

KidEx Do-It-Yourself National Challenge 2020

Activity description and self-learning manual

Activity: Set up the chess board as given & play the full game noting every move | Cognitive skills | 12-17 years

Skill development milestone

By the end of teenage, they attain cognitive maturity — the ability to make decisions based on knowledge of options and their consequences. Overall, they develop more complex cognitive skills. They can generate and test hypotheses systematically. They continue to be influenced by peers. Teen has a truer moral compass, or at least a more solid idea of what he/she feels is right or wrong. They build skills to become self-sufficient.

Teenagers can classify & order objects, reverse processes. They can think logically about concrete objects. They can consider more than one perspective at a time. Teen keenly tunes in to others' verbal and body language and reads facial expressions. They benefit from direct experiences than from abstract ideas/principles. Teen tells and writes involved, colorful stories. They are better able to explain, describe, sum up, and argue.

They can think hypothetically: calculate consequences of thoughts and actions without experiencing them. This makes their decision making refined. They consider several possibilities and plan behavior accordingly. They think logically: identify and reject hypotheses or possible outcomes based on logic. Systematic problem solving is exhibited by teens as they can attack a problem, consider multiple solutions, plan a course of action.

Cognitive development is uneven and impacted by emotionality. This is due to the drastic changes that follow puberty. This is a good time to talk about mental health. Your child is also becoming a deeper thinker, able to understand concepts, not just concrete things. He/she can think more long-term, and to set goals for him/herself. They speak in longer, more complex sentences. They are eager to enter heated arguments and discussions with you. They seem to communicate less at times and Are developing strong likes and dislikes. They do understand the effects of their behavior.

Teens use sarcasm and humor. Children at this age are like sponges, ready to absorb huge amounts of information. They are becoming interested in politics, philosophy and social issues. They often show a high interest in extracurricular activities. You should urge your child to express himself/herself with sports, theater, art, or music.

Child will get better at organizing himself/herself as they juggle school, activities, and work. But there is more responsibility and more stress related to classes, assignments, and juggling after-school activities, all while dealing with friends, increased expectations, and lots of distractions. Sometimes attention issues or learning problems show up now because of the more difficult demands of schoolwork in higher grades. They start to set goals for the future. Their goals will be a little more realistic, and they will have a better idea of what they want to be.

They do respond to media messages but develop increasing ability to analyze those messages. Teenagers should be mindful about internet safety. Your child should control his personal information and deny access by people he does not know or can't place.

Activity description

The child is required to set up the chess board as per the given notation. Then, continue the game for the provided game configuration by playing from both the sides. The child is required to note each & every move basis standard chess notation till the end of the game. The child is expected to avoid any blunders / mistakes while playing the game against self as opponent.

Starting position:

- | | |
|---------|-------|
| 1. e4 | c5 |
| 2. Nf3 | d6 |
| 3. d4 | cx d4 |
| 4. Nxd4 | Nf6 |

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| | |
|-----------|------|
| 5. Nc3 | a6 |
| 6. Be3 | e5 |
| 7. Nb3 | Be6 |
| 8. f3 | Be7 |
| 9. Qd2 | o-o |
| 10. o-o-o | Nbd7 |
| 11. g4 | b5 |
| 12. g5 | b4 |
| 13. Ne2 | Ne8 |
| 14. f4 | a5 |
| 15. f5 | a4 |

This game position is from the game between Viswanathan Anand & Sergey Karjakin (2006).

The child should set up this position & take a picture of the chess board to allow us to check that the child has set up the game position correctly. Post which the child is expected to play the game against self by making moves from both black & white side and making chess notation for the same.

In case, there is currently no chess board at home, the child can make his/her own chess board on a sheet of paper. And use pencil to place every piece on both the sides. E.g. R_w to designate White Rook & R_b to designate Black Rook. Similarly, N for Knight, B for Bishop, Q for Queen, K for King, P for Pawn. As you make any move, you may erase the previous position & mark the piece on the new position.

When the game has ended, the child should click a picture of the chess notation of his/her moves and share with us as submission. Therefore, the child is required to submit two pictures for this activity.

The pictures should be submitted as an entry as per submission guidelines. You may share the pictures with family, relatives & close friends as desired by you. Or post the videos on social media, if you wish, with the hash tag #KidExDIYChallenge or #KidExDIYNationalChallenge.

Submission guidelines

1. You have to send 2 pictures of the activity
2. Keep the total files size less than 20 MB
3. You can upload the files(s) at <https://www.kid-ex.com/diy-nc> (if total file size > 20 MB)
4. You can mail the file(s) to us at info@kid-ex.com (if total file size < 20 MB)
5. Please mention child's name, registered contact number & activity number in mail subject while submitting the file (Example: Veehan Saraf, 9654138862, Activity 1)
6. Kindly ensure you have registered for the event for us to assess the submission. If not registered, please visit <https://www.kid-ex.com/diy-reg> to register. New registrations allowed till 30th May.

Self-learning manual

Common mistakes in this activity are:

1. Not knowing the fundamentals of chess
2. Not knowing how to read notation correctly
3. Struggling to read notation at good pace
4. Able to read notation but struggling to write notation
5. Child is not in the right mindset while learning.

Key coaching tip to excel in this exercise is to make the kid familiar with the fundamentals of chess:

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1. Setting up chess board
2. Points system
3. Movements
4. Special moves: Castling, Pawn promotion etc.
5. Check mate & stale mate concept & applications
6. Notation

Encourage the child to call out the notation for every move they make. E.g. e4 as Opening move signifies the pawn in front of the King have moved two steps forward. As the child develops comfort in stating the notation for any move comfortably, encourage the child to write down notation for their moves.

Notation guidelines:

1. K: King, Q: Queen, R: Rook, B: Bishop, N: Knight
2. If a piece is captured, we include the symbol x for "captures" before the destination square.
3. Other notation, 0-0: kingside castle, 0-0-0: queenside castle, +: check, #: checkmate

You may refer to this video for notation: <https://www.youtube.com/watch?v=RbCKgjYh8So>.

It is a good coaching tip to encourage child to discuss chess games basis notation. It helps the person with visualization skills and memory as well. Many kids can play chess game verbally by talking in chess notation without any physical chess board.

Key benefits of this exercise:

1. It involves all levels of critical thinking (knowledge, comprehension, analysis, evaluation)
2. It requires forethought and cultivates visualization skills
3. It improves problem solving skills
4. It teaches concentration and self-discipline
5. It enables development of both sides of the brain
6. It rewards determination and perseverance
7. It raises self-esteem and promotes good sportsmanship
8. It enables children to assume responsibility for their decisions

Entry evaluation guidelines

The maximum point for this activity is 20. Every entry would be rated as either:

1. Master (M): 100% score
 - a. 12-14 years: Can set up the board position correctly & note all moves correctly with less than 3 mistakes & 0 blunder
 - b. 15-17 years: Can set up the board position correctly & note all moves correctly with less than 1 mistake & 0 blunder
2. Intermediate (I): 80% score
 - a. 12-14 years: Can set up the board position correctly & note all moves correctly with less than 5 mistakes & 0 blunder
 - b. 15-17 years: Can set up the board position correctly & note all moves correctly with less than 3 mistakes & 0 blunder
3. Beginner (B): 50% score
 - a. 12-14 years: Can set up the board position correctly & note all moves correctly
 - b. 15-17 years: Can set up the board position correctly & note all moves correctly
4. Not applicable (NA): 0% score
 - a. All other submission cases
 - b. No submission

For any queries, you may Whatsapp us at +91-7303755886 or email us at info@kid-ex.com.

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About KidEx

KidEx is a company founded by Kapish Saraf & Amritanshu Kumar (IIT Kharagpur & IIM Calcutta alumnus). KidEx aims to create a platform to enable holistic & comprehensive development of every child by partnering with their parents in a logistically convenient manner for the parents. KidEx offers multiple extra-curricular activity classes for kids in physical & digital form (basis screen time guidelines) to enable child's holistic development. Live classes include: Chess, Arts, Mandarin, Spanish, French, German, Guitar, Movie-Making. Upcoming classes include: Academics, Robotics, Coding, Dramatics, multiple Dance & Music, Social Etiquette etc. KidEx will offer all learning solutions to parents under one umbrella. KidEx would soon launch a suite of digital products aimed at making child-raising easier & more fun for parents.

About KidEx Do-It-Yourself National Challenge

The event is an effort to spread awareness regarding need for all rounded development of the child. This is also, designed keeping in mind the current external scenarios where lockdown/no lockdown, social distancing practices would continue & schools/colleges might be shut for a few months which would require parents to find non-screen time learning opportunities for the child while demanding lesser time for parents allowing them some breathing space for themselves.

The event is open to all Indian citizens in India or abroad across age groups of 3 to 17 years. Basis the submitted entries, for every age, a leader board would be created & declared.

Prizes & certificates

We will conduct two versions of the event for all interested parents. Parents can decide whether they want their child to participate in the paid version or the free version of the event. Entry charge for paid version of the event is INR 500 for every child.

Paid version participants would be eligible for:

1. Prizes for winners across all age category
 - a. Number of winners linked to number of paid version participants
 - b. 50% of registration fees to be distributed as prize to winners
2. Winner & participation certificates
3. Assessment score for every submitted entry & leader board position summary

Free version participants would be eligible for:

1. Assessment score for every submitted entry

Even participants interested in paid version would be required to pay the amount after 7th May allowing them opportunity to participate first & then, decide.