



ICCS

International Conference
Chess in Schools

16 - 18

October
Yerevan, Armenia



Kostas Giouvantsioudis
The playful activities
<http://mychess.gr>

Chess Teacher Fide Instructor

Teacher of Electronics in a

Vocational School

International Arbiter

Candidate Master

Writer

Member of Greek chess

Committee of school chess

Master Degree Scool of Education

Bachelor's degree, Film Directing



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Come to play...

I will give you my queen
She was once my dear
Now I don't have a dear

I will give you my towers
Now I don't shoot my friends
They have died long ago
Before I did

All, all my horses I will give you
All, all my horses I will give you
Only this crazyman I will keep
Who knows to go to one colour only

Jumping from the one edge to the other
Laughing to all these armors
Invading to your lines
Bringing mess to your stable lines

Come to play...

This king was never mine
and these soldiers, I want them for what!
They go ahead without dreams

All, all my horses I will give you
All, all my horses I will give you
Only this crazyman I will keep
Who knows to go to one colour only

Jumping from the one edge to the other
Laughing to all these armors
Invading to your lines
Bringing mess to your stable lines

Come to play...
and shall this game have no end.



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Teach chess to children

in chess clubs

to learn it

in schools

to love it !!!



Teaching chess to **young children**, involves facing a variety of **difficulties**, as it requires a high degree of **concentration**, which is rather difficult for children of a young age to attain.

In addition, the fact that chess is a game that has to be played while **being seated** at conflict with the **active nature** of most children.





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Aiming at **minimizing these difficulties** and bringing little children closes to the benefits of chess to young children,



we **enriched** our teaching method with the “**games** of our circle of friends” which we initially **invented with** the help (and for the benefit) of our own **young learners**.



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The playful activities we propose involve action, they are **fun** and at the same time they enhance **memory, observation, concentration** and **synthesis**.



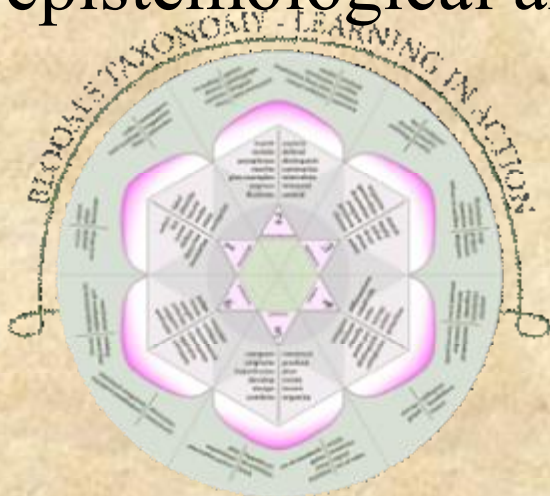
I present them in terms of the degree of difficulty these activities may have upon different ages of young children, based on our experience throughout these years.

Bloom's Taxonomy of Learning Domains



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Except for fun, this set of concepts defines the educator's desirable aims, content and methods of education. We contrast the progressive ideology with the "romantic" and the "cultural transmission" schools of thought, with respect to underlying the three domains of educational activities or learning, that is, the three assumptions of the Bloom's committee, identified as psychological, epistemological and ethical



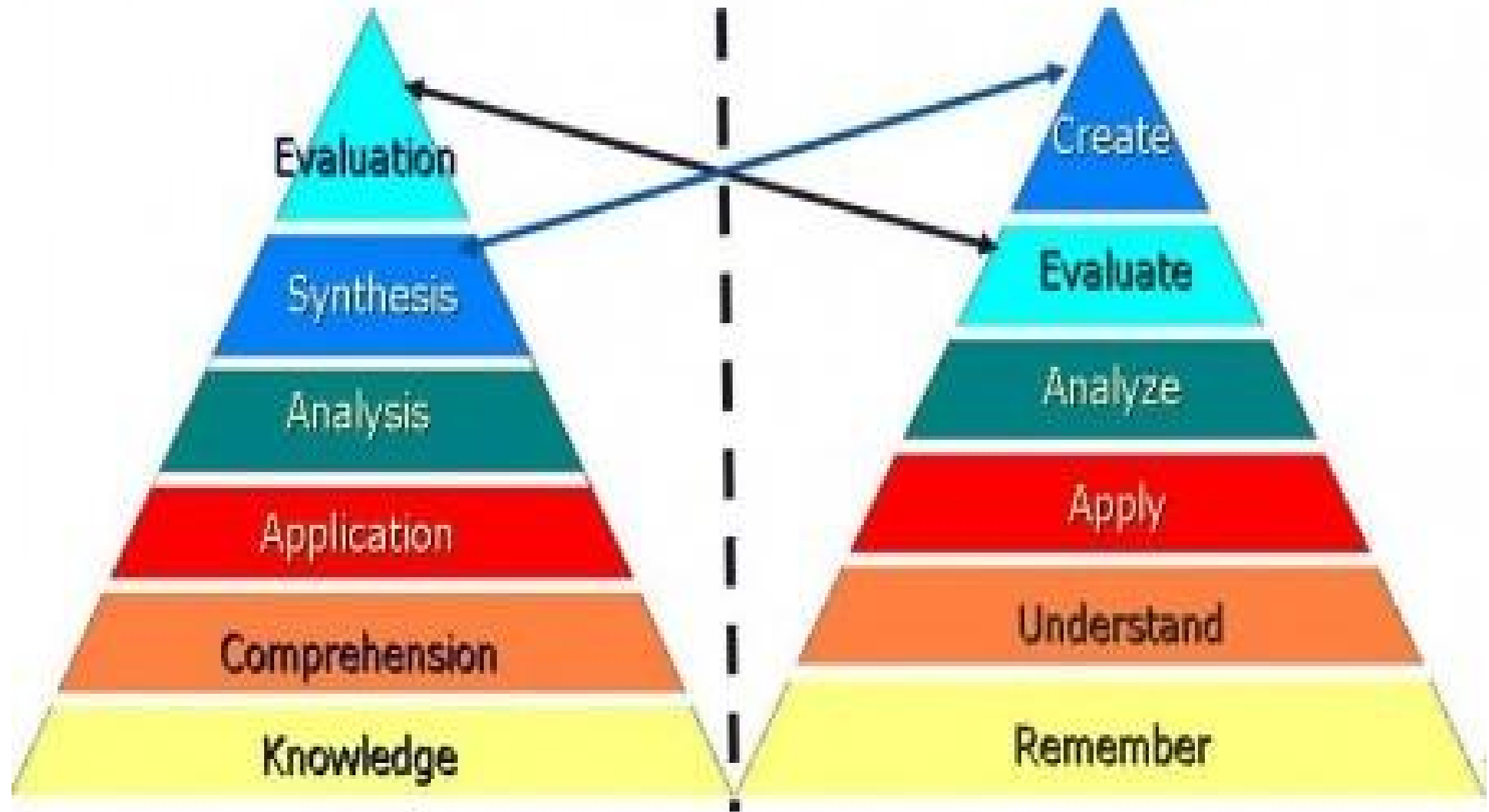
Cognitive: mental skills (*knowledge*)

Affective: growth in feelings or emotional areas (*attitude or self*)

Psychomotor: manual or physical skills (*skills*)

1956

2001



Noun



to Verb Form

1.2 THE VISIT



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Aim: to practise the following notions:
horizontal, vertical and diagonal

The children are the citizens of two cities. They visit each other's city, one by one holding an object (a glass full of water etc).



1.3 THE KING'S HIDING PLACE

The trainer **hides the king** on another child. The children scatter around and when the 1st child comes back into the room they say **“hot” or “warm”** when he/she gets close to the child with the king on him/her and **“cold” or “icy cold”** the further from him/her he/she moves.



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1.4 THE NAUGHTY POT



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You place **black** pieces so as to form a **pot** on a magnetic chess board. The “**flayers**” are the **white** pieces. You ask a child to turn around.



Another child changes the places of two different adjacent pieces of the same color. You then ask the first child: “What has the naughty pot done again?”. The child tries to spot the changed pieces.

1.5 THE PLAYFUL NOSE



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The fun part is that they **use** their **nose**, **without** using their **hands** at all.



This activity has **3 stages**:

- i) you use a Tower and the Queen (they move horizontal / vertical),
- ii) you use a Bishop and the Queen (they move horizontal /y or vertical /y)
- iii) you use two horses.

Children take turns during each stage.



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1.6 MARIA'S BAG

Aim: **identify** pieces just by **touching** them.



1.10 THE AIRPLANE

Played in couples.

He/she **tosses** the plane up in the air with one hand while trying to **place** the piece with the other.

He/she **must place the piece** while the **plane** is in the **air** and catch the plane before it falls.





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1.14 THE AMBULANCE

The player tries to find “the injured” piece. The “injured” piece has fallen and the “ambulance-kid” tries to **spot it just by feeling** the piece.



1.15 HA, HA

The other child, say **“ha”** when the player plays the piece in the **centre** of the right square and **“ha, ha”** when he/she plays it near the edge or **outside** the square.





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1.16 PUZZLE

1.17 THE TRAIN



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The referee makes a move on a board.

The **first** player (the motorman) goes and **sees** the move.

Then he **whispers** the move to the player behind him/her (it's interesting with beginners). The **last** player **plays** on the board of his team the move he heard and moves to the front, where **he becomes** **“the motorman”** who checks if the move is correct.





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2.5 TURN TAKING

Players turn **around** a table, clockwise.

Whoever plays **out of turn** or performs an **irregular** move or plays the **wrong colour** is **out** of the game.

3.2 DRAWING



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3.3 MIMING – DRAMATISATION

Through miming any **cognitive item** takes over imaginary proportions and becomes an expression of the child's **imagination** **creativity** and **socialisation**. Chess offers lots of topics from dramatisation, without even using the board.



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**June
2004**



June 2007



June 2006

**3.4 THE
SHOW**



1988 & 1995-2003 Chess in School





Chessboard from pulp



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Once upon a time there was chess

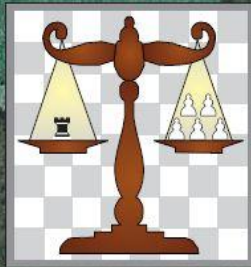
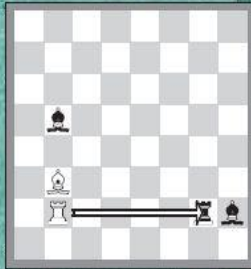
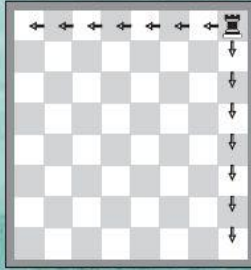
1st Greek edition 1999

Our first book is an original **method** for learning chess by children of kindergarden and primary school age. Our book has three parts:

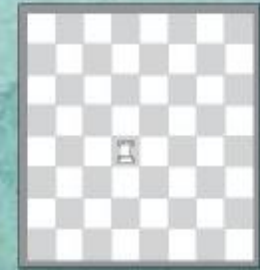
The first part is a **fairy tale** on the theme of peace.

The second part includes necessary **guidance** that will assist adults to teach productively, even without any prior knowledge of the game.

The third part presents **playful activities** (mostly psycho-kinetic), inspired by the game of chess.



Το άλλο απόγευμα
 συναντήθηκαν πάλι.
 Πρώτη άρχισε η Βασιλική:
 - Αφού περπάτησα γύρω απ' τους
 πύργους, ανέβηκα ψηλά στις πολεμίστρες
 και αγνάντεψα. Είναι μεγάλο το κάστρο,
 αγκαλιάζει ολόκληρη την πολιτεία μας κι ούτε
 τους αγέρηδες αφήνει να μπουνε.
 Μου θύμισε τον πύργο της καλής νεράιδας του
 παραμυθιού, που φύλαγε βαθιά μέσα στα υπόγεια
 τα γιατρικά βότανα για τους ανθρώπους.



Μια φορά κι έναν καιρό ήταν το

γ' έκδοση

σκάκι



Μια φορά κι έναν καιρό ήταν το σκάκι

Κώστας Γιουβαρτσιούδης - Ειρήνη Μουσιάδου

ΚΑΙΔΑΡΙΩΜΟΣ

...περιλαμβάνει
ένα παραμύθι που θα απολάσουν τα παιδιά,
καθώς και ένα εγχειρίδιο που θα χρησιμοποιήσουν
με απρόσμενη ευκολία οι μεγάλοι.

Οι συγγραφείς του, με έναν πρωτότυπο και
ταυτόχρονα ισορροπημένο συνδυασμό της λογικής
και του ονταϊσθλήματος, παρουσιάζουν το σκάκι ως
ένα ανταρπαστικό παιχνίδι που εύκολα και
διάσκεδαστικά θα μπορέσουν να μάθουν όλα τα
παιδιά.

Αν λάβουμε υπό όψη μας τη μοραδική δίταμη του
σκακιού να καλλιεργεί τη μέμη και τη
αιτοσυγκέτρηση, να αναπτύσσει τη αναλυτική
σκέψη και τη αυτοκριτική, αλλά και να βοηθά το
παιδί να οριοθετεί τις διτάμεις του σε σχέση με τους
άλλους, τότε σήγουρα αυτό το βιβλίο είναι απαραίτητο
σε κάθε οικογένεια.

Η μέθοδος αυτή, καθώς έχει δοκιμαστεί με
επιτυχία σε εκατοτάδες παιδιά, σνρησιτά μία
επιτυχημένη και αδιαμφισβήτητη συταγή για την
εκμάθηση του σκακιιστικού παηκιδιού σε μικρούς
αλλά και σε μεγάλους...

Ηλίας Κουρκουνάης
Ψυχολόγος - Εκπαιευτής



Κ εκδόσεις
ΚΑΙΔΑΡΙΩΜΟΣ
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Κώστας Γιουβαρτσιούδης - Ειρήνη Μουσιάδου

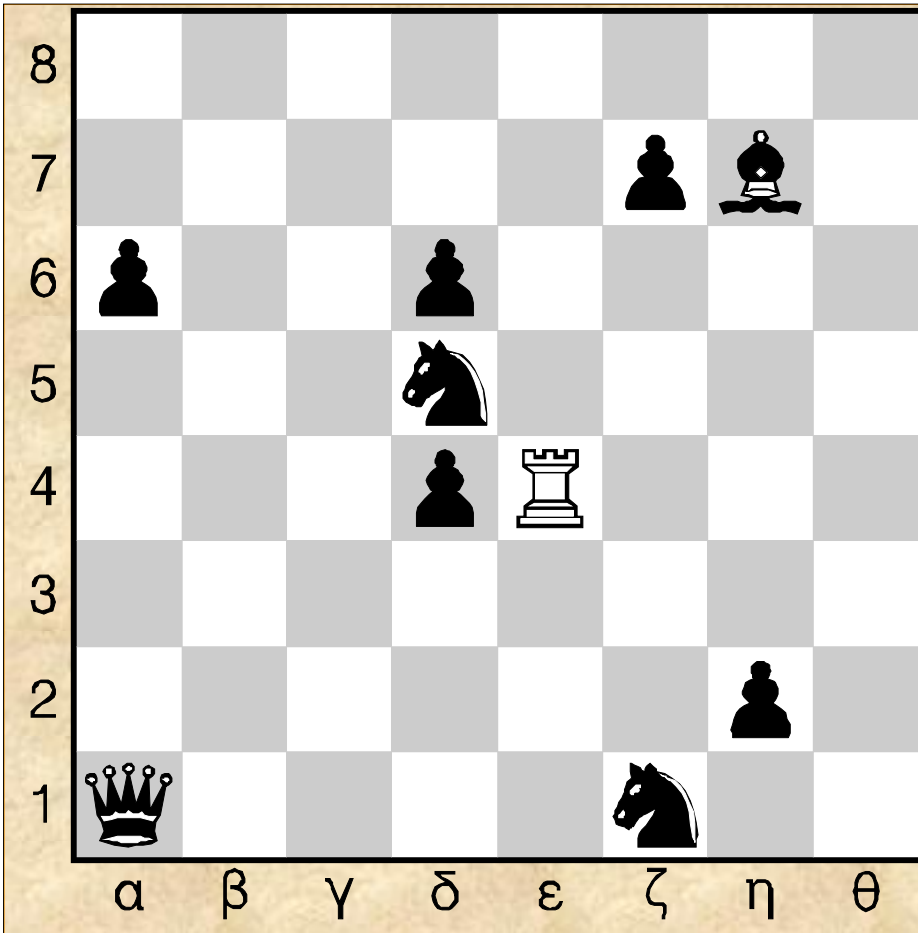
Κ
ΚΑΙΔΑΡΙΩΜΟΣ

“Chess and Imagination”
1st Greek edition 2003



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Our second book is the tool that will assist children and adult beginners to **dig deeper** into chess. Using **750 diagrams**, we bring all students in touch with each and every one move tactical and strategic motifs. Their originality and attractiveness is derived from the playful approach and the increasing difficulty of successive diagrams.



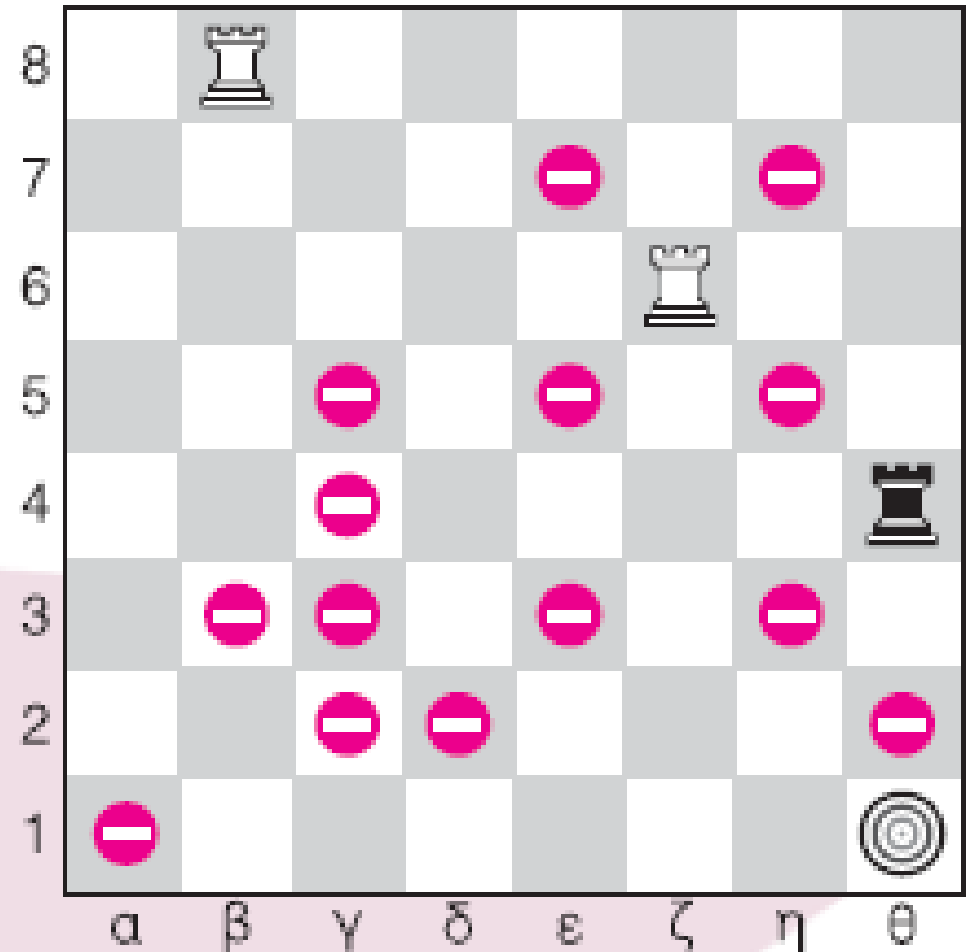
The careful TOWER

Play Tower consecutive many moves needed to reach the goal. Careful not to stand in a square that your opponent controls.

The voracious TOWER

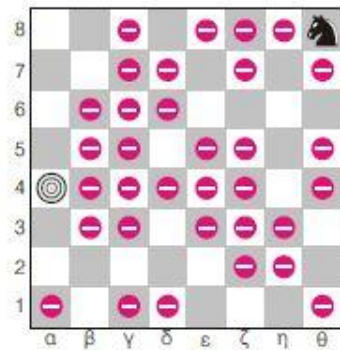
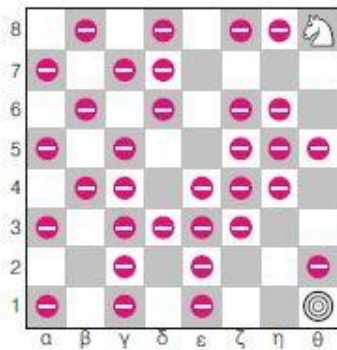
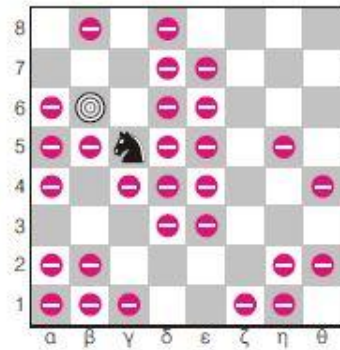
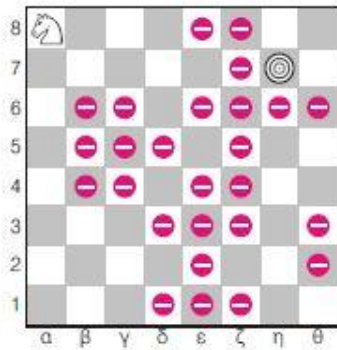
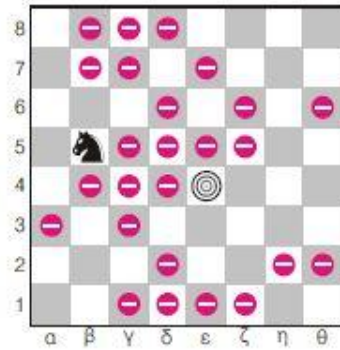
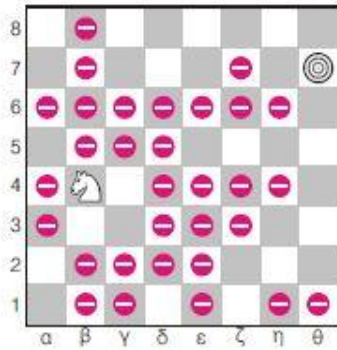
Play Tower row those movements necessary in order to any move to win a piece.

To be winning all the opponent's pieces.



The maze of horse

Play with the horse as many moves needed to reach the target





Music: Manos Xatzidakis – Pornografia

Poem: Manolis Anagnostakis – The Chess

Rehearse: Ria Felekidou

kg - Erevan 2014

Thanks

