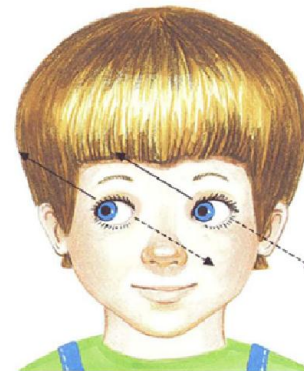
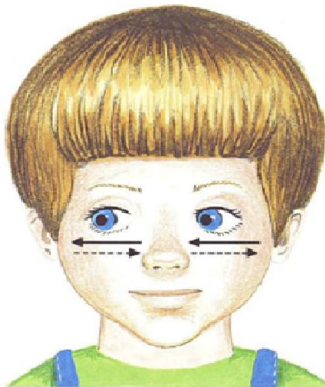
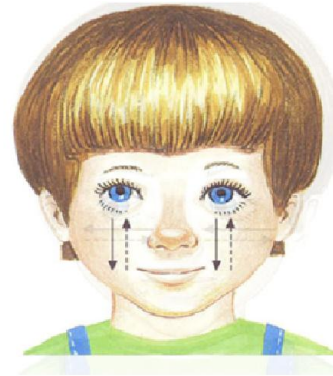
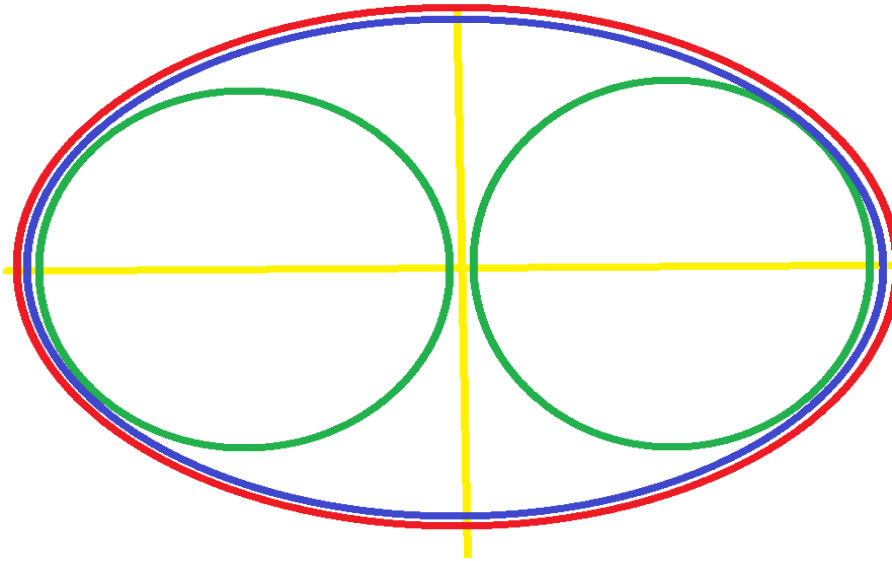
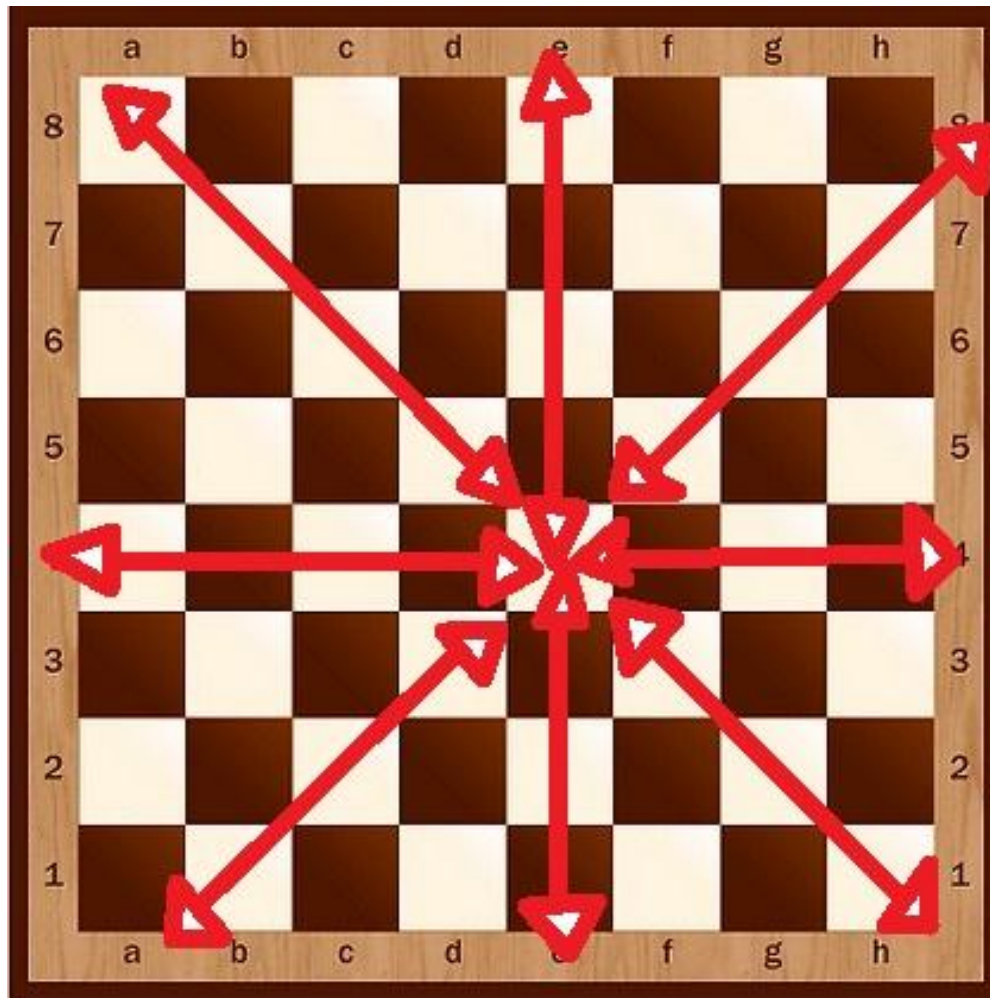


Visual training



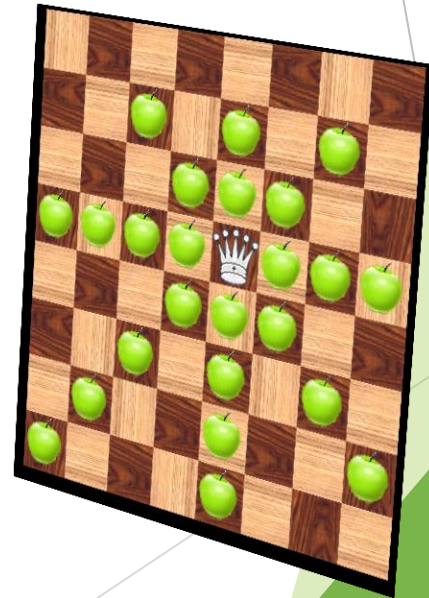
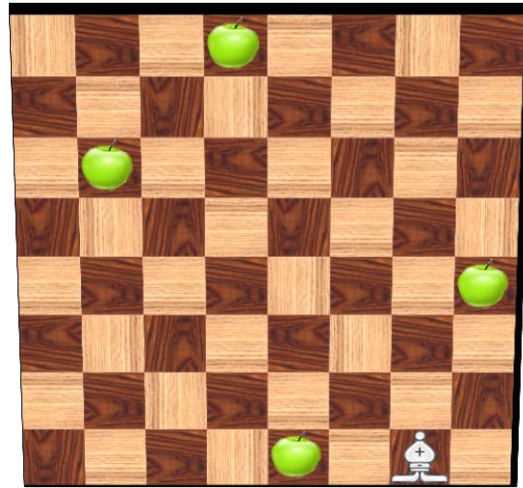
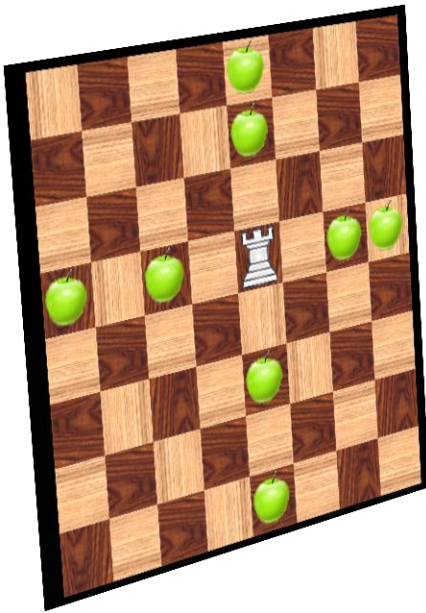
CONVERGENCE and DIVERGENCE



An important condition for successful teaching of chess is the necessity to play chess at the chess lesson.



Knowledge of the physiological evolution of visual perception in children is very important for the correct distribution of material in chess teaching.



Move of the knight is very difficult for study

- ▶ According to my experience it takes about 3 months to learn how the knight moves for those children who practice playing chess during the chess lessons.



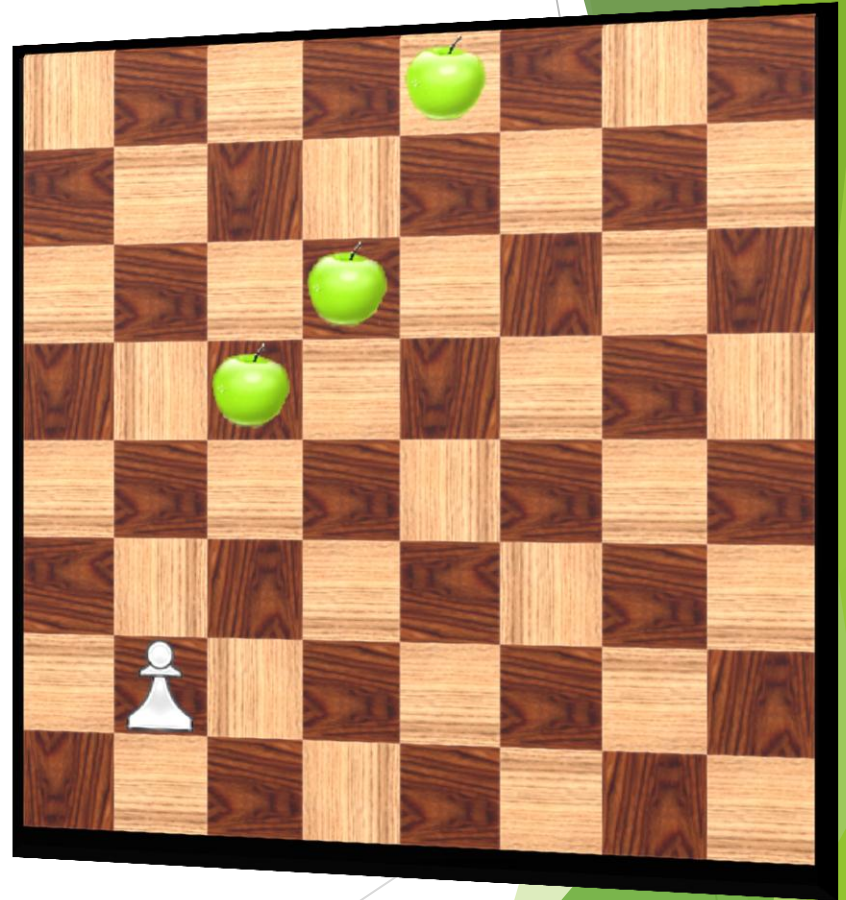
King

- Only after your pupils have learned the moving patterns of the pieces it's high time to study how the king moves.

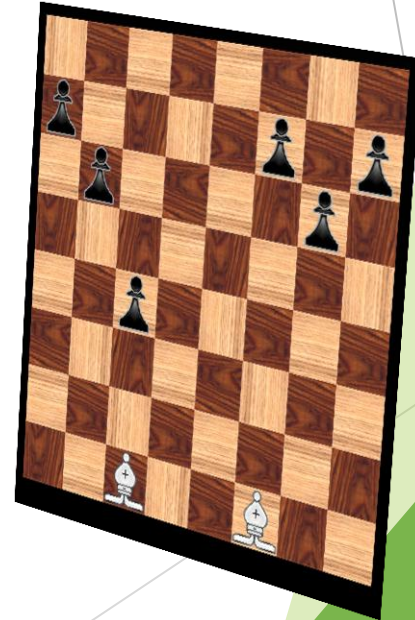
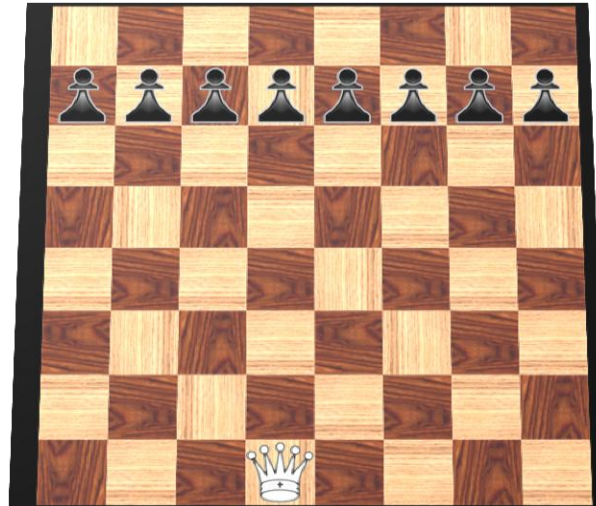
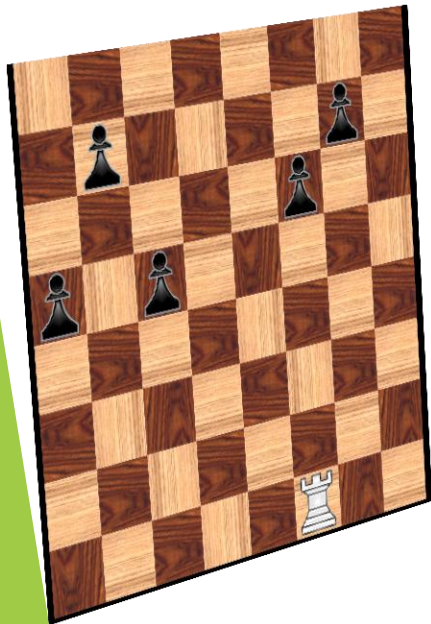


The pawn's moving patterns are very difficult to learning

- There are plenty of rules about them.



We must to include the pawns into the game at an early stage of studying as we need them to create a very funny story line.



Simple doesn't mean boring



The next principle :

- ▶ if the child gets a strong basis in the form of automatic skills, his energy will be released and will start to accumulate in order to heighten his motivation for getting ahead.

All above mentioned principles fall into line with the most important principle of teaching children:

to move ahead you should start with the level at which the child is situated now; otherwise the underdeveloped lower level is sure to absorb the energy which is meant for the upper one.

One of the most important skills of the chess teacher

- ▶ is the ability to see whether his or her pupils are ready to shift to a new level. Children nowadays might fail to make headway in their chess thinking, preferring to enjoy the comfort of the long-ago achieved level.
- ▶ That's why it's the teacher who plays the main role in the process of shifting to a new level.

The levels of the general evolution in the process of forming the children's chess thinking.

- ▶ Intuitive level
- ▶ Rational level
- ▶ Reflective level
- ▶ Problematic level

Intuitive level

- ▶ Staying at this level the child is supported by his sense perception or does everything off the top of his head, so he gets along without a preliminary analysis or calculation.

Rational level

- ▶ The pupil knows a lot of orienting points and feels confident about the chess standpoint.
- ▶ His moves on the chess board are always preceded by calculation or analysis or at least one move ahead. At this level the child is able to define logical links, reason and consequence.

Reflective level

Due to his memory *the child* is able to come back to any number of moves, changing their sequence for achieving his goal.

Problematic level

It's characterized by the child's ability to realize and overcome difficulties by defining its emotional component (for example, "I feel sad" or "I feel confused") as the main orienting point for transferring the energy into the rational direction ("All this emotional stress interferes with my interests. I must calm down").

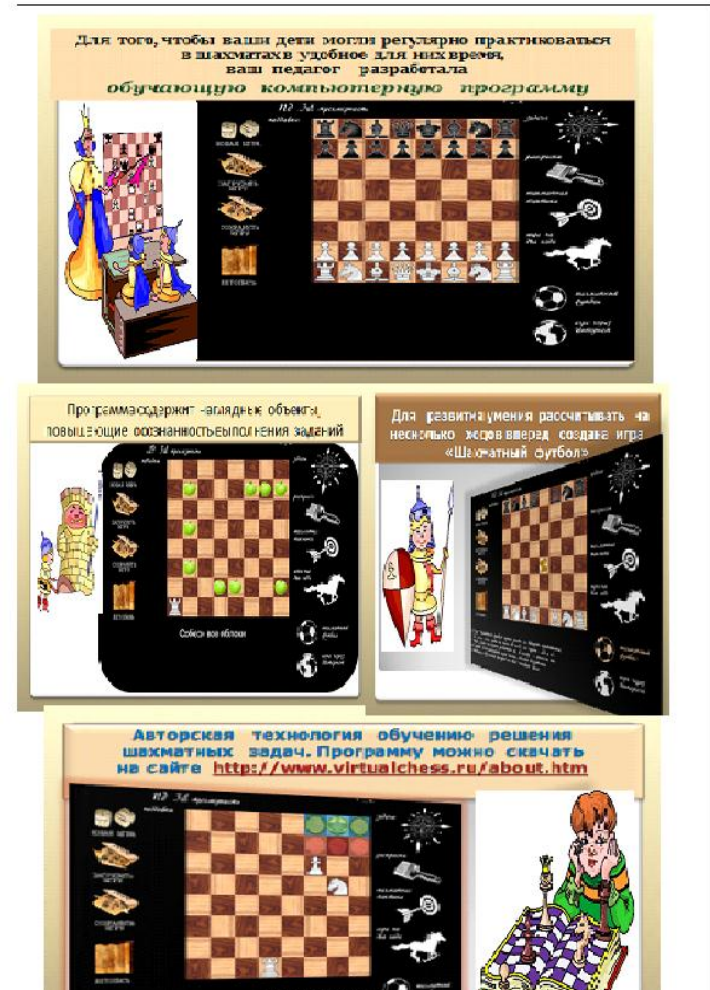
Your trainees will be happy to solve chess problems if you use the visibility.



Great help to the teacher is a chess computer program Virtualchess

- Detailed descriptions of some of the issues raised in this article can be found at www.virtualchess.ru in the "Author's articles" section. It is also recommended to download a computer program that uses the evolutionary principle of training and pre-marking method. It is located in the "About" section in the bottom of the page. If you have any questions, please contact the author by e-mail:

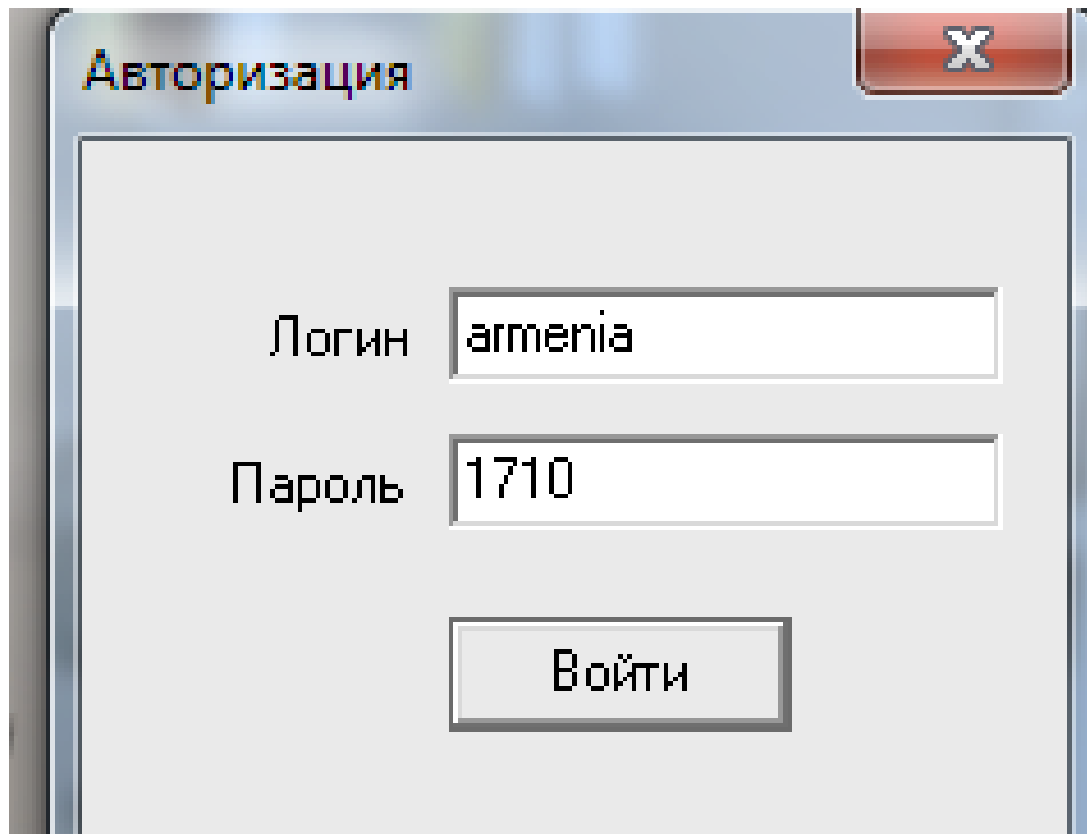
- virtualchess@yandex.ru.



WELCOME IN MY PROGPAМ

VIRTUALCHESS

<http://www.virtualchess.ru/about.htm>



Авторизация

Логин

Пароль

You can have such a
program in their
national language and
create own tasks, if
you speak to the
author of this program
Tatyana Ogneva