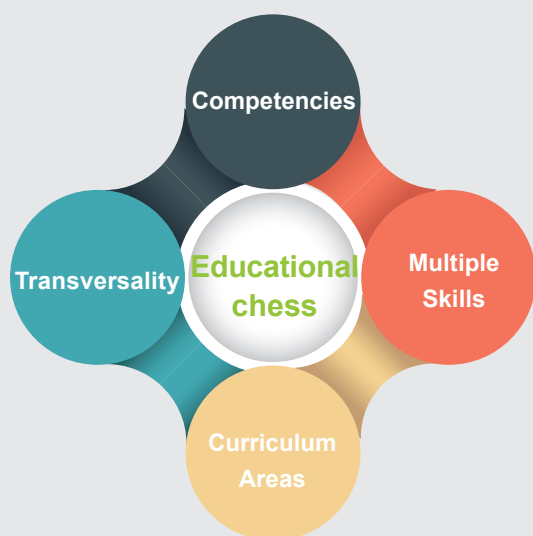


## Innovating Through Educational Chess

### Definition

**“Educational chess** is an innovative approach that combines chess instruction with the transdisciplinary nature of the game, with the aim of enhancing competency-based curriculum learning and promoting the holistic development of students.”

Monreal, M; Prió, J. (2022)



### Progression

There is significant confusion regarding the use of the term *educational chess*, as it is often automatically applied to any form of chess instruction in schools.

In most schools, what is still being taught is *competitive chess*, with an exclusively performance-based focus.

At the beginning of the 21st century, *cross-curricular chess* began to be promoted — conceived as an educational tool and area of interest to support the learning of curricular content. However, this approach typically involves only the most basic elements of the game.

In both the competitive and cross-curricular approaches, gamification methods can be used to boost student motivation.

*Educational chess*, by contrast, represents a more advanced model that combines both the competitive and cross-curricular approaches, with the aim of strengthening competency-based learning.

### Key Features

*Educational chess* makes it possible to use chess practice as a means to develop a wide range of skills — cognitive, emotional, and creative — enhance the effectiveness of executive functions, improve competency-based learning, and support the holistic development of students. This approach works in a holistic and metacognitive way, aiming to strengthen the ability to transfer what has been learned to other contexts.

Improving chess proficiency is essential in order to fully optimize all of these benefits — something that cannot be achieved through the *cross-curricular* approach alone.

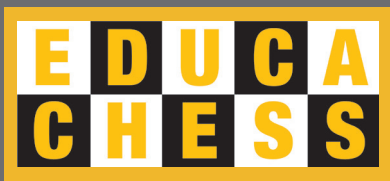
To this end, it is necessary to design activities that incorporate transfer prompts, which promote the application of chess-based learning through metacognitive strategies. When this transfer occurs, learning acquires a truly competency-based character.

The book *Chess, an Educational Resource: How to Implement Chess in Schools* presents the new and innovative approach of educational chess, its theoretical foundations, and how it can be used to plan the implementation of chess in schools, based on recent research in neuroeducation.

The introductory pages of the book (pp. 13–15) offer a comprehensive overview of this approach, which is further developed in the following chapters:

- Unit 5 provides a detailed explanation of what *educational chess* consists of.
- Unit 13 presents a brief selection of conclusions and reflections.
- Unit 11 offers practical and feasible proposals for implementing educational chess in compulsory education and Unit 12 focuses on teacher training for the effective application of this approach.





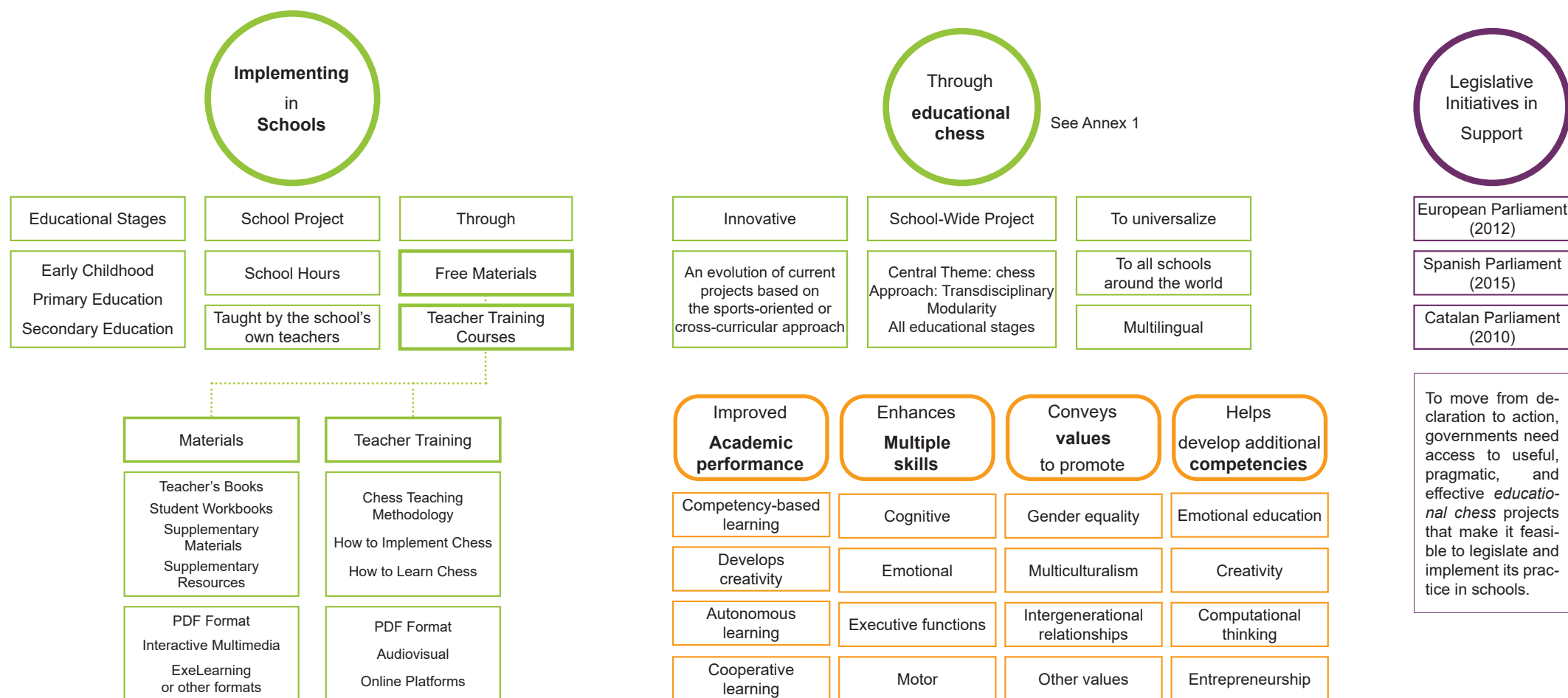
www.educachess.org

## Annex 6

# Implementation of *Educational Chess*

The implementation of chess in schools will only succeed if it becomes universal. To achieve this, the project must be grounded in the educational chess approach (see Annex 1), which is designed with activities that incorporate triggers to promote the transfer of cognitive, emotional, and creative skills acquired through chess practice to other curricular contexts.

It is also essential to have high-quality, accessible materials that are compatible with the educational curricula of different countries.



# Annex 7

## Educational resources

After more than 20 years of evolution—from cross-curricular chess to the **educational chess** approach—the *Educachess* materials have been designed to meet today's educational needs. Some have already been updated, and others will be progressively revised. Their implementation is supported by three main groups of resources: books, teacher training programs, and interactive multimedia materials.

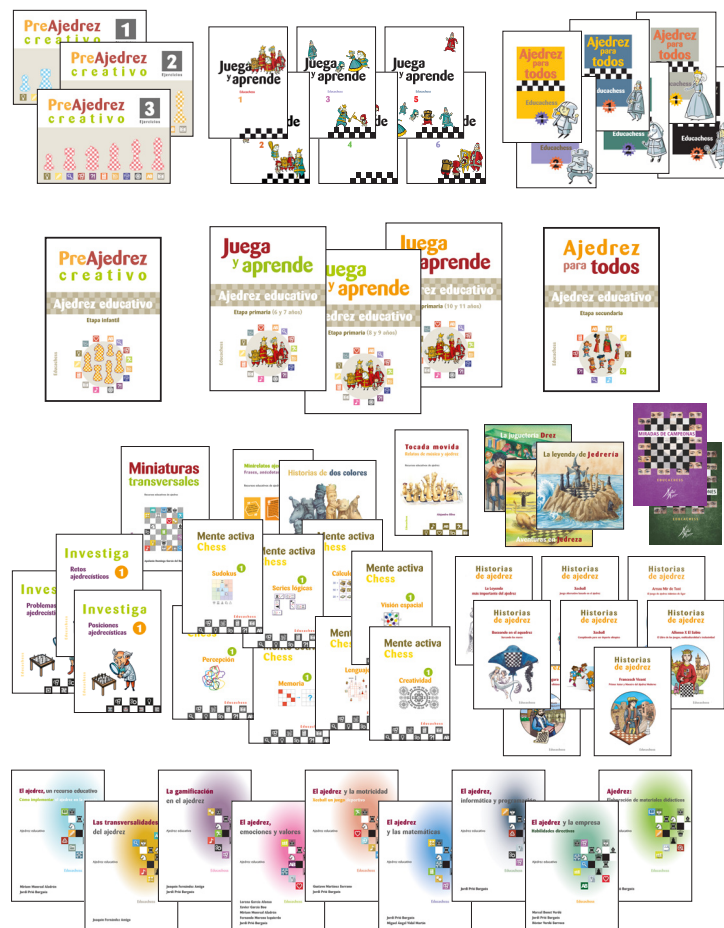
For more information, please refer to the *Didactic Materials* section of the website, as well as various chapters of the book *Chess, an Educational Resource: How to Implement Chess in Schools*.

### Books

Nearly 60 titles have been planned for teachers and **students**, of which more than 30 have already been published.

For teachers, the materials are organized into three categories:

- **Teacher's books:** include educational proposals and exercises for each educational stage, along with corresponding didactic guidelines.
- **Resource books:** collections of extension exercises, comics, and stories that complement the proposals found in both the teacher's and student's books.
- **Training books:** focused on the didactics of chess, these books are designed to serve as the foundation for teacher training and professional development.



### Training Programs for Educators

The training courses are structured into three areas:

- Chess Didactics: updates in neuroeducation and the integration of chess into the curriculum through a transdisciplinary approach.
- How to Implement Chess: methodology and content adapted to each educational stage.
- How to Learn Chess: basic knowledge required to teach chess independently and to support students' progress.

### Interactive Multimedia

The entire digital and interactive component of the project will be restructured once sponsorship or patronage is secured, taking advantage of ongoing advances in artificial intelligence.

This technological evolution will significantly reduce development costs and ensure more innovative and efficient resources.