The Case for Chess

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- I. How Chess Impacts Education
 - A. Engages Students
 - B. Introduces Fundamental Skills in Literacy, Math, and Critical Thinking
 - C. Offers Low-cost Program for Extracurricular and Parental Involvement
 - D. Provides Real-World Applications
- II. How Chess Creates a Culture of Critical Thinking
 - A. Continues Education Outside Classroom
 - 1. Individual Study
 - 2. Family Interaction
 - 3. Competition (Local, State, National)
 - 4. Internet Chess Community
 - B. Provides Immediate Feedback
 - 1. Accuracy and Improvement Immediately Evident
 - 2. Proficiency Based on Skill vs. Chance
 - 3. Self-esteem
 - 4. Entertainment
 - C. Offers Extensive Reinforcement
 - 1. Socialization
 - 2. Extra-Curricular Involvement and Travel
 - 3. Parental Involvement
 - 4. Community Recognition
 - D. Creates Life-Long Involvement
 - 1. No Economic/Age/Physical Barriers
 - 2. Cross Cultural Opportunities
 - 3. Cycle of Student-Parent-Coach

III. How Chess Impacts STEM/STEAM Education

- A. Develops Culture of Mathematical Thinking
 - 1. Algebraic and Geometric Thinking
 - 2. Concrete to Abstract Application
 - 3. Manipulatives
 - 4. Fine Motor Skills
 - 5. Spatial Skills
- B. Develops Culture of Critical and Creative Thinking
 - 1. Play Equals A Series of Problems to Solve (Often Within Time Limits)
 - 2. Increased Skill Allows Creativity and Adaptability in Problem Solving
 - 3. Immense Variety and Quality of Problems
 - 4. Scientific Method Inherent in Problem Solving
 - 5. Meta-cognitive Skills
 - 6. Independent Thinking

- 7. Intellectual Perseverance
- 8. Confidence in Reason
- 9. Comparison of Analogous Situations
- 10. Developing Perspective
- 11. Visualization
- 12. Pattern Recognition
- 13. Making Interdisciplinary Connections
- 14. Practicing Socratic Discussion
- 15. Developing Criteria for Analysis
- 16. Generating and Assessing Solutions
- 17. Distinguishing Relevant from Irrelevant Facts
- 18. Exploring Implications and Consequences
- 19. Examining or Evaluating Assumptions
- 20. Developing Inductive and Deductive Reasoning
- 21. All Levels of Bloom's Taxonomy Addressed
- 22. All Learning Modalities Accommodated
- C. Develops Culture of Gender and Socio-Economic Equality
 - 1. Success Independent of Age, Gender, Economic Background
 - 2. Low Cost Access to Chess Equipment, Materials, and Competition
 - 3. Increased Opportunity for Middle and High School Females
 - 4. Internet Access to World Wide Chess Community
- D. Develops Critical Life Skills
 - 1. Positive Self-Esteem
 - 2. Increased Social Interaction
 - 3. Responding Effectively to Criticism
 - 4. Stress Management
 - 5. Response vs. Reaction in Conflict Resolution
 - 6. Time Management

IV. Conclusion: Benefits of a Scholastic Chess Program

- A. Addresses Key Education Issues
 - 1. Poverty Thinking
 - 2. Peer Mentoring
 - 3. STEM Education
 - 4. Teacher Education and Recognition
- B. Addresses Graduation Rates
 - 1. Increased Involvement Extra-Curricular Activities
 - 2. Increased Parental Involvement
 - 3. Increased Expectations
 - 4. Improved Behavior
 - 5. Increased College Awareness
- C. Addresses Economic Development
 - 1. Increased Leadership/Workforce Development
 - 2. Improved Community Identity
 - 3. Improved Cycle of Positive Reinforcement
 - 4. Increased University Involvement