

- **2-minute settling time:** kids arrive, boards out, quick social chat.

- **“Brain Switch On” activity**

- Younger kids: identify pieces & their moves
- Older kids: name 3 checkmate patterns

Topic rotates (examples below):

- Basic tactics — forks, pins, skewers
- Opening principles — development, centre control
- Checkmate patterns — back rank, ladder, smothered
- Endgames — king & pawn, rook endings
- Ages 5–7: simplified examples, physical demonstrations, storytelling (“the rook is a tower protecting the king”)
- Ages 8–12: deeper tactical explanation, variations, “what if?” lines.
- Includes -
 - Pawn battle (only pawns)
 - Knight maze (reach target squares)
 - King & rook vs king (endgame practice)
 - Opening race (develop all minor pieces first wins)

Game review

- Pick 1–2 games from the class and replay key moments.
- Highlight good decisions from both younger and older players.

Announce Today’s Star!