



Chess Academy November 2025 Update

Happy November! Our Junior Kindergarteners are going to learn something so cool in chess this month: the point system! Each piece in chess (besides the king) is assigned a point value. When you assign a number to a chess piece, it helps you to determine if a capture is worth making. If you are not careful, you could lose points by capturing. So we learn that while we *could* make a capture, it may not be the best plan for us. Also, assigning points to the pieces helps to determine a winner when on a time crunch. If you need to end a game before a king has been checkmated, then you count up the remaining pieces. The team with the most points, wins!

Storytime Chess teaches the point system through a tug of war series. Each week, the characters have a tug of war over a giant piece of food. Through experimentation, they learn the piece value by which team is winning the tug of war.

Skills Learned & Practiced:

- Creative problem solving
- Mathematical Thinking
- Arithmetic
- Pattern recognition
- Compromise
- Critical thinking
- Emotional Intelligence

Chess Exercises

There are primarily two different types of exercises this month. The first gets us comfortable with the value of the pieces.

Teachers set up a variety of math equations for the kids to determine which side has the most points. Is it the side with 1 knight & 1 bishop? Or is it the side with the rook?

The other exercises help the kids apply their knowledge of piece valuation during gameplay. Teachers will set up a variety of puzzles where kids will have to determine which capture is worth making. There will be some captures that the kids could get captured right back. Other pieces can make safe captures easily. We want to make the safe captures & keep as many points as we can.