



CGS PROJECT

Chess: a Game to be Spread in schools

Zurich 14 may 2022

Chess a Game to be Spread in schools

- Granted with € 420.000 by Erasmus Plus program
- Starting date: 1 september 2020
- Ending date: 31 august 2023
- Countries: Italy, Spain, Sweden, Switzerland
- Stakeholders: FIDE, chess Federations, schools in the countries



CGS partners

- CSEN (General coordinator - Rome)
- European Chess Union (Zurich)
- Alfiere Bianco (Savigliano)
- Turin University (Turin)
- Le Due Torri (Bologna)
- Rete Italiana Scuole per gli Scacchi (Andria – Barletta)
- Club Deportivo 64 Villalba (Madrid)
- Fundacion Aprender (Madrid)
- Uppsala Municipality (Uppsala)
- Uppsala Skolschacksällskap (Uppsala)



Main objectives

- Use of chess as an educational tool
- Assessment of the effect on children's cognitive and relational skills
- Teacher training (from scratch), to transfer to them the technical skills necessary to create chess lessons or games on a giant chessboard
- Teacher training so that they can pass on the skills they have obtained, training their colleagues "in cascade"
- Evaluation of the impact of the project on the professionalism of teachers
- Collection and evaluation of all good practices, currently present in Europe, which provide for the educational use of the game of chess
- Obtain recognition of the GSS teaching and training model, from the European Union and through the ECU



Basic teaching

- Playing on a giant chessboard (kindergarten and first and second primary classes) for 15 hours per school year, during school hours
- Traditional chess in class and on the WEB, (third or fourth or fifth grade classes) for 15 hours per school year, during school hours
- Two different models will be used for each type - two different groups for psychomotricity on giant chessboard and two for chess (Models A, B, C, D)



Models

- Model A - Psychomotricity on a giant chessboard for kindergarten and/or first grade primary
- Model B - Psychomotricity on a giant chessboard for primary school (first or second grade) with the CASTLE model
- Model C - Chess for primary school with the CASTLE model plus the web (third or fourth or fifth grade)
- Model D - Chess and coding for primary school plus the web (third or fourth or fifth grade)



Composition of the groups per country - year 1 (first Chess Ambassadors)

- 2 teachers for learning model A
- 2 teachers for learning model B
- 2 teachers for learning model C
- 2 teachers for learning model D



Composition of the groups per country – year 2 (new teachers trained by CA)

- 8 teachers for learning model A
- 8 teachers for learning model B
- 8 teachers for learning model C
- 8 teachers for learning model D



Composition of the groups per country – year 3 (new teachers trained by new CA)

- 16 teachers for learning model A
- 16 teachers for learning model B
- 16 teachers for learning model C
- 16 teachers for learning model D



Teacher training

- 24 hours of face-to-face training (first two years through mobility in Spain and Italy 5 days, third year locally)
- 12 hours of online training
- Tutoring support during classroom activities (ambassadors)
- Support of manuals and videos produced by the project
- Provision of all necessary chess material
- The year 1 teacher group will form the year 2 teacher group
- Teachers from both 1° and 2° groups (those who feel capable) will train third year teachers



Intellectual Outputs

- IO N. 1 – Psicomotricity on giant chessboard for Kindergarten (model A) - Leader Club Deportivo 64 Villalba
- IO N. 2 – Chess and coding (model D) - Leader ECU
- IO N. 3 – Guidelines for peer to peer training - Leader CSEN
- IO N. 4 – Research and monitoring report Leader - Turin University
- IO N. 5 – Teachers training platform online - Leader Alfiere Bianco



Thanks for your attention!

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