

Teacher Introduction

Hi! I'm Grant Mu. I started playing chess at only four years old and have played for over a decade. I started tournaments when I was five and have played more than 150 tournaments. Some of my top achievements include winning the Indiana state title for speed chess in all ages, representing Indiana twice in the prestigious national Barber Invitational, and being ranked top 25 in my age group under the USCF (US Chess Federation) for over eight years. My peak rating is 2100 USCF and 1950 FIDE.

This will be my second year teaching for ICCCI Chinese School. In addition to teaching at Chinese School, I've organized a number of well-received chess workshops and classes in the previous years. I'm looking forward to teaching you all over the next year!

Class Agenda

Players throughout each class typically exhibit different starting levels, and I will do my best to accommodate the course material to best benefit all students.

If players are not sure which class they should be in, **students will be placed into the class best fit for his or her playing level.**

It is suggested that players find time to practice chess outside of the class, whether it be playing chess online, following a book, or playing chess over the board with friends/family. **50 minutes of class time once in a week is not enough time to make consistent strides in chess.** It is essential to systematically practice if you want to improve and get the best out of the class.

Chess I (Beginner's Class)

- Little to no prior exposure to chess
- This class will take an introductory stance on chess
 - Piece Movement, piece value, basic rules
 - Basic principles, openings
 - Intro to tactics, pattern recognition, and board vision
 - Mating nets
 - Gameplay

Chess II (Advanced Class)

- Some exposure (at least 6+ months) to chess
- This class will look at more intermediate-level ideas and move at a faster rate compared to the beginner class
 - Review of basic ideas (principles, tactics, etc.), notation
 - Opening, middlegame, and endgame principles and ideas
 - More complicated tactical ideas and mating nets
 - Gameplay, game reviews

Agenda

- First 10-15 mins of class: gameplay
- 25 mins-35 mins: course material

- Competitions/games if time allows
- Select days will be “fun days” where there will be competitions and prizes

*Agenda is not strict; it may be followed loosely and adjusted