

Chess Course Syllabi

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CHESS

AVC online chess classes are developed in collaboration with the Armenian Chess Federation. The course materials are based on the textbooks developed by RA Ministry of Education and Science. AVC online experience on multimedia modern techniques is utilized to make the classes visually attractive to grab learner's attention and to turn the fun of the game into independent decision making ability.

The program aims at developing specific characteristics and learning capabilities of a learner, including concentration, creativity and strategic thinking. The program has three levels – basic, intermediate, and advanced.

CP 422: Basic Chess Strategy – Part 1 (in English)

TERMS ([Click for the Academic Calendar](#))

HOURLY BREAKDOWN OF THE REQUIRED PARTICIPATION (HOURS/WEEK)

| | |
|---|-------------|
| Audio – visual and text based resources | 1 – 2 hours |
| Discussions, puzzles, activities | 2 – 2 hours |
| Quizzes, assignments | 1 – 2 hours |
| Expected commitment per week | 4 –6 hours |

Participants will:

- Exchange posts with their peers and interact using discussion – forums, chats, Skype, audio/video conferencing;
- Review and discuss online and text based resources;
- Work collaboratively in small groups and individually, using a spectrum of online tools

COURSE DESCRIPTION AND OBJECTIVES

The course provides a comprehensive description of Chess course. The curriculum is divided into eight lessons to provide an overview of the essential elements of the game, information about the rules of the game; teaches the correct way of using pieces, as well as several chess tricks. The course has been designed to rich a wide audience.

COURSE MATERIALS

No hardcopy texts are required. Selected online resources will be included as a part of the lessons. Students are required to read/listen/view all material and complete all assignments.

The electronic resources are designed for university and pre-university students, secondary school chess teachers and adult learners in Armenia and the Diaspora.

CHESS SOURCES

- H.T. Toumanyan, Chess 2. (Yerevan, 2011).

LEARNING OUTCOMES

Upon completion of the course, students will have familiarity with the chess game; contextual knowledge of the essential principles of the game and their correct way of using, as well as assess various situations and game combinations

TOPICS COVERED

- Introduction to chess, king;
- Queen, check;
- Checkmate, stalemate;
- Rook. Bishop;
- Knight, pawn
- Castling, exchange;
- Primary layout of pieces, relative Value;
- Cide impact, the exchange of pawns.

TEACHING METHODOLOGY

The electronic resources have been designed for user-friendly access and comprehension by a broad audience. Activities and online discussions are supported by online instructor to engage students in chess inquiry and game playing. Individual and collaborative student assignments are designed to engage students in authentic research and sharing of information. Students will gain from the course in direct relationship to the contributions they make to their own learning.

COURSE SCHEDULE

The course lasts for nine weeks, including the orientation week. Each week requires student commitment throughout at least five days.

| | |
|------------------|---|
| Week 0 | Orientation week: Students become familiar with the Student Manual, complete the Learning Style questionnaire, complete their profile, introduce themselves to one another, participate in introductory discussion forum, and identify the time zone in which they are working. Students will also familiarize and verify the technical compliance to all the communication and learning tools to be used during the course. |
| Weeks 1-8 | Lessons 1-8 (use of electronic texts and multimedia resources) Assignments, puzzles, quizzes |
| Week 4 | Midterm Exam |
| Week 8 | Final Exam |

COURSE REQUIREMENTS

Students are required to actively participate in on-line discussions, forums and chats, to participate in individual and collaborative activities, and to meet deadlines for assignments.

Students are required to be familiar and comply with [Academic policy of AVC](#).

Grading

Student performance will be evaluated based upon total points accumulated throughout the term according to the following:

20% - participation

20% - assignments

30% - midterm exam

30% - final exam

Grades will be assigned by letters according to [AVC Grading Policy](#).

LATE ASSIGNMENT POLICY

You are expected to complete assignments in a reasonable period of time. This prevents you from getting too far behind in the course and allows the instructor to assign grades in a consistent manner. Late assignments will result in a 10% deduction in the grade for the assignment (if the assignment is submitted a week late from the deadline) unless the student receives prior approval from the instructor. Assignments submitted later than 2 weeks after the assigned deadline are accepted (feedback only) but are not graded. Exceptions to this policy are allowed only in unusual cases. For enrollment, please complete your [enrollment application](#).

CP 432: Basic Chess Strategy – Part 2 (in English)

TERMS ([Click for the Academic Calendar](#))

HOURLY BREAKDOWN OF THE REQUIRED PARTICIPATION (HOURS/WEEK)

| | |
|---|-------------|
| Audio – visual and text based resources | 1 – 2 hours |
| Discussions, puzzles, activities | 2 – 2 hours |
| Quizzes, assignments | 1 – 2 hours |
| Expected commitment per week | 4 –6 hours |

Participants will:

- Exchange posts with their peers and interact using discussion – forums, chats, Skype, audio/video conferencing;
- Review and discuss online and text based resources;
- Work collaboratively in small groups and individually, using a spectrum of online tools

COURSE DESCRIPTION AND OBJECTIVES

The course continues to provide a comprehensive description of Chess course, which includes all the necessary pre-conditions, completing which student can play chess with an extended knowledge. The curriculum is divided into eight lessons in a sequential order to provide an overview of the essential elements of the game, information about the rules of the game; teaches the correct way of checkmating with a single queen or rook, as well as several other chess tricks. The course has been designed to reach a wide audience.

COURSE MATERIALS

No hardcopy texts are required. Selected online resources will be included as a part of the lessons. Students are required to read/listen/view all material and complete all assignments.

The electronic resources are designed for university and pre-university students, secondary school chess teachers and adult learners in Armenia and the Diaspora.

CHESS SOURCES

- H.T. Toumanyanyan, Chess 2. (Yerevan, 2011).

LEARNING OUTCOMES

Upon completion of the course, students will have familiarity with the chess game; contextual knowledge of the essential principles of the game and their correct way of using, as well as assess various situations and game combinations.

TOPICS COVERED

- The notation of the move;
- Perpetual check;
- Checkmate with queen;
- Checkmate with 2 rooks, checkmate with 1 rook;
- Checkmate on the 8th(1st) horizontal, scholar's mate;
- Unprotected piece, defense;
- Pin;
- Discovered attack, discovered check.

TEACHING METHODOLOGY

The electronic resources have been designed for user-friendly access and comprehension by a broad audience. Activities and online discussions are supported by online instructor to engage students in chess inquiry and game playung. Individual and collaborative student assignments are designed to engage students in authentic research and sharing of information. Students will gain from the course in direct relationship to the contributions they make to their own learning.

COURSE SCHEDULE

The course lasts for nine weeks, including the orientation week. Each week requires student commitment throughout at least five days.

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| Week 0 | Orientation week: Students become familiar with the Student Manual, complete the Learning Style questionnaire, complete their profile, introduce themselves to one another, participate in introductory discussion forum, and identify the time zone in which they are working. Students will also familiarize and verify the technical compliance to all the communication and learning tools to be used during the course. |
| Weeks 1-8 | Lessons 1-8 (use of electronic texts and multimedia resources) Assignments, puzzles, quizzes |
| Week 4 | Midterm Exam |
| Week 8 | Final Exam |

COURSE REQUIREMENTS

Students are required to actively participate in on-line discussions, forums and chats, to participate in individual and collaborative activities, and to meet deadlines for assignments.

Students are required to be familiar and comply with [Academic policy of AVC](#).

Grading

Student performance will be evaluated based upon total points accumulated throughout the term according to the following:

20% - participation

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30% - midterm exam

30% - final exam

Grades will be assigned by letters according to [AVC Grading Policy](#).

LATE ASSIGNMENT POLICY

You are expected to complete assignments in a reasonable period of time. This prevents you from getting too far behind in the course and allows the instructor to assign grades in a consistent manner. Late assignments will result in a 10% deduction in the grade for the assignment (if the assignment is submitted a week late from the deadline) unless the student receives prior approval from the instructor. Assignments submitted later than 2 weeks after the assigned deadline are accepted (feedback only) but are not graded. Exceptions to this policy are allowed only in unusual cases. For enrollment, please complete your [enrollment application](#).

CP 442: Intermediate Chess Strategy – Part 1 (in English)

TERMS ([Click for the Academic Calendar](#))

HOURLY BREAKDOWN OF THE REQUIRED PARTICIPATION (HOURS/WEEK)

| | |
|---|-------------|
| Audio – visual and text based resources | 1 – 2 hours |
| Discussions, puzzles, activities | 2 – 2 hours |
| Quizzes, assignments | 1 – 2 hours |
| Expected commitment per week | 4 –6 hours |

Participants will:

- Exchange posts with their peers and interact using discussion – forums, chats, Skype, audio/video conferencing;
- Review and discuss online and text based resources;
- Work collaboratively in small groups and individually, using a spectrum of online tools

COURSE DESCRIPTION AND OBJECTIVES

The course continues to provide a comprehensive description of Chess course, which includes all the necessary pre-conditions, completing which student can play chess with an extended knowledge. The curriculum is divided into eight lessons in a sequential order to provide an overview of the essential elements of the game, information about the rules of the game; teaches the correct way of notating the game, defending against checkmate, avoiding stalemate, as well as several other chess tricks. The course has been designed to rich a wide audience.

COURSE MATERIALS

No hardcopy texts are required. Selected online resources will be included as a part of the lessons. Students are required to read/listen/view all material and complete all assignments.

The electronic resources are designed for university and pre-university students, secondary school chess teachers and adult learners in Armenia and the Diaspora.

CHESS SOURCES

- H.T. Toumanyan, Chess 2. (Yerevan, 2011).

LEARNING OUTCOMES

Upon completion of the course, students will have familiarity with the chess game; contextual knowledge of the essential

principles of the game and their correct way of using, as well as assess various situations and game combinations.

TOPICS COVERED

- Notation of the game, material advantage and the exchange;
- Opening;
- Preparing discovered attack;
- Avoiding stalemate;
- Defending against checkmate;
- Rabid rook;
- Queen versus central pawn;
- Queen versus Rook pawn.

TEACHING METHODOLOGY

The electronic resources have been designed for user-friendly access and comprehension by a broad audience. Activities and online discussions are supported by online instructor to engage students in chess inquiry and game playung. Individual and collaborative student assignments are designed to engage students in authentic research and sharing of information. Students will gain from the course in direct relationship to the contributions they make to their own learning.

COURSE SCHEDULE

The course lasts for nine weeks, including the orientation week. Each week requires student commitment throughout at least five days.

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| Weeks 1-8 | Lessons 1-8 (use of electronic texts and multimedia resources) Assignments, puzzles, quizzes |
| Week 4 | Midterm Exam |
| Week 8 | Final Exam |

COURSE REQUIREMENTS

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Grading

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CP 452: Intermediate Chess Strategy – Part 2 (in English)

TERMS ([Click for the Academic Calendar](#))

HOURLY BREAKDOWN OF THE REQUIRED PARTICIPATION (HOURS/WEEK)

| | |
|---|-------------|
| Audio – visual and text based resources | 1 – 2 hours |
| Discussions, puzzles, activities | 1 – 2 hours |
| Quizzes, assignments | 1 – 2 hours |
| Expected commitment per week | 4 – 6 hours |

Participants will:

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COURSE DESCRIPTION AND OBJECTIVES

The course continues to provide a comprehensive description of Chess course, which includes all the necessary pre-conditions, completing which student can play chess with an extended knowledge. The curriculum is divided into eight lessons in a sequential order to provide an overview of the essential elements of the game, information about the rules of the game; teaches pawn endgames, comparing of the positions, converting the material advantage, as well as several other chess tricks. The course has been designed to reach a wide audience.

COURSE MATERIALS

No hardcopy texts are required. Selected online resources will be included as a part of the lessons. Students are required to read/listen/view all material and complete all assignments.

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CHESS SOURCES

- H.T. Toumanyanyan, Chess 2. (Yerevan, 2011).

LEARNING OUTCOMES

Upon completion of the course, students will have familiarity with the chess game; contextual knowledge of the essential principles of the game and their correct way of using, as well as assess various situations and game combinations.



TOPICS COVERED

- Pawn endgames: The pawn square rule
- Pawn endgames: Supporting squares
- Pawn endgames: The importance of the move turn
- Pawn endgames: Double threat with king
- Pawn endgames: Pawn race
- Comparing of the positions
- Converting the material advantage
- Queen against bishop (“c”, “f”) pawn

TEACHING METHODOLOGY

The electronic resources have been designed for user-friendly access and comprehension by a broad audience. Activities and online discussions are supported by online instructor to engage students in chess inquiry and playing. Individual and collaborative student assignments are designed to engage students in authentic research and sharing of information. Students will gain from the course in direct relationship to the contributions they make to their own learning.

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Chess content providers

Core material of the Chess courses is based on the works of the following renowned scholars:

- Smbat Lputyan (Chess Academy of Armenia, Yerevan, Armenia),
- Samvel Misakyan (Chess Academy of Armenia, Yerevan, Armenia),
- Norayr Kalantaryan (Armenian Virtual College, Yerevan, Armenia).

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CP 462 Advanced Chess Strategy – Part 1 (in English)

TERMS ([Click for the Academic Calendar](#))

HOURLY BREAKDOWN OF THE REQUIRED PARTICIPATION (HOURS/WEEK)

| | |
|---|------------|
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Chess Course Syllabi

Please visit [AVC website](#) for any possible updates on the document.



COURSE MATERIALS

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CHESS SOURCES

- H.T. Toumanyan, Chess 3. (Yerevan, 2011).

LEARNING OUTCOMES

Upon completion of the course, students will have familiarity with the chess game; contextual knowledge of the essential principles of the game and their correct way of using, as well as assess various situations and game combinations.

TOPICS COVERED

- Rook against pawn
- Knight against pawn
- Overloaded pieces
- Intermediate check
- Passed pawn
- Zugzwang
- X-ray attack
- Opposite-color bishops

TEACHING METHODOLOGY

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| Week 4 | Midterm Exam |



COURSE REQUIREMENTS

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Students are required to be familiar and comply with [Academic policy of AVC](#).

Grading

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LATE ASSIGNMENT POLICY

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Chess content providers

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- Norayr Kalantaryan (Armenian Virtual College, Yerevan, Armenia).