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Strategic Actions to Universalize Chess

The emergence and rapid evolution of artificial intelligence have profoundly transformed the creation of educational materials, significantly reducing production costs, especially for interactive and audiovisual formats.

This new reality has led to a redefinition of the strategic lines of the *Educachess* project, with the aim of streamlining the development of three key initiatives, which can be carried out simultaneously and independently. For this reason, this PDF includes several annexes that expand on each of these initiatives, although they can also be consulted in other sections of the website.

Implementation of Educational Chess in Schools

Materials

Completing the publication of the **Active Mind** and **Investigate** collections will facilitate the development of workshops, which will be available as downloadable PDF sheets.

At the same time, the educational and recreational activities from the comics and other materials will support the design of proposals aimed at working on aspects such as emotional education and values.

Finally, having the books from the **Educational Chess** collection will make it easier to design teacher training courses in **chess didactics**.

These materials include various types of activities and their corresponding triggers, with the aim of promoting transfer and fostering competency-based learning.

Play and Learn

With the **Educational Pre-Chess** project, aimed at early childhood education, the implementation of **educational chess** in schools can already begin (see Annex 6).

At the same time, the update of the **Play and Learn** project for primary education is being designed, incorporating the full **educational chess** approach (see Annex 1 and, on the website, the section Teaching Materials → Play and Learn).

This new version will build upon all the materials already developed and planned from the perspective of *transversal chess*, as well as the new resources and activity typologies—with their corresponding transfer triggers—that will be progressively published in the collections and materials mentioned in the left-hand column (see Annex 7).

Campaign Gender Equality

Campaign based on the collections of portraits of the Women's and Men's World Chess Champions, as well as on the contents of the books from the **Portraits of Chess Masters** collection (see Annex 5).

Educachess School Contest

The playful and charitable nature of the competition not only helps to strengthen the implementation of educational chess in schools but also serves as a key instrument to promote the *Educachess* project within the educational community and encourage active participation (see Annex 2).