



CWMS

2024 Winter-Spring In-Person Weekly Schedule

In-person classes begin: **Week of Monday January 22, 2024**

Please see our in-person calendar for exact dates.

All classes will be held at Sunny Mandarin School | 50 Lockridge Ave., Unit 14, Markham, ON L3R 7R6

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
10:00 am - 11:30 am						Beginner	Newbie Ends at 11:00 am
11:30 am - 1:00 pm						Intermediate	Beginner
5:00 pm - 6:00 pm		Newbie					
6:30 pm - 8:00 pm	Intermediate	Beginner	Advanced 1	Advanced 2	Advanced 1		

CWMS COURSE LEVELS

	Newbie	Our Newbie Level class is our introductory course to chess! In this class, students are taught the very basics of chess with a fun, exciting and engaging approach. Our students will learn all of the piece movements, check, checkmate, pawn promotion and castling. This course is recommended for students without any experience in chess and aged 4-6 years old. Note: this class is 1 hour in length.
	Beginner	Our Beginner Level course teaches students the ideas and principles in the beginning or "opening" of chess. Here we cover simple opening ideas and basic tactics including forks, pins, back-rank mates, and the sometimes tricky "en passant" rule for pawns. This course prepares students for attacking ideas and fun ways to quickly finish a game of chess.
	Intermediate	Our Intermediate Level course begins to discuss strategies for attacking "castled kings" and further discusses tactics such as discovered attacks and discovered checks, double check, creating pins, forks and the power of "maximized pieces". This course is tons of fun and is a foundation class for our Advanced courses.
	Advanced 1	Our Advanced 1 Level course focuses on a broader range of middle game ideas, strategies and tactics. Among other concepts, in this course, we discuss opposite side castling, pawn storms and using open files and sacrifices to "break open the king". In addition to the middle game, we also take an introductory look at endgames including opposition, pawn structures and basic endgames students will encounter.
	Advanced 2	Our Advanced 2 Level course focuses on positional awareness and anticipating your opponents moves and strategies. Among other concepts, in this course we discuss candidate moves, prophylaxis, piece maximization and gaining initiative. This course is tons of fun and helps to prepare students for tournament play.
	Advanced 3	Our Advanced 3 Level course works to build on our students existing knowledge putting together key concepts in our previous level to help students both anticipate and outplay their opponents general strategies. Among other concepts, in this course, we examine the wide array of advanced tactical and strategic knowledge of our students, and help to develop more advanced and subtle strategies that will help lead them into better endgames.
★	Expert 1	Our Expert 1 Level course begins to fully develop our students' opening repertoires and middle game strategies in preparation of real-tournament play. This course focuses on introducing titled-player ideas in strategy and planning as well as developing training regimens for self-improvement. Under CWMS' trademarked systems, students will also begin to develop pro-level thinking as well as tactical motifs.
★★	Expert 2	Our Expert 2 Level course continues to push experienced players in their tournaments and competitive play. Through a reverse engineering approach, we examine favorable middlegames from top-level players that can translate smoothly into our students' own games. This course focuses on subtle positional differences in the middle game which can lead to drastically better endgames.
★★★	Expert 3	Our Expert 3 Level course continues to push already experienced players with a deeper overall understanding of the opening, middle and endgame. In this course, students will be asked to examine games thoroughly during lecture and provide their teacher with their own games for later analysis. Among other concepts, this course will review and expand on key ideas and strategies, including imbalances in common openings, nuanced differences between opposing pieces and pawn structures.