



EDUCATIONAL field

Contributing to the change of the educational model, based in the **multiple intelligences** in order to form more able, creative, entrepreneurial people with values and also to improve the academic performance of students.

Promoting **general culture** in order to improve the learning process of new knowledge.

Updating and broadening the project's learning material through the use of the **eTwinning** platform (schools work cooperatively and encourage multiculturalism).

Possibility of introducing **new themes** with "Play and learn". The planned themes are: entrepreneurship, communication, economy for the common good, peace culture, environmentalism and sustainability.

HEALTH field

Promoting **mental gymnastics** for the population in order to contribute to maintaining or improving their intellectual capabilities.

It's very important for people to carry out mental exercise as well as physical exercise, in order to enjoy a better and fuller life.

Continuing to carry out research on the benefits of practicing chess in order to reduce or delay the symptoms of neurodegenerative illnesses, like **Alzheimer**.

Influencing through chess, in the emotional education of children and teenagers who have an antisocial or **aggressive behaviour**, in order to avoid or reconduct this type of behaviour. Playing chess can also help boys and girls with Attention deficit hyperactivity disorder (ADHD).

SPORTS field

Step by step teaching of chess, especially in **schools**, so that everybody can learn how to play the game.

Enabling teachers to teach chess even without previous knowledge of the game. This will bring the game of chess to everyone without the additional costs of chess specialists. Chess instructors could teach techniques to those students who would like to participate in tournaments.

Achieving that UNESCO declares chess as **Immaterial Heritage of Humanity**.

Establishing possible collaboration **agreements** with chess federations.

SOLIDARITY field

Uniting schools from around the world by collaborating through the use of the eTwinning platform.

Enhancing **Teaming** with the use of free learning material from the Educachess project and the Teaming contest.

Involving media celebrities and UNESCO's Good Will Ambassadors to contribute to the project in order to promote solidarity.

Establishing **agreements** with **UNESCO** with the aim of collaborating with its programmes "Education for all", "Multilingualism & Multiculturalism".

Collaborating with **educational NGO's** to raise awareness of the learning material. At the same time, NGO's may receive donations through the Teaming carried out in schools.