





























Objective: to evaluate the ability of proportioned understanding and arrangement of time and place changes;

Methodology: Reaction to moving objects.











# As country of Chess, the Republic of Armenia continuously develops and invests strategic projects aimed at:

- Modernizing the educational sector in Armenia;
- 2. Increasing the qualitative indicators of chess as a basic resource in Global Education System;









 Enhancing the cognitive interests of curriculum subjects through the opportunities provided by chess;

4. Developing learning - cognitive motivation;

**5. Providing conditions** to activate learners' mental abilities, providing the understanding of social values of chess in interpersonal relations.







The psychological study of teaching models leads us again towards the realm of instigation of Learner's own activities.









The concept suggested is based on the idea that chess can be an educational activity promoting model comprising the following components:

 Understanding of learning situation (game situation), differentiation and separation of problems;









- Constant emotional tension, attention stability;
- Presence of spontaneous feedback in teaching;
- · Control over situations and individual actions;
- Monitoring and evaluation of situations and positions.







#### **ERGO**

The further development of Chess Education is observed within the contribution of 3 closely interrelated domains: intellectual, educational and social values.









