

ICA SUMMER CAMP 2020



AWARDS

GROUPS



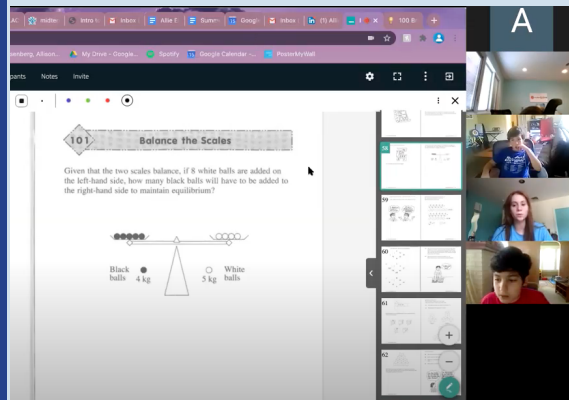
Campers in Coach Sean's group called one of GM Nakamura's games "the coolest game ever" after he left his queen hanging for what seemed like an eternity against GM Gelfand, but the jury is still out on which game is the most immortal. **Aiden** and **Geoffrey** continued to impress in **Coach Danny's group** and found themselves deservedly sharing the **best-in-group prize**. **Ankush** joined **Coach Sean's group** after impressing his coaches in previous weeks and demonstrating a clear readiness for a more advanced group. He almost claimed the **best-in-group prize**, but it was **Ethan** who ultimately triumphed through his impressive puzzle solving that showed huge improvement in accuracy and speed.

TOURNAMENTS

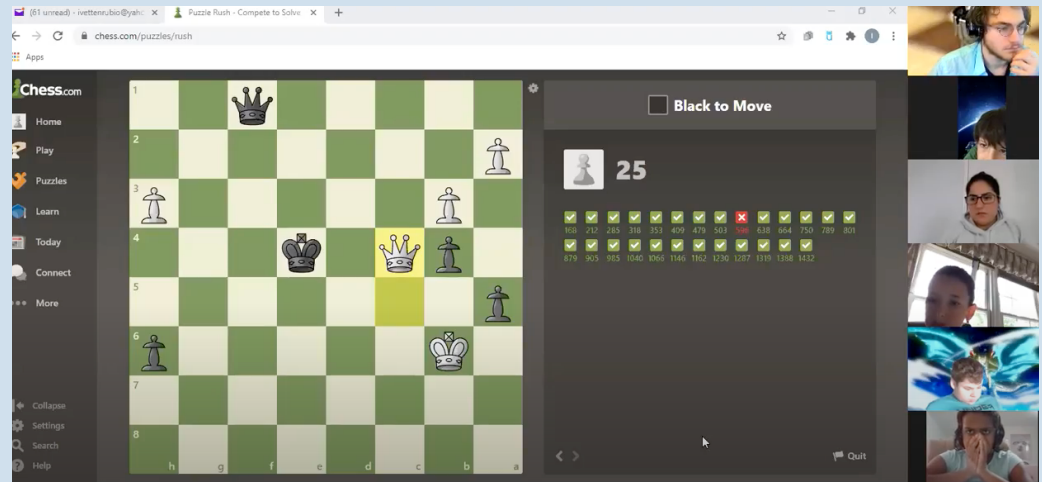


The afternoon tournament games provided a great testing ground for ideas explored in lessons, as well as a great tool for analysis. We often learn most from our losses, but there is much to be said for memorable wins that include a new idea successfully deployed. It was great to see many campers really taking their time this week (with some exceptions who need to SLOW DOWN) – we hope to see everyone continue to improve their time management. As one coach memorably put it, **when you think you've calculated as far as you need to, look one move deeper!**

WEEK 4 REPORT



The summer is heating up, but ICA campers are staying cool as the 4th week of our virtual camps ends. Campers brought the same enthusiasm and passion to their morning lessons that the ICA coaches have come to expect, as players competed against each other and themselves in a continual effort toward improvement. Lessons continued to focus on tactical improvement with thematic puzzle solving, as well as strategic improvement through game analyses that included camper games, coach games and the games of the greatest grandmasters. Grandmaster games included old classics and more modern illustrations of how to play great chess.



NON- CHESS ACTIVITIES

In the afternoon, campers enjoyed a range of non-chess activities, including Art, Theatre, Math and Mindgames. Campers in Theatre class practiced improv and storytelling with fun games. After realizing how many of the boys were **OBSESSED** with Pokemon, **Group 1** worked on character creation projects. They created Pokemon, their trainers, and a really cool Supervillain. **Group 2** focused on character, subtext, and monologue structure, while playing with improv games. The campers were assigned monologues which were performed on Friday, and the class even got the chance to enjoy Blake's Hamilton audition piece.

The week in Art class consisted of nothing but laughter, excitement and learning as campers impressed Erica with their knowledge, talent and wit. Campers learned about dreamcatchers and had the opportunity to create their own. The developing artists learned about various art styles throughout history, including Impressionism, Surrealism, and Pop Art. All this was interspersed with fun games, as campers used Tate Kids Paint to make virtual paintings, and Skribbl.io to play virtual Pictionary.

