

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.

Educationals

Improving the academic performance of the students and contributing to their education in values.
Reinforcing the basic.
Promoting the educational use of the ICT's.
Contributing to language learning, for instance, teaching Chess in english.
Offering information and education on Chess as a pedagogical tool.

Sports

Promoting chess schools.
Improving the coordination of the instructors.
Offering a program of contents for chess teaching.
Encouraging the relationship of the federative and educational environments.
Increasing the number of persons registered in Chess Federations
Promoting Chess as a non-discriminatory sport.

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.

Professional (personal development)

The benefits of the practice of Chess to improve enterprise management.
Offering courses on Chess for Management staff.
Promoting chess competitions among enterprises.

Solidarity

Using Chess as a tool for the integration of marginal social groups.
Contributing to education in the developing countries trough Foundations and NGOs.
Awarding scholarships to male and female chess players in countries where Federations do not have resources.
Collaborating with the *Teaming* project.