

Freedom Chess Academy
Class Level Exit Criteria

Topics Scholastic Chess Series Level	Instructor Reference	Class Level (Exit Criteria)			
		Beginners 1-2	Novice 3-4	Intermediate 5-6	Advanced N/A
Introduction, Chessboard (math; ranks, files, cell names), Setup, Basic Chess Rules, Pawn Play	Championship Chess(CC) Basics section 1	A	A+	A+	A+
Piece Moves	Championship Chess(CC) Basics section 2-5	B	A	A+	A+
Introduction to Tactics (Material values, free pieces, checkmate, stalemate)	CC Tactics pp. 1-34	B	A	A+	A+
Endgame Intro: Back Rank; 2 rooks walking, K&Q versus K	CC Endgame pp. 1-28	B	A	A+	A+
General Opening Theory	cc pp. 1-8, Fine's opening principles	C	B	A	A+
Chess Annotation		C	B	A	A+
Chess Rules: Intermediate (Draw rules, Insufficient Material, Resigning, Offering a Draw, Use of Time Clock, Resolution of Disputes)	USCF Chess Rules	C	B	A	A+
Sportsmanship, Classroom Behavior, Tournament Behavior, Handling of Disputes		B	A	A+	A+
Basic Openings	Specific CC Openings (excl. Stonewall)		B	A	A+
Basic Tactics (forks, pins, skewers)			B	A	A+
Basic Chess Thinking	CC Tactics, p.3 (Novice, Intermediate)		B	A	A+
Introduction to Chess Structure and Positional Play			C (Vocabulary-pawn structures)	B	A
Intermediate Tactics (Attraction, X-ray attacks, Overloading...)			C	A	A+
Endgame: Basic Mates Continued (K&R v. K; Smothered Mate)	CC Endgame pp. 29-60		B	A	A+
Endgame: Class E (Basic Opposition, Basic King & Pawn Endgames, Square of the Pawn, What can/cannot mate a lone king, B versus Q, N versus Q)	CC: Endgame pp.60-145 Silman's Complete Endgame Course: Endgames for the Class E player		B	A	A+

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Endgame: Class D (beyond basic opposition, king & pawn endgames, N/B/R vs. lone pawn)	CC: Endgame pp. 146+ Silman: Endgames for the Class D player			B	A
Endgame: Class C	Silman: Endgames for the Class C player				B
Endgame: Class B	Silman: Endgames for the Class B player				C
Advanced Chess Thinking	ICS,: Think Like A Strong Player, Making Decisions In Chess, Calculation			C	A
Position Analysis and Assessment	ICS: Theory: Positional Evaluation			B	A
Openings: Study of Major Openings	Various			B	A
Chess Strategy (Does this category needs to be broken down?)	ICS Year 1 Course			B	A
Pawn Structures (recognition and handling of various types)	Soltis-Pawn Structures & ICS Yr.1, Mo.8				B
Study of Grandmaster Games	ICS Year 2 Course			B	A
CMS Puzzle Proficiency (recommended)	Chess Magnet School	Level 3	Level 5	Level 12	Level 19

Legend:

Code	Proficiency Level (required to pass to the next class level)	
C	Concept	Grasps the term/concept; can verbalize and/or demonstrate it
B	Basic proficiency	Recognizes/responds appropriately to obvious examples (their immediate opportunities/threats on next move).
A	Adept	Can look ahead 2-3 moves and recognize potential
A+	Mastery	Routinely and appropriately uses the concept in planning in combination with other topics.