

## Chess.com University

### Chess 014: Endgame Technique for 1200-1500 Players

#### Class Syllabus

#### Part 1: Course Information

##### Instructor Information

**Instructor:** Kairav Joshi

**Skype & Chess.com Username:** GeniusKJ

**Email:** (Will be provided to students taking the class)

##### Textbook and Course Materials

**Required Text:** *Silman's Complete Endgame Course* by Jeremy Silman

Available at my online Amazon bookstore:

<http://astore.amazon.com/kairacad-20?node=1&page=2>

There may be better priced copies available elsewhere such as [www.ebay.com](http://www.ebay.com).

##### Course Requirements

Computer & Internet Access Required.

Proficiency In Written English Required.

1-Month Chess.com Diamond Membership Required.

##### Course Structure

**Endgame Technique for 1200 – 1500 Players** will be delivered entirely online through various mediums including Chess.com, Livestream.com, KairavAcademy.com, and Email.

**Class Syllabus**

**Part 2: Course Objectives**

- Learn all the endgame material a 1200 – 1500 ELO player should know.
- Master applying basic endgame principles.
- Learn must-know strategic and tactical endgame patterns.
- Master all basic endgame checkmates such as K B B vs. K.
- Learn which endgames are drawn and which endgames are won.
- Improve at using endgame knowledge to guide middlegame play.
- Get started with king and pawn endgames as well as rook endgames.
- Improve key chess skills such as calculating, evaluating, basic planning, etc.
- Get better at playing chess!

Students will learn everything a 1200 – 1500 player should know about endgame play by going through a variety of material including, but not limited to: articles, videos, chess mentor courses, computer workout, class written lectures, class assignments with feedback, class live lectures, and class textbook.

Because this course is training-based and emphasizes learning-by-doing, the live lectures will be interactive. The class assignments will be engaging and will require some effort from the students. Possessing endgame knowledge is beneficial, but unless you are able to apply it and develop endgame technique, the knowledge doesn't come in handy. Being able to apply principles and improve skills such as visualization, calculation, evaluation, analyzing, and planning, is vital for improving at chess.

A key objective will be enhancing your thinking abilities, especially during the endgame. After taking this class, students will have a new level of confidence in the endgame. Students will be able to convert concrete endgame advantages into wins and have a toolbox full of tricks to save inferior endgames.

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**Part 3: Course Topics and Schedule**

[Subject to change]

Chapter 1: Prerequisites and the Basics

Chapter 2: Evaluation of Endgames: What's Winning, What's Not.

Chapter 3: Endgame Principles and Applications

Chapter 4: Tactical Themes in the Endgame

Chapter 5: King and Pawn Endgames

Chapter 6: Minor Piece Endgames and Introduction to Major Piece Endgames

Chapter 7: Advanced Topics: Endgame Technique

Chapter 8: Advanced Topics: Techniques for Drawing Inferior Endgames

As I am still designing the class, the chapter names may slightly change or get rearranged.

**Class tentatively starts on Saturday, December 7<sup>th</sup>, 2013 at 12:30 PM PST (Pacific Time, USA).**