



## KLUBECK - CHESS

### Information About the Instructor

**Instructor Name:** Marty Klubeck

**Instructor Email:** klubeck.1@nd.edu

**Instructor Phone:** (574)303-4277

**Instructor Bio:**

- MA in Human Resources, Webster University
- BA in Computer Science, Chapman University
- AAS Instructional Technology - Community College of the Air Force
- Chess - Expert level player, USCF
- USCF Chess Club Director
- Chess Club founder/director for the Niles Community Library Chess Club (since 2004)
- Taught college classes including “Human Resource Issues, Quality, and Productivity” and “Teaching Methods” for Purdue University
- Author of five books: Why Organization Struggle so Hard to Improve so Little” (Praeger, 2009), “Metrics: Hard to Improve Key Business Results” (Springer 2011), “Planning and Designing Effective Metrics” (Apress 2014), The Professional Development Toolbox” (2015) and most recently “Don’t Manage...Coach!” (2016)

**Teacher of Record:** Mary Landgraf

**Email:** mary.landgraf@nilesschools.org

### Information About the Course

**Time:** 4:00 - 5:30 pm

**Day:** Thursday

**Ages/Grades:** Grades 3-12

**Location:** 720 S 11th Street, Niles, MI 49120 - Martin’s Deli Cafe area

**This Resource is:** Direct pay - the instructor will bill the Partnership directly

**Description:**

While students will learn about prioritization, analysis, memory enhancement, visualization, and natural consequences, the course will specifically teach: how

to play the game (rules and piece movement), principles of good play (including piece development and center control, King safety, material values, and space), tactical strategies (including Pins, Skewers, Forks, Discovered Attack, and Double attack), strategic strategies (including pawn formations, open vs. semi open files, Knights vs. Bishops, and blockade), and Opening, Middle, and End Game play. The course will also teach tournament play including time/clock management, keeping score (capturing the game on paper), and good sportsmanship/etiquette. Students will progress from novice (learning how the pieces move) to tournament-ready players. The idea is to meet the players where they are and to help them progress through the levels of play: novice (no idea what chess is), beginner (can play a game following the rules), developing (can display command of the principles of good play), tournament ready(demonstrates understanding of Open, Middle, End Game play and plays according to tournament requirements),and accomplished (can leverage Tactical and Strategic Principles and obtain 1400 USCF rating or equivalent)



