

Torus Chess — Advanced Level

Coach Lesson Plans: Week-by-Week Curriculum

For coach use — one plan per 60-minute class. Rhythm: Warm-Up (5 min), Core Lesson (15 min), Puzzle Practice (15 min), Free Play (20 min), Wrap-Up (5 min). One new idea per week. Target: 1000 → 1400 Elo.

The Advanced year moves from *seeing* tactics to *creating* them (preparatory tactics), then into positional strategy, serious endgame technique, and the habit of analyzing one's own games. Calculation discipline (Week 5) is enforced in every subsequent class.

Preparatory Tactics (Weeks 1–6)

Week 1 — Luring

Objective: Students calculate 3-move sequences that sacrifice material to lure a piece to a bad square.

Warm-Up (5 min): Story: the bait on the mountain path.

Core Lesson (15 min): Luring the king or queen onto a fork/skewer square; sacrifice first, cash in second.

Puzzle Practice (15 min): Classic queen-lure and king-lure puzzles.

Free Play (20 min): Games with a "best lure of the day" bounty.

Homework: Worksheet: 8 luring puzzles with full lines written out.

Coach Notes: Demand the full sequence aloud before the first move is played.

Week 2 — Blocking and Interference

Objective: Students cut defensive lines by placing a piece in the path.

Warm-Up (5 min): Story: felling a tree across the messenger's road.

Core Lesson (15 min): Interference between defender and target; blocking escape squares before mating.

Puzzle Practice (15 min): Blockade puzzles — cut the rook's defense of the pawn.

Free Play (20 min): Games with interference-spotting reviews.

Homework: Worksheet: 8 interference puzzles.

Coach Notes: The sacrificed blocker often looks absurd — celebrate the ugliness.

Week 3 — Clearing

Objective: Students clear squares or lines for a stronger piece, with tempo.

Warm-Up (5 min): Story: clearing the runway for the war eagle.

Core Lesson (15 min): Moving your own piece out of the way *with a threat* so the opponent cannot use the pause.

Puzzle Practice (15 min): Clear-the-line puzzles graded by tempo quality.

Free Play (20 min): Games with post-game "was there a clearance?" checks.

Homework: Worksheet: 8 clearing puzzles.

Coach Notes: "With tempo" is the whole lesson — a quiet clearance usually fails.

Week 4 — Deflection and Decoy

Objective: Students force an overworked defender to abandon its post.

Warm-Up (5 min): Story: the loudest distraction wins the heist.

Core Lesson (15 min): Overloaded defenders; deflect with a bigger threat; decoy onto losing squares.

Puzzle Practice (15 min): One-piece-two-jobs puzzles.

Free Play (20 min): Games with defender-workload mapping.

Homework: Worksheet: 8 deflection puzzles.

Coach Notes: Have students count each defender's jobs aloud — two jobs = target.

Week 5 — Calculation Discipline

Objective: Students calculate with a strict method: candidate moves → forcing lines → evaluate.

Warm-Up (5 min): Story: the climber who tests every hold before moving.

Core Lesson (15 min): List candidates first, calculate checks/captures/threats deepest, evaluate the end position, only then choose.

Puzzle Practice (15 min): Blindfold knight-path drills; "list three candidates before solving" puzzles.

Free Play (20 min): Slow games with a written candidate list for one critical position.

Homework: Worksheet: candidate-listing exercises.

Coach Notes: Forbid touching pieces during calculation — visualization is the muscle.

Week 6 — Tactics Test

Objective: Students solve complex multi-move tactical puzzles accurately.

Warm-Up (5 min): Story: the mountain pass exam.

Core Lesson (15 min): Test-taking method: motif ID → candidates → verify.

Puzzle Practice (15 min): Graded tactics test (mixed preparatory motifs, 2–4 movers).

Free Play (20 min): Post-test favorite-solution show-and-tell.

Homework: Review missed puzzles with written corrections.

Coach Notes: Score accuracy over speed; retest wobbles privately next week.

Strategy Highlands (Weeks 7–14)

Week 7 — Weak Squares and Outposts

Objective: Students identify weak squares and plant knights on outposts.

Warm-Up (5 min): Story: the unguarded watchtower on the ridge.

Core Lesson (15 min): Squares no pawn can defend; knight outposts supported by pawns; creating weaknesses with pawn trades.

Puzzle Practice (15 min): Find-the-outpost and reroute-the-knight puzzles.

Free Play (20 min): Games scored with an outpost bonus.

Homework: Worksheet: mark weak squares in 6 structures.

Coach Notes: A knight on the 6th is worth a rook — show one model game.

Week 8 — Pawn Structure I: Isolated, Doubled, Backward

Objective: Students recognize the three classic pawn weaknesses and how to attack them.

Warm-Up (5 min): Story: the village walls with cracks.

Core Lesson (15 min): Definitions, why each is weak, blockading the isolani, piling on the backward pawn.

Puzzle Practice (15 min): Diagnose-the-weakness puzzles.

Free Play (20 min): Games from set positions containing one weakness.

Homework: Worksheet: label weaknesses in 8 structures.

Coach Notes: Also teach the isolani's dynamic side — weakness is not doom.

Week 9 — Pawn Structure II: Chains, Majorities, and Breaks

Objective: Students attack pawn chains at the base and plan pawn breaks.

Warm-Up (5 min): Story: bringing down the mountain bridge at its foundation.

Core Lesson (15 min): Chain bases, pawn majorities creating passers, thematic breaks (f5/c5 ideas).

Puzzle Practice (15 min): Find-the-break puzzles.

Free Play (20 min): Locked-center games rewarding correct breaks.

Homework: Worksheet: mark the right break in 6 positions.

Coach Notes: "Where is my break?" becomes a standing middlegame question.

Week 10 — Open Files and the Seventh Rank

Objective: Students seize open files, double rooks, and invade the seventh rank.

Warm-Up (5 min): Story: the highland highway to the enemy camp.

Core Lesson (15 min): Fighting for the only open file; doubling; the "pig" on the 7th eating pawns.

Puzzle Practice (15 min): File-seizure and 7th-rank invasion puzzles.

Free Play (20 min): Games scored on file control.

Homework: Worksheet: 6 rook-activity puzzles.

Coach Notes: Connect to back-rank dangers from Intermediate — same geography.

Week 11 — Good Bishop, Bad Bishop, Knight vs Bishop

Objective: Students judge minor-piece quality by pawn placement and position type.

Warm-Up (5 min): Story: the sword that fits the terrain.

Core Lesson (15 min): Bishops blocked by own pawns; knights in closed positions; bishops in open ones; the bishop pair.

Puzzle Practice (15 min): "Which minor piece is better?" verdict puzzles.

Free Play (20 min): Imbalance games (B vs N) from set positions.

Homework: Worksheet: 6 minor-piece verdicts with reasons.

Coach Notes: Reasons matter more than verdicts — grade the explanation.

Week 12 — Space and the Art of the Trade

Objective: Students use space advantages and decide which pieces to trade.

Warm-Up (5 min): Story: the army with room to march.

Core Lesson (15 min): Space = mobility; the cramped side trades, the spacious side avoids trades; trade your bad piece for their good one.

Puzzle Practice (15 min): Trade-or-keep decision puzzles.

Free Play (20 min): Games with one mandatory trade-decision discussion.

Homework: Worksheet: 6 trade decisions with reasons.

Coach Notes: "Every trade needs a reason" — post it on the wall.

Week 13 — Making a Plan

Objective: Students form simple plans from a position's features (weaknesses, files, breaks).

Warm-Up (5 min): Story: the general's map table.

Core Lesson (15 min): The planning questions: What's weak? Where's my break? Which piece is worst? Improve it.

Puzzle Practice (15 min): "Find the plan, not the move" positions.

Free Play (20 min): Slow games with a spoken plan at move 15.

Homework: Worksheet: write one-sentence plans for 4 positions.

Coach Notes: Accept any coherent plan; punish only planlessness.

Week 14 — Boss Battle: The Highland Strategist

Objective: Consolidate all Strategy Highlands themes.

Warm-Up (5 min): The Strategist challenges the class to read the terrain.

Core Lesson (15 min): Strategy review circuit.

Puzzle Practice (15 min): Strategist's trial: verdicts, breaks, and one written plan.

Free Play (20 min): Strategy-themed games.

Homework: None — award the **Highland Banner**.

Coach Notes: Log each student's weakest theme for warm-up rotation.

Grand Plans Keep (Weeks 15–20)

Week 15 — Prophylaxis: Asking "What Do They Want?"

Objective: Students identify the opponent's plan and prevent it before executing their own.

Warm-Up (5 min): Story: the keep's watchman who sees the siege coming.

Core Lesson (15 min): The prophylactic question before every plan; useful preventing moves.

Puzzle Practice (15 min): "Stop their idea" puzzles.

Free Play (20 min): Games with a mandatory "their plan is..." statement each 5 moves.

Homework: Worksheet: name the opponent's plan in 6 positions.

Coach Notes: This question separates 1200 from 1400 — invest heavily.

Week 16 — Attacking the Castled King

Objective: Students conduct pawn-storm and piece attacks against castled positions.

Warm-Up (5 min): Story: the siege ladders against the keep walls.

Core Lesson (15 min): When to storm (closed center, opposite castling), when to pile pieces; counting attackers vs. defenders around the king.

Puzzle Practice (15 min): Attack-continuation puzzles.

Free Play (20 min): Opposite-side-castling theme games.

Homework: Worksheet: choose storm vs. piece attack in 6 positions.

Coach Notes: Center control is the license to attack — repeat until reflexive.

Week 17 — The Art of Defense

Objective: Students defend difficult positions: trade attackers, cover weaknesses, seek counterplay.

Warm-Up (5 min): Story: the keep that never fell.

Core Lesson (15 min): Defensive priorities; when to return material; the counterattack as defense.

Puzzle Practice (15 min): Only-move defensive puzzles.

Free Play (20 min): Defense sparring: students defend worse positions vs. coach.

Homework: Worksheet: 6 find-the-defense puzzles.

Coach Notes: Praise resilient defense as loudly as brilliant attack.

Week 18 — Converting an Advantage

Objective: Students convert winning positions: simplify, avoid counterplay, no hurry.

Warm-Up (5 min): Story: carrying the treasure home without dropping it.

Core Lesson (15 min): Trade pieces not pawns when ahead; kill counterplay first; the "no rush" principle.

Puzzle Practice (15 min): Technique puzzles from won positions.

Free Play (20 min): Conversion drills: start +3 vs. coach resistance.

Homework: Worksheet: pick the cleanest conversion in 6 positions.

Coach Notes: Losing won games is this level's heartbreak — drill patience.

Week 19 — Imbalances and Compensation

Objective: Students evaluate material imbalances (3 minors vs Q, R vs B+P, quality vs activity).

Warm-Up (5 min): Story: trading gold for maps — value beyond coins.

Core Lesson (15 min): Standard imbalance values and when activity outweighs material.

Puzzle Practice (15 min): "Who is better and why?" evaluation puzzles.

Free Play (20 min): Imbalance games from set positions.

Homework: Worksheet: 6 evaluations with one-sentence verdicts.

Coach Notes: Kill the pure point-counting habit gently — context is king now.

Week 20 — Boss Battle: The Keeper of Plans

Objective: Consolidate planning, prophylaxis, attack, defense, and conversion.

Warm-Up (5 min): The Keeper opens the war room for judgment.

Core Lesson (15 min): Grand-plans review circuit.

Puzzle Practice (15 min): Keeper's trial: one attack, one defense, one conversion puzzle plus a written plan.

Free Play (20 min): Themed games.

Homework: None — award the **Keep's Seal**.

Coach Notes: Weight the written plan heaviest — thinking is the product.

Endgame Glacier (Weeks 21–26)

Week 21 — Pawn Endgames Deep: Key Squares and Triangulation

Objective: Students master key squares beyond basics and win with triangulation.

Warm-Up (5 min): Story: the glacier crossing where one step decides all.

Core Lesson (15 min): Key-square maps for pawns on each rank; losing a tempo by triangulating.

Puzzle Practice (15 min): Key-square verdicts and triangulation drills.

Free Play (20 min): K+P duels with verdict-first play.

Homework: Worksheet: 8 key-square puzzles.

Coach Notes: Triangulation feels like magic — let students discover it on the demo board.

Week 22 — The Philidor Position: Holding the Draw

Objective: Students hold R+P vs R with the Philidor third-rank defense.

Warm-Up (5 min): Story: the wall on the third ledge of the glacier.

Core Lesson (15 min): Rook on the third rank until the pawn advances, then checks from behind.

Puzzle Practice (15 min): Philidor setup-and-hold drills.

Free Play (20 min): Defend-the-Philidor sparring vs. coach and peers.

Homework: Worksheet: Philidor decision puzzles.

Coach Notes: Teach the defense *before* Lucena — confidence in drawing changes tournament results immediately.

Week 23 — The Lucena Position: Building the Bridge

Objective: Students win R+P vs R via the Lucena bridge.

Warm-Up (5 min): Story: building the ice bridge to the summit.

Core Lesson (15 min): King in front, rook to the fourth, the bridge against checks.

Puzzle Practice (15 min): Bridge-building drills from varied files.

Free Play (20 min): Lucena vs. Philidor paired duels.

Homework: Worksheet: 6 Lucena technique puzzles.

Coach Notes: Pair Weeks 22–23 duels so every student plays both sides.

Week 24 — Minor Piece Endgames

Objective: Students handle B vs N endings and same/opposite-colored bishop basics.

Warm-Up (5 min): Story: two scouts racing across the ice.

Core Lesson (15 min): Wrong-colored rook pawn draw; N struggles vs. passed rook pawns; opposite bishops' drawish pull.

Puzzle Practice (15 min): Verdict and technique puzzles.

Free Play (20 min): Minor-piece ending duels.

Homework: Worksheet: 6 minor-piece verdicts.

Coach Notes: The wrong-bishop corner draw saves real games — drill recognition.

Week 25 — Practical Endgame Play

Objective: Students apply endgame principles under the clock: activity, passed pawns, king first.

Warm-Up (5 min): Story: the storm hits — decisions with cold fingers.

Core Lesson (15 min): Principle hierarchy when theory runs out; rook activity over material.

Puzzle Practice (15 min): "Principle, not calculation" decision puzzles.

Free Play (20 min): Rapid endgame gauntlet with increment.

Homework: Worksheet: 6 practical decisions.

Coach Notes: Normalize principled guessing — perfect play is not the bar.

Week 26 — Boss Battle: The Glacier Warden

Objective: Consolidate all Endgame Glacier technique.

Warm-Up (5 min): The Warden guards the summit pass.

Core Lesson (15 min): Endgame review circuit.

Puzzle Practice (15 min): Warden's trial: hold a Philidor, win a Lucena, verdict quiz.

Free Play (20 min): Endgame duels.

Homework: None — award the **Glacier Star**.

Coach Notes: These two rook endings are lifetime assets — insist on clean demonstrations.

Analysis Observatory (Weeks 27–28)

Week 27 — Analyzing Your Own Games

Objective: Students analyze a game they played: find the critical moment and the first big mistake.

Warm-Up (5 min): Story: the observatory where past battles replay in the stars.

Core Lesson (15 min): The analysis method: replay without engine, mark critical moments, name the lesson.

Puzzle Practice (15 min): Class-analyzes-a-student-game demonstration.

Free Play (20 min): Paired analysis of each other's Sapphire Cup scoresheets.

Homework: Fully annotate one of your own games (three comments minimum).

Coach Notes: Ban engines this week — judgment first, verification later.

Week 28 — Annotating Like a Master

Objective: Students write useful annotations: plans, evaluations, and alternatives, not just moves.

Warm-Up (5 min): Story: the star-charts left for future navigators.

Core Lesson (15 min): Annotation anatomy: evaluation words, "better was...", the lesson sentence at the end.

Puzzle Practice (15 min): Improve-this-annotation exercises.

Free Play (20 min): Games played *for* annotation — students swap and annotate.

Homework: Annotate a second game applying feedback.

Coach Notes: Collect annotations — they are the truest progress record you have.

The Trials (Weeks 29–32)

Week 29 — Full Games with the Strategist's Checklist

Objective: Students integrate calculation discipline, planning, prophylaxis, and technique in full games.

Warm-Up (5 min): Mariposa opens the Trials grounds.

Core Lesson (15 min): The Advanced thinking routine demonstrated live.

Puzzle Practice (15 min): Mixed review set across all realms.

Free Play (20 min): Serious games with self-annotation afterward.

Homework: Two annotated home games.

Coach Notes: Compare annotations to your observation notes — gaps reveal blind spots.

Week 30 — The Advanced Trials

Objective: Formal assessment: tactics test, strategy verdicts, one rook-endgame demonstration, and a complete annotated game.

Warm-Up (5 min): The four trial chambers open.

Core Lesson (15 min): Trials 1–2: tactics ladder; Lucena or Philidor demonstration.

Puzzle Practice (15 min): Trial 3: strategy verdict paper.

Free Play (20 min): Trial 4: complete game, annotated for homework.

Homework: Submit the annotated trial game.

Coach Notes: Bridge plans (4–8 weeks) where needed — never a repeat year.

Week 31 — The Ruby Cup

Objective: Students compete in the celebratory five-round tournament with clocks and full notation.

Warm-Up (5 min): Opening ceremony and sportsmanship oath.

Core Lesson (15 min): Tournament preparation: openings check, energy, etiquette.

Puzzle Practice (15 min): (Folded into rounds.)

Free Play (20 min): Tournament rounds.

Homework: Annotate your best Ruby Cup game.

Coach Notes: Notation is mandatory now — scoresheets feed Week 32 review.

Week 32 — Awards Ceremony and the Road Ahead

Objective: Celebrate, deliver written progress reports, and preview the Super Advanced level.

Warm-Up (5 min): Banner display and strategist roll-call.

Core Lesson (15 min): Awards and reports.

Puzzle Practice (15 min): One Super Advanced teaser: the Greek Gift sacrifice!

Free Play (20 min): Celebration games.

Homework: None — promotion to **Super Advanced**.

Coach Notes: One specific praise point per parent conversation.

— *The Torus Chess Coaching Team*