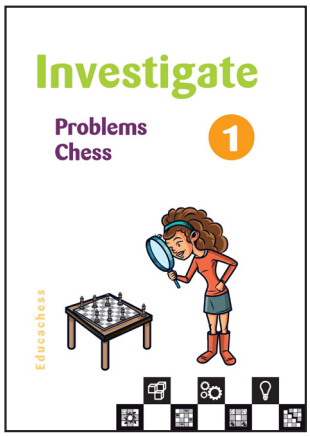
This collection of dossiers allows you to playfully work on various cognitive abilities such as perception, reasoning, spatial vision... from very elementary concepts of the game of chess. These dossiers contribute to working on chess concepts in a metacognitive way in order to favor the transfer of what has been learned in chess to other contexts.

These materials are the result of applying game-based learning (LAB), as explained in the book *Gamification in Chess*, to the resolution of chess problems and challenges.

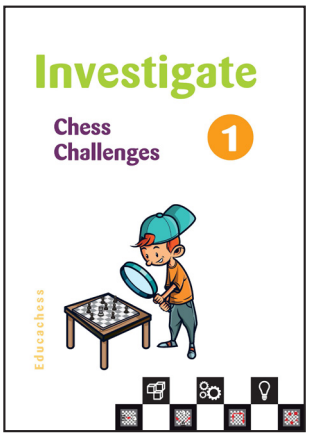
The chess problems and challenges are based on those shown in the *Chess Library* in the previous book (unit 5). On the other hand, the *Chess Positions* is based on solving and/or evaluating typical chess positions in a chess game.

This collection is organised into these three previous themes, to which more than one dossier can be dedicated depending on the level of difficulty and/or the type of approach (stimulation of students, therapeutic use, cognitive workshops in the elderly...).

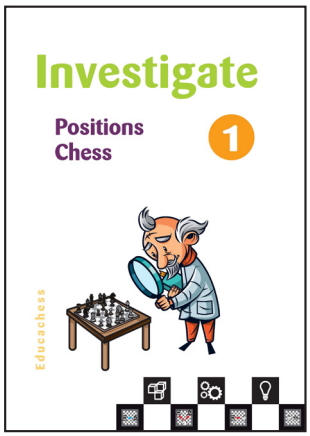
The innovative methodology used and the sheets of the attached lots allow these dossiers to be worked on manipulatively through workshops in the classroom. They also make it possible to address the diversity of the student body and facilitate its evaluation.




In preparation




In preparation




In preparation

# Supplementary materials

Educational Chess

## Stories about chess

The *Chess Complementary Materials* are concrete, fully structured and specific proposals to be implemented directly in the classroom.

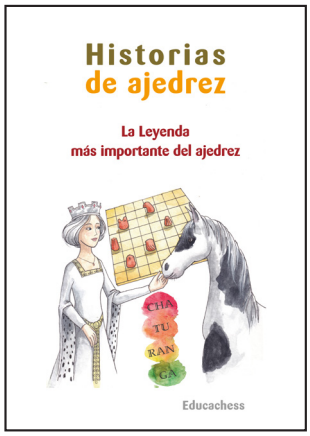
This collection of dossiers presents a series of transversal activities that are based on a story in comic format.

In these transversal activities, basic competencies, emotional skills and values are worked on. Especially, because one of the objectives of this *Educachess* project is to contribute to gender equality, the promotion of intergenerational relations, eradicate racist attitudes and promote social integration.

Likewise, these materials serve to set the educational chess activities and are used as a narrative framework in a process of gamification of the playful proposals.

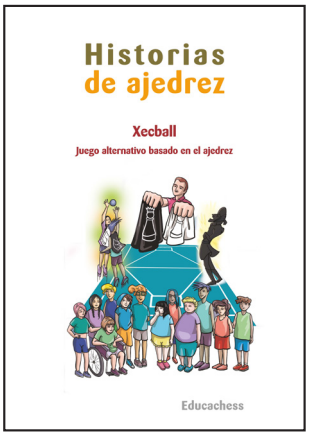
It is planned to incorporate other dossiers on biographies of famous chess players and other topics that contribute to the educational objectives of the *Educachess* project.

For this reason, these complementary materials are incorporated into the educational chess proposals for each of the compulsory school stages of primary (*Play and learn*) and secondary (*Chess for everybody*).

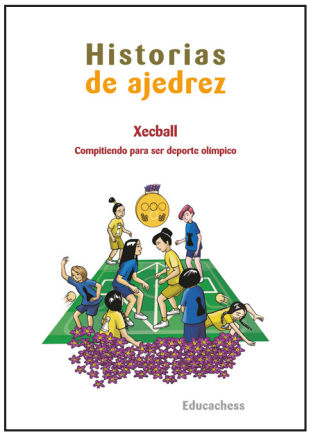


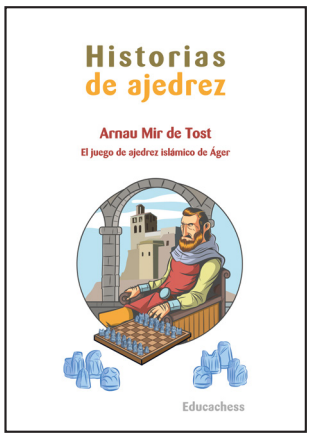


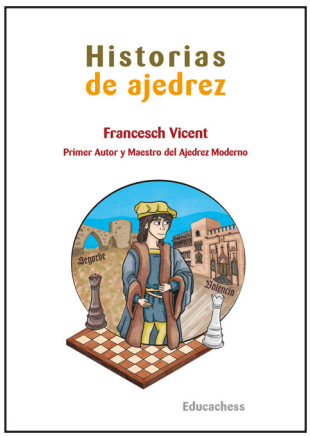


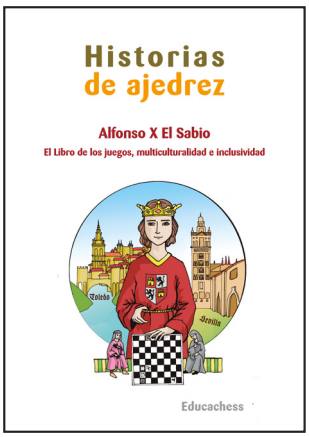



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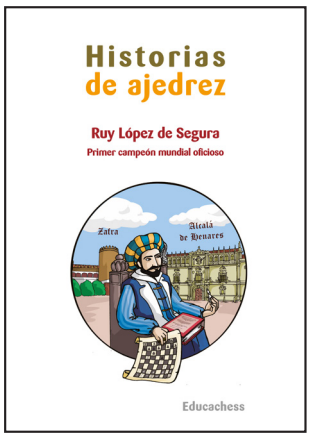



Year 2028




Year 2028